

Showreel 2010

Jan Oberhauser

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Shot	Start	Description	Special*	Show	Company	Software	Year
1	00:00:02	Compositing		Sanctuary	Anthem FX	Shake	2009
2	00:00:03	Compositing, Key	Complete greenscreen	Sanctuary	Anthem FX	Shake	2009
3	00:00:05	Compositing		Stichprobe	HdM Stuttgart	Fusion	2008
4	00:00:09	Compositing, Key	Digger and some of the earth was real	Sanctuary	Anthem FX	Shake	2009
5	00:00:10	Compositing		Sanctuary	Anthem FX	Shake	2009
6	00:00:11	Compositing	Wireremoval	Sanctuary	Anthem FX	Shake	2009
7	00:00:13	Compositing	Wireremoval	Sanctuary	Anthem FX	Shake	2009
8	00:00:14	Compositing, Key	Complete greenscreen. Girl pantys removal	Sanctuary	Anthem FX	Shake	2009
9	00:00:17	Compositing, Key	Close set was real, behind greenscreen	Sanctuary	Anthem FX	Shake	2009
10	00:00:20	Compositing, Key, MEL, 3D-Tracking, 3D-Snowman, 3D-Wool-Particle	Complete bluescreen apart from some wool on the floor. Shadow had to be redone. Snowball, snowman and face have been created in Maya. Also wool was created with Maya-hair. Scripts have been written to created the hair. Simulation of hair and deformation of 3D-snowman. Integration of stopmotion material.	Sionyx	HdM Stuttgart	Nuke, Maya, Boujou	2008/2009
11	00:00:32	Compositing		Sanctuary	Anthem FX	Shake	2009
12	00:00:34	Compositing, Key	Complete greenscreen	Sanctuary	Anthem FX	Shake	2009
13	00:00:38	Compositing, Key	Key of different background elements	Gruffalo	Studio SOI	Combustion	2009
14	00:00:39	Compositing, 3D-Tracking		Web 2.0	HdM Stuttgart	Fusion, PF-Track	2007
15	00:00:41	Compositing, Key	Complete greenscreen	Sanctuary	Anthem FX	Shake	2009
16	00:00:43	Compositing, Key	Complete greenscreen. Invisible-effect	Sanctuary	Anthem FX	Shake	2009
17	00:00:46	Compositing		Gustloff	Elektrofilm	Fusion	2007/2008
18	00:00:54	Compositing, Key	Complete greenscreen	Sanctuary	Anthem FX	Shake	2009
19	00:00:58	Compositing, Key, MEL, 3D-Tracking, 3D-Face, Motion Control	Complete bluescreen. To make it possible to integrate the 40cm big selfmade wool snowman and to make the big camera motion around it the snowman was photographed with help of a motion capturing robot with 0.5 degrees difference. Then a plane was placed on the right position. It was linked to the motion captured camera and with help of a script the according picture was displayed. Then it was rendered with the digital camera. For the face with the shadows some simple geometry got placed and rededer with the same camera.	Sionyx	HdM Stuttgart	Nuke, Maya, Boujou	2008/2009
20	00:01:08	Compositing, Key	Complete greenscreen except floor	Sanctuary	Anthem FX	Shake	2009

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21	00:01:11	Compositing		Stichprobe	HdM Stuttgart	Fusion	2008
22	00:01:15	Compositing, Key	House after pool was reel, everything else greenscreen.	Sanctuary	Anthem FX	Shake	2009
23	00:01:20	Compositing, Key	Complete greenscreen except floor	Sanctuary	Anthem FX	Shake	2009
24	00:01:22	Compositing		Sanctuary	Anthem FX	Shake	2009
25	00:01:24	Compositing	Integration of sparks and fire	Sanctuary	Anthem FX	Shake	2009
26	00:01:25	Compositing	Integration of sparks and fire	Sanctuary	Anthem FX	Shake	2009
27	00:01:26	Compositing	Fire	Sanctuary	Anthem FX	Shake	2009
28	00:01:28	Compositing, Animation	Animation of creature in Maya	Stichprobe	HdM Stuttgart	Fusion, Maya	2008
29	00:01:34	Compositing		Sanctuary	Anthem FX	Shake	2009
30	00:01:36	Compositing, MEL, Animation, 3D-Tracking, 3D-Wool-Particle, Fusion-Particle	MEL-Scripts have been written for the creation of the hair. A from the internet downloaded and rigged mesh has been animated as collision object. Some particles in fusion has been created to make the transition smoother.	Sionyx	HdM Stuttgart	Nuke, Maya, Fusion	2008/2009
31	00:01:41	Compositing		Stichprobe	HdM Stuttgart	Fusion	2008
32	00:01:47	Compositing, Key	Key of different background elements	Gruffalo	Studio SOI	Combustion	2009
33	00:01:48	Compositing, Key		Gustloff	Elektrofilm	Fusion	2007/2008
34	00:01:53	Compositing		Rainbowmaker	Elektrofilm	Fusion	2008
35	00:01:55	Compositing	Was created completely in fusion 3D-space and handanimated camera because tracking was impossible. Some simple scripts in Fusion for easier animation of the 3D-Camera to achieve the right effect for the transition into the animation.	Web 2.0	HdM Stuttgart	Fusion	2007
36	00:02:02	Compositing		Unschuldig	Elektrofilm	Fusion	2007
37	00:02:06	Compositing		Sanctuary	Anthem FX	Shake	2009

ALL OF THE COMPOSITING OF THIS SHOTS HAVE BEEN DONE COMPLETELY BY MYSELF, EXCEPT THE KEYS WHERE I DID NOT WRITE IT DOWN!

*** APART FROM THE NORMAL COMP STUFF LIKE COLOR CORRECTION, TRACKING, GRAIN, MASKS, TRACKING MARKER REMOVAL, PAINT,**