

Julian Johnson Reel Breakdown 2010

Breakdown

1. St Trinians 2: Sail

Fully CG shot where I was responsible for all components.

- Modeling
- Texturing/Shading
- Lighting
- Sail Dynamics (Syflex)
- High Res Sail Cage Deformer (ICE)
- Compositing (Nuke)

2. Endgame: Crowd From Helicopter

Original crowd on the shot plate was too thin. Director required crowd enhancement.

- Crowd Modeling
- Texturing/Shading
- Lighting
- Mocap Retargeting
- Tracking (Boujou)
- Compositing (DF)

3. Kings Speech: Building Replacement

Original plate consisted of façade of Englefield House but needed to be replaced with CG version of quadrangle at Buckingham Palace.

- Modeling
- Texturing/Shading
- Lighting
- Mocap Retargeting
- Tracking (Boujou)

4. Kings Speech: Vista Through Window Replaced

Original plate consisted of car parks at Elland Road Football Ground. Director needed vista of British Empire Exhibition.

- Modeling
- Texturing/Shading
- Lighting
- Flag Simulations

5. Kings Speech: Buckingham Palace Balcony Crowd Plate

Original plate through window consisted of green screen. Director required crowd in 1930s apparel, cheering and waving to match small 'podded' crowd at front of gate. Trucks and balcony velvet also CG.

- Crowd distribution via custom C++ Ice Node
- Mocap retargeting/recombination
- Animation retiming and randomisation in ICE
- Texture randomisation in ICE
- Texturing/Shading
- Lighting

6. Kings Speech: Buckingham Palace Balcony Crowd Plate

As above.

7. Mutant Chronicles: Steam Spaceship/Steam Simulations

Fully cg shot.

- Ship modeling: undercarriage, ancillary parts. Collaborative.
- Steam simulation in ParticleFX
- Volume rendering using BA
- Steam shading/lighting setup

8. Mutant Chronicles: Steam Spaceship/Steam Simulations

Fully cg shot.

- Engine modeling
- Engine texturing/shading
- Steam simulation in ParticleFX
- Volume rendering using BA
- Steam shading/lighting setup

9. Mutant Chronicles: Troop Carrier

The 'ATC' troop carrier was used in multiple shots. My job was to model the ATC in its entirety. Texturing and shading was a collaborative process. I was responsible for the wheels and wheel arms.

- Troop carrier modeling
- Wheel/wheelarm texturing and shading.

10. Mutant Chronicles: Troop Carrier

As above.

11. Mutant Chronicles: Crash Pod

The crash pod was used in multiple shots. My job was to model, texture and shade the pod in its entirety.

- Pod modeling
- Pod Texturing/Shading
- Pod lighting

12. Easy Virtue: Black Ball

The director required a 'trick' black ball that came back towards the camera and a new camera move that lowered the camera closer to the surface of the snooker table. Ball set up with RBD and table retextured.

- Black ball RBD
- Black ball texturing/shading/lighting
- Replacement table

13. Solomon Kane: Harbour

The director required a 'helicopter' shot of the camera approaching a port looking down at the buildings next to the shore line.

- Lighting
- Shading
- Environmental Fog/Mist

14. Solomon Kane: Village FlyOver

The director required a long shot of the port town. As the camera flies over it eventually picks out our protagonists approaching the main castle. This was a collaborative shot with multiple artists working on individual pieces.

- Multiple modeling tasks: buildings/props
- Texturing/Shading (turrets, mosques, city walls)
- Smoke plume simulations (BA)

15. Mutant Chronicles: Bone Blade and Wound

Had to create a cg mutant boneblade which swings into the scene and penetrates the soldier's cheek. The wound is cg, too.

- Boneblade modeling, texturing, shading and lighting.
- Wound modeling, texturing, shading and lighting.
- Track of wound onto soldier.

16. WarDevil: Cloak

Had to create a CG cloak to pin onto the character.

- Cloak cloth dynamics (Syflex)
- Cloak modeling, texturing, shading and lighting.

17. WarDevil: Tunnel Environment

Requirement was for a fully cg tunnel for the WarDevil movie.

- Tunnel modeling
- Tunnel texturing and shading
- Tunnel lighting

18. WarDevil: Droid Robot Fight

In this shot I was responsible for compositing and all VFX

- Smoke trails
- Gun flashes
- Lasers
- Impacts
- Environmental Fog/Smoke/Mist
- Compositing (DF)

19. WarDevil: Tunnel Environment

Requirement was for a fully cg tunnel for the WarDevil movie.

- Tunnel modeling
- Tunnel texturing and shading
- Tunnel lighting

20. IronClad: CG Soldiers

This was purely a test to see how effectively we could supplement soldiers for IronClad. 95% of the soldiers in this shot are CG. Particle distribution in ICE.

21. Modeling

Models made in Softimage, modo and Lightwave.