CARL SCHRÖTER
SR. COMPOSITOR
LEAD / ARTIST / TD

BREAKDOWN

DEMOREEL SHOT EXPLANATION
2020.02

01

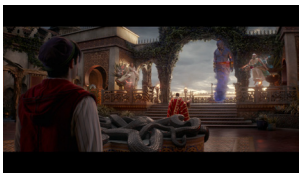
DUNKIRK Double Negative (London)

› water treatment and reducing sun highlights
› plume tracking
› additional boats cleanup

02

BUMBLEBEE Industrial Light & Magic (Vancouver)

› CG character integration
› arm replacement and repo for better hand connection
› additional atmospherics

03


ALADDIN Industrial Light & Magic (Vancouver)

› courtyard look dev and set extension
› CG character integration
› bubble and genie tail FX enhancement

04
05

STAR TREK BEYOND Double Negative (London)

› impact event FX enhancement with 2D elements
› full CG comp, set extension, spark FX and atmospherics
› shared environment

06

ALADDIN Industrial Light & Magic (Vancouver)

› FX lamp reveal enhancement
› 'evil lamp effect' lookdev and setup
› relighting of plate stairs and recreation of plate tile reflections

07

ALADDIN Industrial Light & Magic (Vancouver)

› full CG comp
› energy ball look dev and setup from concept art
› palace relighting

08

ALADDIN Industrial Light & Magic (Vancouver)

› stereo full CG comp
› palace look dev, energyball
› additional atmospherics

09

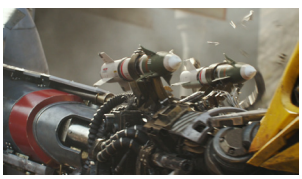
THOR: RAGNAROK Industrial Light & Magic (Vancouver)

› full CG comp
› sweat adjustments
› additional arena demage and atmospherics

10

BUMBLEBEE Industrial Light & Magic (Vancouver)

› CG character integration
› additional battle damage and atmospherics
› arm intersection fixes

11


BUMBLEBEE Industrial Light & Magic (Vancouver)

› full CG comp
› 2D element based electrical spark event
› atmospherics

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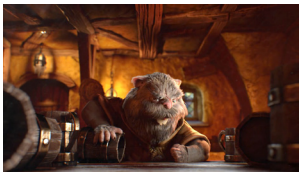
DEMOREEL SHOT EXPLANATION
2020.02

12

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

- set extension and render reprojection
- blending of plate to CG smoke
- additional atmospherics

13



SKÅL Filmakademie Baden-Württemberg (Ludwigsburg)

- full CG comp templates setup
- look dev exploration and color grading reference
- comp based fire FX

14

ASSASSIN'S CREED Double Negative (London)

- extensive set extension and matte painting integration
- crowd extension and sky replacement
- atmospherics

15

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

- CG prop integration
- additional Falcon destruction
- Han extraction, set extension

16
17

ASSASSIN'S CREED Double Negative (London)

- all fire done with 2D elements
- additional smoke and gas FX using 2D elements
- crowd extension

18

ASSASSIN'S CREED Double Negative (London)

- burning stakes and explosion look dev as well as timing
- seamless merge with on set fires and smoke
- additional atmospherics, flares, debris and crowd extension

19

STAR TREK BEYOND Double Negative (London)

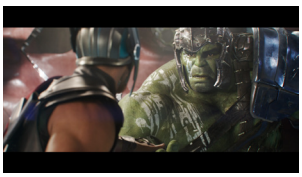
- full CG comp and look dev
- 2D elements on top of CG explosions
- comp setup for trailing fire effect of USS Franklin

20

HALO 4: FORWARD UNTO DAWN Polynoid (Stuttgart)

- procedural growing ice and frost using data passes
- custom lens-flare setup
- additional atmospherics

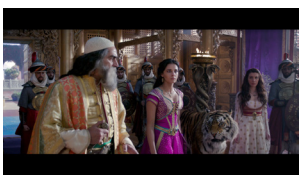
21



THOR: RAGNAROK Industrial Light & Magic (Vancouver)

- CG character integration
- Thors extraction, arm relighting and repo
- addtional atmospherics and set destruction

22



ALADDIN Industrial Light & Magic (Vancouver)

- CG creature integration
- reusable Rajah setup
- blue screen extraction and set extension

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BREAKDOWN

DEMOREEL SHOT EXPLANATION
2020.02

23
24
25

FACE THE DARKNESS / EINSTÖK Filmakademie Baden-Württemberg

› supervision for shoot in Iceland and entire post production
› CG creature integration and additional 2D FX elements
› set extensions, sky replacements, matte painting, reprojections

26

ALADDIN Industrial Light & Magic (Vancouver)

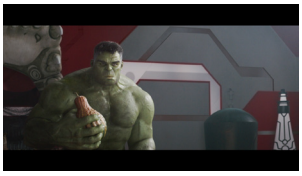
› CG creature integration and
› CG pike and Rajah setup
› partial set reconstruction

27
28
29

PORSCHE MACAN MIAMI Pixomondo (Stuttgart)

› full CG car on top of a plate Audi with the same tire distance
› complete relfection matching
› rebuilding the BG since the Macan is not as tall as the Q5 plate car

30



THOR: RAGNAROK Industrial Light & Magic (Vancouver)

› CG creature integration
› set extension
› gourd and drool variations

31

BUMBLEBEE Industrial Light & Magic (Vancouver)

› CG character integration
› arm, hand and finger warp and repo for better connection
› additional atmospherics

32

DUNKIRK Double Negative (London)

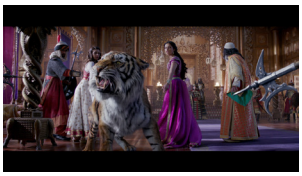
› plane extension
› partial sky replacement
› removal of reflections

33
34

DUNKIRK Double Negative (London)

› reticle enhancement
› sky repalcement and cleanup
› blue screen extraction

35



ALADDIN Industrial Light & Magic (Vancouver)

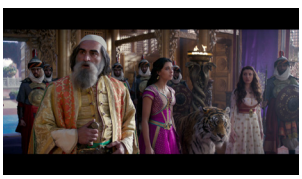
› CG creature integration and
› CG pike and Rajah setup
› partial set reconstruction

36

ONLY THE BRAVE Industrial Light & Magic (Vancouver)

› full CG deep comp
› increasing fireline travel
› enhancing FX fire with 2D elements

37



ALADDIN Industrial Light & Magic (Vancouver)

› CG creature integration
› reusable Rajah setup
› blue screen extraction and set extension

BREAKDOWN DEMOREEL SHOT EXPLANATION 2020.02

38

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› integration of CG creature arms and armor with on set puppet
› additional water effects, ripples. drips and atmospherics
› partial puppeteer cleanup

39

SKÅL Filmakademie Baden-Württemberg (Ludwigsburg)

› 3.5 minute long shot
› 3 different versions that blended seamlessly at certain points
› crowd extension and blend with on set extras

40

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› full CG comp
› FX enhancements
› 2D blaster fire

41

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› full CG comp
› FX collision and nebula enhancements
› blue screen extraction

42

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› set extension
› explosion with 2D elements
› atmospheric, spark and smoke events

43

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› CG prop integration
› set extension, additional atmospherics
› comp reflections and FX enhancement

44

BUMBLEBEE Industrial Light & Magic (Vancouver)

› CG prop and character integration
› stabilization and retime enhancement
› additional atmospherics

45

ONLY THE BRAVE Industrial Light & Magic (Vancouver)

› building plume from generic rendered smoke elements
› sky replacement
› additional matte painting

46

STAR WARS VIII: THE LAST JEDI Industrial Light & Magic (Vancouver)

› lightning look dev and animation
› sky matte painting integration
› adding more islands in the deep BG

47

SOLO: A STAR WARS STORY Industrial Light & Magic (Vancouver)

› integration of CG creature arms with on set puppet
› additional water effects, ripples. drips and atmospherics
› partial puppeteer cleanup

BREAKDOWN DEMOREEL SHOT EXPLANATION 2020.02

48

THOR: RAGNAROK Industrial Light & Magic (Vancouver)

› blue screen extraction and set extension
› compressed schedule due to trailer shot
› creation of glass reflections and wormhole setup

49

ALADDIN Industrial Light & Magic (Vancouver)

› CG character integration and FX enhancement
› 'evil lamp effect' lookdev and setup
› relighting of plate stairs and recreation of plate tile reflections

50

FACE THE DARKNESS / EINSTÖK Filmakademie Baden-Württemberg

› supervision for shoot in Iceland and entire post production
› sky replacement, set extension and mountain range matte painting
› drone footage stabilization, cleaning up crew and equipment

51

THOR: RAGNAROK Industrial Light & Magic (Vancouver)

› green screen and set extension
› screen replacements and partion set replacement
› rebuild exterior with render elements from a different shot