

Matt Benedetti VFX Demo Reel Shot Breakdowns

Shot 1 I filmed my face in front of a green paper, keyed, and composited it into the footage, using Nuke's 3D tracking

Shot 2 I filmed it, I modeled, rigged, textured, animated, and rendered the man, then composited him into the footage

Robot Chicken:

Shot 3 animated energy blast, composited character onto bg

Shot 4 composited separate gekko and foot elements onto BG, added dust wave

Shot 5 fire, focus pull on fire, ash

Shot 6 split the house into pieces using roto masks, precomposed each piece with 2 layers, one on top and an identical layer flickering underneath for the light coming through the windows, composited the characters into the foreground, added fire, smoke, ash, and dust wave

Shot 7 Created ocean background, rig removal, composited characters into scene, used smoke stock footage as blood in water

Shot 8 imitated transformation effect from Pinocchio, digital mouths, stabilization, de-flicker

Shot 9 strung 4 different shots together using the wall/ windows to cover the edges of each set, rig removal

Shot 10 composited characters, sets, and paper elements

Shot 11 same as shot 10 + digital mouths, de-flicker

Shot 12 Headlights

Shot 13 composited characters into scene, scrolling background, digital mouths, censor

Shot 14 muzzle flares

Shot 15 computer screen, digital mouths, stabilization

Shot 16 de-flicker, imitated and animated text bubble from Animal Crossing

Shot 17 mist, floor stabilization, chatter removal

Shot 18 candles

Shot 19 flashing colors on car

Shot 19 personal project, filmed hand in front of green paper, keyed it, and added it in using Nike's 3D tracking

Shot 20 personal project, masking, glow, sparks

Supermansion:

Shot 22 added fluctuating glow to door, screen shake, de-flicker

Shot 23 added robot eye and chest glows, lens flare, matched to zoom blur

Shot 24 animated transformation process, added stock footage, rig removal

Shot 25 painted over holes in the tentacle props, digital mouths, mist

Shot 26 Glowing well, rig removal, masked frog leg and spear

Shot 27 Glowing sword, lightning

Shot 28 added glowing robot eyes and chests, lens flares, stabilization, de-flicker

Shot 29 composited fish onto background, rig removal

Shot 30 increased amount of blood on the wall

Shot 31 rig removal, censor, and glowing well

Shot 32 Glowing necklace, masked hand

Shot 33 rig and shadow removal, de-flicker, stabilization, chatter clean up

Shot 34 glowing necklace

Shot 35 Composited frogs in the background, glowing sword

Shot 36 Added text onto paper prop, digital mouths

Shot 37 rock monster lava glow, masked cat-girl over rock monster, cup splash and leakage, stabilization, chatter clean up, de-flicker, digital mouths

Shot 38 camera shake, wall crack

Shot 39 dust cloud, fixed issues with fire tracking and masks

Shot 40 rig removal

Shot 41 painted out floor holes, stabilization, de-flicker, digital mouths

Shot 42 rock monster glow, masked cat-girl over him, digital mouths

Shot 43 rig and shadow removal

Shot 44 fixed huge set shift, de-flicker, robot mouth

Everything past this point is from personal projects that I made by myself.

I used Maya for the 3D cartoon, and Flash for the 2D one