



Moo Wen Han (Jerome Moo)
Matte Painting Reel 2014 Shot Breakdown
URL: <http://jeromemoo.com/showreel/>
(password: mooshowreel)
Contact: jeromemoo@gmail.com



Shot 1 - The Lego Movie

- Full Exterior Canyon, BG Mountain and Spires, and most of the lava tiles CG Environment
- Partial cavern environment leading towards the Secret Cave Doorways (Stairways, part of the Cavern Walls, Jutting Rocks, Huge Doorways and all of the interiors beyond the doors are created and lit by Animal Logic's Asset and Lighting Teams)
- Model, Lighting, Render, Paint and MP Comp

Software: *Lego Digital Designer, Maya, Mental Ray, Mayaman, Photoshop, Nuke*



Shot 2 - The Great Gatsby

- Midground to Background Matte Painting with 2.5d Projections in Nuke
- Detailed paintovers on FG Lighting renders
- Created specific foliage with Speedtree for Assets and Surfacing
- Animated distant car headlights coming from New York in comp

Software: *Speedtree, Maya, Photoshop, Nuke*



Shot 3 - Star Trek (2009)

- Full CG Environment
- Model, Paint and 2.5d Projections

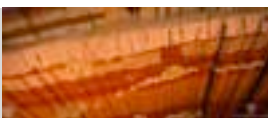
Software: *Zeno, Photoshop, Shake*



Shot 4 - Star Trek (2009)

- Full CG Environment
- Model, Paint and 2.5d Projections

Software: *Zeno, Photoshop, Shake*

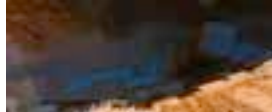


Shot 5 - The Lego Movie

- Massive Set Extensions: From cliff edge to canyon bottom.
- Model, Lighting, Render, Paint and MP Comp (Full Sequence)

Software: *Lego Digital Designer, Maya, Mental Ray, Mayaman, Photoshop, Nuke*





Shot 6 - The Lego Movie

- Massive Set Extensions: From cliff edge to canyon bottom.
- Model, Lighting, Render, Paint and MP Comp (Full Sequence)

Software: *Lego Digital Designer, Maya, Mental Ray, Mayaman, Photoshop, Nuke*



Shot 7 - The Last Airbender

- Set Background Extension (with buildings incorporated from ILM's dMP asset library)
- Model, Lighting, Render, Paint and 2.5d Projections

Software: *Zeno, Photoshop, Shake*



Shot 8 – Transformers : Revenge of the Fallen

- Full CG City Environment
- Model, Lighting, Render, Paint and 2.5d Projections

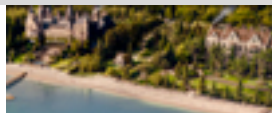
Software: *Zeno, Photoshop, Shake*



Shot 9 – Transformers : Dark of the Moon

- City Destruction Matte Painting
- Model, Lighting, Render, Paint and 2.5d Projections
- Flame and smoke elements incorporated in Nuke

Software: *Maya, Zbrush, Zeno, Photoshop, Nuke*



Shot 10 – The Great Gatsby

- Long Island Matte Painting Extension over Lighting Set
- Detailed Paintovers over Lighting Renders
- Paint and 2.5d Projections

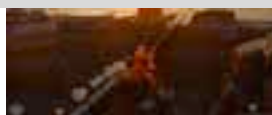
Software: *Maya, Photoshop, Nuke*



Shot 11 – The Last Airbender

- Set Background Extension (with buildings incorporated from ILM's dMP asset library)
- Model, Lighting, Render, Paint and 2.5d Projections

Software: *Zeno, Photoshop, Shake*



Shot 12 – The Lego Movie

- Wild West Environment Asset Creation (85%) not including the Skydome
- Model

Software: *Maya*



Shot 13 – The Lego Movie

- Wild West Environment Asset Creation (85%) not including the Skydome
- Model

Software: *Maya*





Shot 14 – Battleship

- Remodeled Ship Deck Asset to match original set
- Sky
- Paint and 2.5d Projections

Software: *Zeno, Maya, Photoshop, Nuke*



Shot 15 – Mission Impossible: Ghost Protocol

- Full CG Environment with multiple cloud layers and cards
- Paint, 2.5d Projections and MP Comp

Software: *Zeno, Photoshop, Nuke*



Shot 16 – Mission Impossible: Ghost Protocol

- Full CG Environment with multiple cloud layers and cards
- Paint, 2.5d Projections and MP Comp

Software: *Zeno, Photoshop, Nuke*



Shot 13 – The Last Airbender

- Set Background Extension (with buildings incorporated from ILM's dMP asset library)
- MG Set Replacement and Paintovers
- Model, Lighting, Render, Paint and 2.5d Projections

Software: *Zeno, Photoshop, Shake*



Shot 14 – Star Trek (2009)

- Exterior Matte Painting (2.5d Projections)
- Flags Simulation
- Plate patchworks and clean up (Wall, Window Frames)
- Window Logo Embossing and dirt/scratches

Software: *Zeno, Maya, Photoshop, Shake*



Shot 15 – The Lego Movie

- BG Skyscrapers and Sky, signage on the road overpasses
- Extension on the overpasses originally created by Dudley Birch (MP Lead)
- Final detailed paintover and last minute adjustments to match photo references from client by Grant Freckleton (Production Designer)
- Model, Lighting, Render, Paint and MP Projection, and MP Comp

Software: *Lego Digital Designer, Maya, Mental Ray, Mayaman, Photoshop, Nuke*



Shot 16 – The Great Gatsby

- New York Skyline and Long Island Matte Painting Environment with multiple Cards and 2.5d Projections Setup

Software: *Maya, Photoshop, Nuke*