

BRANDON CRISWELL

11955 Hart St. • North Hollywood, CA 91605 •

(310) 463-3350 • bgcriswell@gmail.com

Demo Reel @ 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.