

Dave Langley - Demo Reel Breakdown

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Shot 1 – Add Background Camera Projection: On set vfx supervision, green screen set up, chroma keying, camera tracking, matte painting, camera projection and compositing.

Software: After Effects, Cinema 4D, Photoshop.



Shot 2 – Add Mansion to Background: Matte painting, camera tracking, rotoscoping and compositing. This shot was not intended as a VFX shot and required the use of combining rotoscoping and high contrast matte creation to isolate the foreground elements.

Software: Photoshop, After Effects, Mocha.



Shot 3 – Establishing shot: Matte painting, 2.5D camera move, particle animation and compositing.

Software: Photoshop, After Effects, Trapcode Particular.



Shot 4 – Add Background: On set vfx supervision, green screen set up, chroma keying, matte painting and compositing.

Software: After Effects, Photoshop.



Shot 5 – Add Mansion to Background: Matte painting, camera tracking, high contrast matte creation and compositing. This shot was not intended as a VFX shot and required the use of high contrast matte creation to isolate the foreground elements.

Software: Photoshop, After Effects.



Shot 6 – Change City Name on Police Cars: Camera tracking and compositing.

Software: SynthEyes, After Effects, Photoshop.



Shot 7 – Remove Logo, Coffee Cup and License Plate: Camera tracking, roto & paint.

Software: SilhouetteFX, After Effects.



Shot 8 – Remove Logos: Camera tracking, roto & paint.

Software: SilhouetteFX, After Effects.



Shot 9 – Replace License Plate: Camera tracking, painting and compositing.

Software: After Effects, Photoshop.