

DAVID M. HOCHSTADTER - SENIOR COMPOSITOR**SHOT BREAKDOWN - DEMO REEL 2023****HTTP://WWW.PALADINFX.COM - DAVIDH@PALADINFX.COM - LOS ANGELES, CA - 310.770.8258**

#	Time	Project	Description of work
1.	00:06	NCIS: Hawaii	Integration of explosion and smoke into live action plate. Color correction, interactive lighting and rotoscoping.
2.	00:07	Ray Donovan	Green screen composite. Background integration with color correction, 3d tracking, projection mapping of bg plate using simple geometry, and depth of field.
3.	00:09	Star Trek: Picard	Integration of CG tentacle into live action plate using AOV's.
4.	00:11	Fear The Walking Dead	CG wound, wound blood, blood fx, and weapon added to plate. Fixed weapon and wound matchmove to match plate.
5.	00:12	Macgyver	Full CG composite of the airplane, clouds and environment. Added lights, heat distortion, atmosphere, glints, depth of field and lens distortion in Nuke.
6.	00:20	Ray Donovan	Green screen composite. Background integration with color correction, 3d tracking, projection mapping of bg plate using simple geometry, and depth of field.
7.	00:24	The Walking Dead	Mixture of 3d FX and 2d blood added to plate to create bullet hit to the head.
8.	00:26	NCIS: Hawaii	Several CG fire and smoke passes combined to plate. Interactive lighting and shadowing added in comp.
9.	00:28	Star Trek: Picard	Earth composite created using CG passes. Multiple cloud passes were combined along with an atmosphere pass for the upper layers.
10.	00:31	Fear The Walking Dead	CG shovel added to prop handle. Wound tracked onto head along with CG FX blood.
11.	00:32	The Walking Dead	CG crowd added to plate. Rotoscoping of foreground zombies. Individual CG zombie color correction using cryptomatte passes. Depth of field added.
12.	00:35	Macgyver	Full CG composite of the airplane, clouds and atmosphere. Added lights, heat distortion, glints, and lens distortion in Nuke.
13.	00:37	Fear The Walking Dead	Replacement of in plate practical water with CG water. AOV's used to color correct, and add specular highlights, and glints. Created fake reflection with displacement, Added shadows and depth of field.
14.	00:45	Fear The Walking Dead	CG zombie crowd added to plate, used rotoscoping and color correction to integrate into the plate.
15.	00:47	Fear The Walking Dead	CG zombie crowd added to plate, used rotoscoping and color correction to integrate into the plate.
16.	00:48	Shameless	Integrated CG building into plate. Rotoscoping of barbed wire and truck.
17.	00:49	Ray	Green screen composite. Background integration with color correction, 3d tracking,

		Donovan	projection mapping of bg plate using simple geometry, and depth of field. Rotoscoping of actor.
18.	00:51	Shameless	Green screen composite with complete CG background added. Multiple object color correction, edge treatment and depth of field.
19.	00:53	Shameless	Green screen composite with complete CG background added. Multiple object color correction, edge treatment and depth of field.
20.	00:55	NCIS: Hawaii	CG helicopter added to plate. Color corrected individual parts, and animated lights within Nuke.
21.	00:56	Scorpion	Subway environment added to background. Added motion blur, added interactive lighting to the train car. Resized plate, rotoscoped train car, and added multi layered lens flares.
22.	01:04	Macgyver	Complete CG shot. Drone, landscape, missile and missile trail rendered separately and composited together. Sky projected onto dome in Nuke.
23.	01:06	Macgyver	Explosion added to plate. Smoke and fire passes combined. Rotoscoping of foreground actors. Blooming and lightwrap added.
24.	01:07	Supergirl	Heads up display designed and animated in Nuke's 3D space. Tracked and integrated into the green screen plate. Depth of field added with transparency kept.
25.	01:08	Supergirl	All CG shot of Supergirl digital double, drone, and environment. Lens flare added.
26.	01:13	Macgyver	FX smoke with shadow added to bridge. Hold out the actor created to reveal him as he runs out. Rotoscoping of foreground actors and hair.
27.	01:14	Supergirl	CG car added to plate. Integration involved multiple AOV passes, shadows, and warping of actor to line up with the car.
28.	01:15	The Flash	Entire shot is CG. AOV's used to color correct environment and character, glows added to lightning. Motion blur added in comp. as well.
29.	01:17	Macgyver	Liquid gel added to plate environment. Lots of integration work when contacting walls and actor.
30.	01:18	Good Girls Revolt	Matte painting added to the background. Birds and smoke were used to give the city a bit of life.
31.	01:25	Macgyver	CG gel added. Bubble pass added along with refraction to create realism. Water line against camera created as well.
32.	01:27	Good Girls Revolt	Background matte painting added along with sign replacements to match time period. 3d camera used.
33.	01:33	Macgyver	Several CG gel passes were added to the environment and actor.
34.	01:36	Titans	Time echo used to create a super power effect for DC character.
35.	01:37	Titans	Rendered ship added to dark environment. Black levels matched and lights adjusted.
36.	01:38	Turn	CG boats, water, and matte painting added to reflection in the window. Green screen actors added to boats. .
37.	01:51	Macgyver	Multi-pass render used to create shot of plane within a night time environment.
38.	01:52	Titans	Integration of CG fire and debris to long panning shot of an exploded mansion.
39.	01:56	Macgyver	Actor filmed in a parking lot and comped into a 3d environment. Integrated CG plane.
40.	01:57	Turn	CG water and boats added to plate. Sky with moon placed in comp.

41.	02:04	The Flash	FX portal, lighting and digital double. Lens dirt and flare created.
42.	02:05	The Flash	FX lightning added to actor. Tracked skin texture to create internal glow on eyes.
43.	02:08	Turn	2d elements added to the background of the green screen plate. Wig line hair fix.
44.	02:15	The Flash	Holographic digital reveal created for Council of Wells characters. Used throughout the season.
45.	02:18	The Flash	Holographic display created using actress on green screen. Depthmap of actress created to displace scanlines and other elements.
46.	02:19	Agents of Shield	Closeup of Deathlocks leg created using CG passes. Painted out practical leg, Glows and animated depth of field used. Rotoscoping of hand and note.
47.	02:27	Turn	Created nighttime matte painting and integrated it into greenscreen plate.
48.	02:30	Agents of Shield	A CG bulldozer was added to the football field along with a matte painting in the background. FX passes of grass being thrown up was added. Paint out of a practical golf cart within the plate.
49.	02:33	Manhattan	Atom bomb tower extension created using multi-layered CG renders. Shadows of people with the tower were created in comp.
50.	02:46	Agents of Shield	Practical green screen actors added to full CG environment. FX passes used for the jets. Environment Dome used in Nuke for the background.
51.	02:52	Blacklist	Muzzle flashes and bullet hits added to plate.
52.	02:55	Salem	Egg transition to skull shape done using FX pass from houdini.
53.	02:57	Salem	2d plate added to new 3d camera move. CG environment and ship composited together. Horizon line fogged out and nighttime hdr added.
54.	03:08	Manhattan	Day to night shot created by separating the plate into layers and projecting them in 3d.
55.	03:20	Agents of Shield	Green screen keying used to add a patio and helicopter outside of the glass door.
56.	03:21	Agents of Shield	Green screen keying applied to add the helicopter pad and helicopter.
57.	03:23	Agents of Shield	CG airplane and clouds composited together. Subtle lens flare and lens dirt added.
58.	03:26	Star Trek: Picard	Several different crowd plates stabilized and tracked into the plate. CG space pod and space anomaly added.
59.	03:28	Agents of Shield	Stitched several skies together and projected them in Nuke. CG plane and clouds composited, along with several foreground cloud passes.
60.	03:31	Hell on Wheels	Keyed actor into new environment. Color corrected plate to match the background.
61.	03:36	Call of Duty: Ghosts	Composited multiple layers of CG for highly stylized shot. Blood created and animated in Nuke using texture on geometry.
62.	03:39	Fear the Walking Dead	Zombie crowd added to background. Several regions of color correction used.