

## Jennifer Bates – Demo Reel Breakdown

### Shot 1: Big Bang (feature film)

Role: Compositor, Tracker, Roto/Paint

Responsibilities: Camera tracking (both 3D and 2D), removed crew reflection from car, roto-scoped car, composited all 3D and 2D elements.

Software: After Effects CS4, Boujou 4.1

### Shot 2: Crash (television series)

Role: Compositor, Tracker, Roto. All in less than five days.

Responsibilities: Stabilized all people pod elements to remove large amounts of gateweave. Tracked camera move of foreground. Keyed all green screen elements and did spot roto where needed. Composited all elements together as well as the matte painting.

Software: After Effects CS4, Boujou 3

### Shot 3: Heroes (television series), Season 4

Role: Compositor

Responsibilities: Removed green screen, composited flying glass in with the FG.

Software: After Effects CS4

### Shot 4: Heroes (television series), Season 4

Role: Compositor, 2D Tracker

Responsibilities: Stabilized element for 3D to create the chest wound, composited 3D wound elements and created healing effect with a clean plate.

Software: After Effects CS4

### Shot 5 and 14: Monk (television series), Season 8

Role: Compositor, Tracker, Roto artist

Responsibilities: Tracked the free moving, zooming 3D camera move. Keyed green screen. Did spot roto where needed. Composited 3D building and 2D street.

Software: After Effects CS4, Boujou 4.1

### Shot 6: Parenthood (television series), Season 1

Role: Compositor, Tracker

Responsibilities: Tracked camera move. Keyed green screen and did spot roto where needed.

Stabilized background plate and reflection plate. Composited all elements together and did color correction.

Software: After Effects CS4, Boujou 3

### Shot 7: 24 (television series), Season 8

Role: Compositor, Tracker, Roto artist

Responsibilities: Tracked camera move. Rotoscoped and matted the helicopter. Created 2D helicopter blades. Composited background footage and matte painting together with the helicopter and color corrected where necessary.

Software: After Effects CS4, Boujou 3

### Shot 8: Heroes (television series), Season 4

Role: Compositor, Tracker, Paint

Responsibilities: 2D tracking of the wound. Used matte painting to cover practical wound that the client disliked, painted in other areas to blend. Created new wound and composited together with the existing dripping blood element. Created healing effect.

Software: After Effects CS4

Shot 9: Big Bang (Feature film)

Role: Compositor, Tracker, Roto

Responsibilities: Tracked camera move. Replaced sky to match the rest of the sequence. Rotoscoped car in order to apply separate shake to the car. Composited matte painting of the ground with all 3D and 2D elements. Applied color correction where necessary.

Software: After Effects CS4, Boujou 3

Shot 10: Crash (television series)

Role: Compositor, Tracker, Roto

Responsibilities: Tracked 3D camera move. Composited city view from multiple plates. Removed black screen through matting and rotoscoping. Composited all elements together.

Software: After Effects CS4, Boujou 3

Shot 11: Heroes (television series), Season 4

Role: Compositor, Tracker

Responsibilities: Tracked arm. Created Compass pointer to match practical piece and animated and composited it all together.

Software: After Effects CS4

Shot 12 and 13: Trauma (television series)

Role: Compositor, Tracker

Responsibilities: Tracked camera move. Created fireball element out of multiple elements. Composited into scene while also creating reactive light. Added camera shake.

Software: After Effects CS4, Boujou 3.

Shot 14: See shot 5

Shot 15: Private Practice (television series)

Role: Compositor, Tracker, Roto artist

Responsibilities: Tracked camera move. Keyed blue screen and did roto on the actor where necessary. Composited background element in with foreground and added smoke to blend.

Software: After Effects CS4, Boujou 3

Shot 16: Private Practice (television series)

Role: Compositor, Roto artist

Responsibilities: Removed gray sky through matting and roto. Composited individual matte painting pieces into a 3D camera move to make it look like the background is 3D instead of 2D photography. Composited smoke and dust elements to blend over the practical smoke and dust.

Software: After Effects CS4

Shot 17: Trauma (television series)

Role: Compositor, Tracker, Roto

Responsibilities: Tracked 3D camera move. Rotoscoped and matted foreground. Composited and color corrected 3D helicopter.

Software: After Effects CS4, Boujou 4.1

Shot 18: The Battle of Maggie Hill (Pilot)

Role: Compositor, Tracker, Roto artist

Responsibilities: Tracked free move. Rotoscoped and matted fg. Created particle rain and color corrected FG. Composited with matte painting.

Software: After Effects 7, Boujou 3

Shot 19 and 20: Monk (television series), Season 8

Role: Compositor, Tracker, Roto artist

Responsibilities: Tracked camera moves, keyed green screen and rotoscoped where necessary. Composited street elements and background and added details and color correction.

Software: After Effects CS4, Boujou 3