

# **BRANDON CRISWELL**

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Demo Reel @ [bgcriswell.com](http://bgcriswell.com)

## **Demo Reel Breakdown**

- 01-05 :** Comped set extensions of mountain, ocean, and sky.
- 06-07 :** Green screen. Comped CG buildings, trees, debris, and rain.
- 08 :** Comped practical firework and smoke elements. Created and comped reflections on water.
- 09-13 :** Designed and created all elements. Hand animated and painted vein and dark patch elements. Hand tracked/warped all elements on skin (no tracking markers). Comped final shots. note: I also created the black eyes in shot 10.
- 14 :** Green screen. Comped CG matte painting. Created smoke and flying bird elements.
- 15 :** Created and Comped head wounds element. Also enhanced practical blood.
- 16 :** Day for night. Comped moon and stars.
- 17 :** Created and comped blood splatter.
- 18 :** Warped and CC'd face to look like his eye was swelling over time. Comped CG eyeball.
- 19-21 :** Comped all elements for final shot. Created matte painting of trees for set extension. Created snow using Nuke particle system. On 20-21, comped multiple elements shot on set to create different POV's
- 22-25 :** R & D of look for entire sequence. Comped water, sky, rain and debris elements.
- 26-27 :** Comped sky and island matte paintings. On 27, roto'd every bird from multiple b-roll plates and comped them in to this shot.
- 28-31 :** Comped neck wound, spurting blood, and pooling blood on ground in each shot. Hand tracked/warped neck wound and spurting blood taken from practical elements. As comp lead, I also assisted on set for the shooting of practical blood elements.
- 32-34 :** Comped and created matte paintings and set extensions.
- 35 :** Warped jaw and comped CG blood and spit elements
- 36-37 :** Comped CG set extension, water, lights, and debris.

**38-41 : Comped CG rain, debris, sparks, and chains**

**42-52 : Comped ocean, fog, and rain. note: did not comp any CG creatures.**

**53 : R & D of 3D projection, infinite zoom effect. I comped this section of the shot but was comp lead/supervisor for entire shot which consisted of four other sections of equal length. I comped the final shot combining all other artist sections.**