

SHOT	SOFTWARE	DESCRIPTION
	Maya, Photoshop, Boujou, ZBrush, After Effects.	Captured Green Screen Footage (Collaboration) Camera tracking in Boujou Green Screen Key and roto Created CG Model and environment Texturing of ground plane in Zbrush Explosion in Maya Fluids Matte paintings Multi pass compositing and color correction
	Maya, Photoshop, After Effects.	From given Image: Cleaned plate Geometry modeling and Camera projection of image on texture Animated camera Matte painting of Sky Fog pass Compositing and color correction
	Photoshop, Boujou, After Effects.	Captured footage Camera tracking Rotoscoping Matte Painting Multiplane Compositing and Color correction.
	Photoshop, After Effects.	Captured Still Image Perspective correction Set extension, Matte painting Multiplane Compositing and color correction
	Maya, Photoshop, Boujou, MOCHA, Shake, After Effects.	Captured Footage Rotoscope Camera tracking for CG extension CG Model, Lighting and texture Extraction of depth pass in shake Planar tracking, corner pin for banner addition in Mocha Matte painting Multi pass compositing and color correction
	Photoshop, After Effects.	From J Gallery Environment: Matte Painting Multiplane compositing and Color Correction
	Photoshop, After Effects.	From a Michael Davidson Concept for Red Giant Productions: Matte painting. Color correction and compositing in AE