

# Shot Breakdown

Stefan Günther

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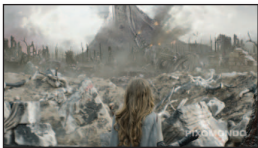
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## Matchmove Work:

“The Shannara Chronicles” / TV Show / PIXOMONDO / Stuttgart / **SW**: Syntheyes, Maya.



**Shot 1** : 3D Camera Tracking, modeling and matching the ground geometry for intergration of the CG Shipwrack.



**Shot 2** : 3D Camera Tracking, modeling and matching the enviroment geometry for replacement of the CG Background.

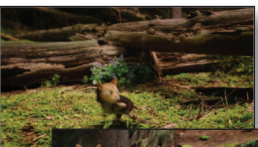


**Shot 3** : 3D Camera Tracking, modeling and matching the enviroment geometry for intergration of the CG Temple and CG Tree.



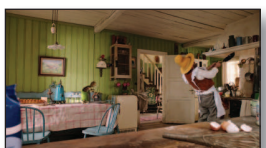
**Shot 4** : 3D Camera Tracking, modeling and matching the ground geometry for intergration of the CG Statue.

“Petterson und Findus” / Feature Film / PIXOMONDO / Frankfurt / **SW**: Syntheyes, Maya



**Shot 5/ 6:**

Task : 3D Camera Tracking, modeling and matching the enviroment geometry for the integration of the CG Character “Findus”.



**Shot 7**

Task: 3D Camera Tracking, Rotomation of the Pan for integration of the CG Pancake.

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## Shot 8 -12

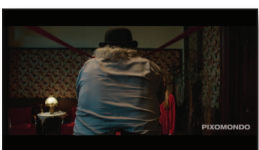
Task : 3D Camera Tracking, modeling and matching the environment geometry for integration of the CG Character "Findus".

"Dr. Proktors Zeitbadewanne" / Feature Film/ Pixomondo / Stuttgart / SW : Syntheyes, 3DS Max



## Shots 13

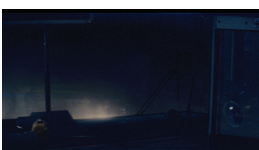
3D Camera and Object Tracking, Rotomation of the leg, modeling and matching the environment geometry for integration of the CG leg.



## Shots 14

3D Camera Tracking, modeling and matching environment geometry for integration of the CG Suspenders.

"Super8" / Feature Film / Pixomondo / Frankfurt/ SW: Syntheyes, Maya



## Shot 15

Task: 3D Camera and Object Tracking, Rotomation of the moving door for environment reflection, modeling and matching environment and bus geometry for replacement of CG background .

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## Shot 16 - 18

Task: 3D Camera and Object Tracking, modeling and matching environment and bus geometry for CG replacement.

“Underworld - Awakening” / Stereo 3D Feature Film / Celluloid VFX / Berlin / SW: Syntheyes, 3DS Max



## Shot 19

Task: Stereo 3D Camera and Object Tracking, modeling and matching weapon for integration of the CG Bajonet.



## Shot 20

Task: Stereo 3D Camera and Object Tracking, matching arm for integration of CG blood.



## Shot 21

Task: Stereo 3D Camera and Object Tracking, modeling and matching environment geometry for ingration. of CG blood.

## 3D Work:

“Journey 2 - The Mysterious Island” / Stereo 3D Feature Film / Pixomondo/ Berlin / SW: 3DS Max, Vray



## Shot 22 - 26

Task: Lighting and Rendering for all shots.

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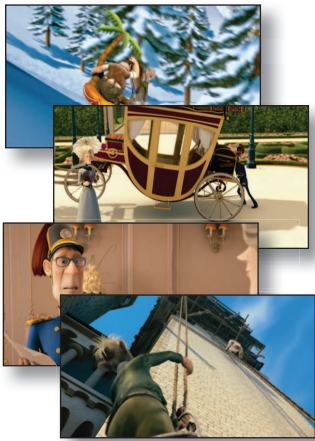
“Super8” / Feature Film / Pixomondo / Frankfurt / SW: Maya, Vray



## Shot 27

Task: Lighting and Rendering.

“Lissi and the Wild Emperor” / Full-CG Feature Film / CA Scanline / Munich/ SW: Maya



## Shot 28 - 37

Task: Animation Setups for all animated props, vehicles and set elements.



## Shot 38 - 39

Task: Facial Skinning for the characters “Ignaz” and “Gardener”.

“Jonalu” / 3D Animation Series for Children / Scopas Medien / Berlin / SW: Maya



## Shot 40 - 42

Task: Set and Prop Modeling, Animation Setups for Hoover, Robot and Kite.