

Michael R Currie – Reel Breakdown – Comp Reel (Public)

PROJECT: “Breaking” (formerly “892”) – Feature Film

ROLE(S): VFX Supervisor (On-set & Post-Production), Composer, GFX Artist

SHOT: Original opening title

BREAKDOWN:

Created lettering/numbering for 3D department (Photoshop)

Added rendered numbers to road based on tracking (Nuke)

Interactive lighting on numbers, BG changes (Nuke)

BG cleanup, sign replacement, tree removal & final composite (Nuke)

PROJECT: “Breaking” (formerly “892”) – Feature Film

ROLE(S): VFX Supervisor (On-set & Post-Production), Composer, GFX Artist

SHOT: Texting shot

BREAKDOWN:

Created/animated texting screen (AfterEffects)

Replaced screen on original shot (Nuke)

Re-animated thumb to hit appropriate places on screen (Nuke)

Final composite (Nuke)

PROJECT: “Hero Mode” – Feature Film

ROLE(S): VFX Supervisor (for Local Hero), Composer

SHOT: Scene transition

BREAKDOWN:

BG Layout, camera and render of both environments (UNREAL)

Cloth simulation, added footage to cloth sim (Maya)

Keying, color match and final composite (Nuke)

PROJECT: “Marvel’s Runaways” – Television Series

ROLE(S): VFX Supervisor (for Local Hero), Composer, GFX Artist

SHOT: “Digital” character on screen

BREAKDOWN:

Created animated “glitch” effect and BG for character (AfterEffects)

Built/animated map (AfterEffects)

Composited screen elements together for inclusion in shot (Nuke)

PROJECT: “Marvel’s Runaways” – Television Series

ROLE(S): VFX Supervisor (for Local Hero), Composer, GFX Artist

SHOT: “Digital” character disappears on screen

BREAKDOWN:

Created animated “glitch” effect and BG for character (AfterEffects)

Created and animated “ASCII Text” effect of practical footage (AfterEffects)

Composited screen elements for inclusion in shot (Nuke)

PROJECT: “Huella” – Short Film

ROLE(S): VFX Supervisor (On-set & Post-Production), Composer

SHOT: Burning Doll house

BREAKDOWN:

Added/retimed smoke and fire elements to practical prop (Nuke)

Composited/added interactive environment lighting (Nuke)

Final composite (Nuke)

PROJECT: “Buddy: Super Ghetto” – Music Video

ROLE(S): VFX Supervisor (On-set & Post-Production), Composer

SHOT: Disintegrating Phone

BREAKDOWN:

Particle simulation (AfterEffects)

BG cleanup, removal of practical phone, final composite (AfterEffects)

PROJECT: “The Drone” – Feature Film

ROLE(S): VFX Supervisor (Post-Production), Composer, GFX Artist

SHOT: Drone interface

BREAKDOWN:

Designed and created Drone POV interface (AfterEffects)

Animated interface to match practical plate (AfterEffects)

Added lens warping, effects and final composite (AfterEffects)

PROJECT: “Painted Woman” – Feature Film

ROLE(S): Lead Composer

SHOT: Carriage set extension

BREAKDOWN:

Time period cleanup, set extension and final composite (AfterEffects)

PROJECT: “Tusk” – Feature Film

ROLE(S): Composer

SHOT: Leg removal

BREAKDOWN:

Created/animated CG leg & stump, lit and rendered (Lightwave)

Comped in sword blade from other CG artist (Nuke)

Added CG elements, blood, glitch effects and final composite (AfterEffects)