

# **JON CHESSON**

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## **VFX COMPOSITOR**

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### **BREAKDOWNS**

#### **FALLING SKIES**

**CLIENT: TNT**

**COMPOSITOR**

**SOFTWARE: NUKE**

Painted out rigs

Composited CG mech and alien base into live action plates.

3d EXR passes integrated

Tracked and composited 2d bullet damage and spark hits.

Custom 2d lens flare animation

Tracked and replaced eyes on practical 'Skitter' alien

Animated pupil dilation on eyes as well as reflection and depth

Final color correction

#### **X FACTOR**

**CLIENT: FOX**

**LEAD COMPOSITOR**

**SOFTWARE: NUKE**

Cleaned up original plate and extracted talent

Removed body portions being "assembled" by shattered pieces

Composited CG debris elements into live action plate

Retimed, animated, and integrated live action footage of additional debris

Added smoke and atmospherics to accompany debris

#### **TERRA NOVA**

**CLIENT: FOX**

**COMPOSITOR**

**SOFTWARE: NUKE**

Composited CG dinosaurs into live action plates

3d EXR passes integrated

Tracked and comped practical and cg dust and atmospheric elements

Matched depth of field to original plate

Hand tracked drool elements into dino's mouth

#### **JEEP CALL OF DUTY**

**CLIENT: JEEP**

**LEAD COMPOSITOR**

**SOFTWARE: NUKE**

Removed rig from live action plate

Composited CG Jeep into plate

Added additional grass and foliage

Overall final color grading and title animation

## **KORE**

**CLIENT: FREELANCE PROOF OF CONCEPT**

**COMPOSITOR**

**SOFTWARE: NUKE**

Composited muzzle flashes with interactive light  
Added residual smoke from gun  
3d tracked alleyway  
Timed and added additional dust hits and sparks on ground and wall  
Composited CG mech into live action plate  
Roto mattes for foreground talent  
Final color correction

## **V**

**CLIENT: ABC TELEVISION**

**COMPOSITOR**

**SOFTWARE: NUKE**

Green screen extraction  
Composited plate with CG EXR passes  
Projected foliage and various environment elements into 3d space  
Added shadows and appropriate depth of field shifts  
Integrated additional atmospheric elements  
Final color grading

## **KINGDOMS OF AMALUR: RECKONING**

**CLIENT: 38 STUDIOS**

**COMPOSITOR**

**SOFTWARE: NUKE**

Composited fully CG environment and water simulation  
Utilized UV and XYZ info to animate additional drips on legs and project in Nuke  
Composited hero character from EXR passes  
Added fire elements and flame flicker to light affecting background  
Integrated blue energy swarming around hero character and applied various 2d warps

## **TWISTED METAL**

**CLIENT: SONY**

**COMPOSITOR**

**SOFTWARE: NUKE**

Integrated live action and CG fire elements for live action hero clown  
Additional interactive light keyed and color corrected  
Composited CG cars into original plate  
Extracted additional background character from alternate green screen inserts  
Projected background characters into 3d scene on top of cars with CG fire  
2d smoke and heat distortion added

## **TERRA NOVA**

**CLIENT: FOX**

**COMPOSITOR**

**SOFTWARE: NUKE**

Composited CG dinosaurs into live action plates with cg EXR passes  
Interior centrifuge shots fully cg  
Practical spark and smoke elements rendered on 3d cards in Nuke  
Lens flare tracked and animate  
Live action talent repositioned/realigned into cg plate

**TRUE BLOOD**  
**CLIENT: HBO**  
**COMPOSITOR**  
**SOFTWARE: AFTER EFFECTS**

2d tracked shot plate and painted out normal teeth  
Took fangs from practical ref plate shot separately  
Replaced teeth on shot plate and animated reveal/retraction per client specification  
Color timed fangs to match plate

**PORTAL: NO ESCAPE**  
**CLIENT: SHORT FILM**  
**COMPOSITOR**  
**SOFTWARE: NUKE**

Marker Removal  
Composited cg portal elements together into live action plates  
Animated/tracked cg volume rays and practical spark and smoke elements  
Green screen extraction  
3d city matte painting setup in Nuke  
Transition to flat projected matte painting on false wall  
Transition to rear room Composited from part projected paintings; part CG  
Animated lens artifacts, volume rays, and atmospherics