

The background image is a dark, atmospheric scene of a destroyed building. The building's structure is exposed, showing a grid of steel beams and concrete. The sky is filled with dramatic, golden light from a low sun, creating a silhouette of a helicopter on a bridge to the left. The foreground is a dark, rocky or rubble-strewn ground. The overall mood is somber and desolate.

Canary Wharf Shooter

Step by step through the creation of a VFX shot

Alessio Bertotti

Compositor / 3D Generalist

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<http://alessiobertotti.it>

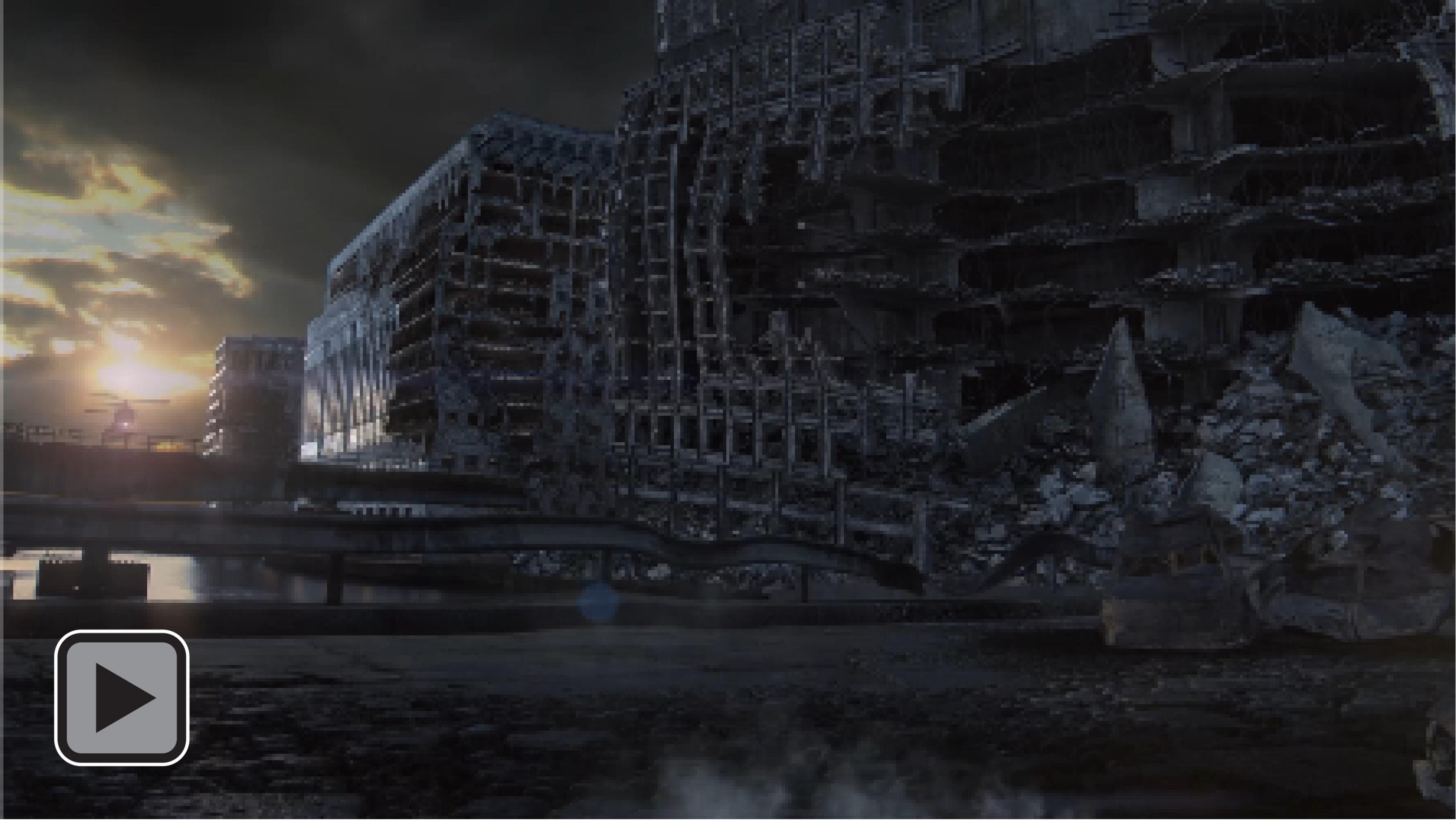
- Film
- Commercials
- Music Videos
- Motion Graphics
- Interactive Navigation



Project Introduction

Final Result





Project Introduction

Final Result - Variation





00032004



First Step

Making the footage





First Step

Taking reference pictures



First Step

Taking reference pictures



First Step

Taking reference
pictures



First Step

Taking reference pictures



First Step

Taking reference pictures



What to do

Finding reference images



What to do

The mood



Davis
05

What to do

Time and techniques

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Mental Ray rendering only for
complex objects and effects

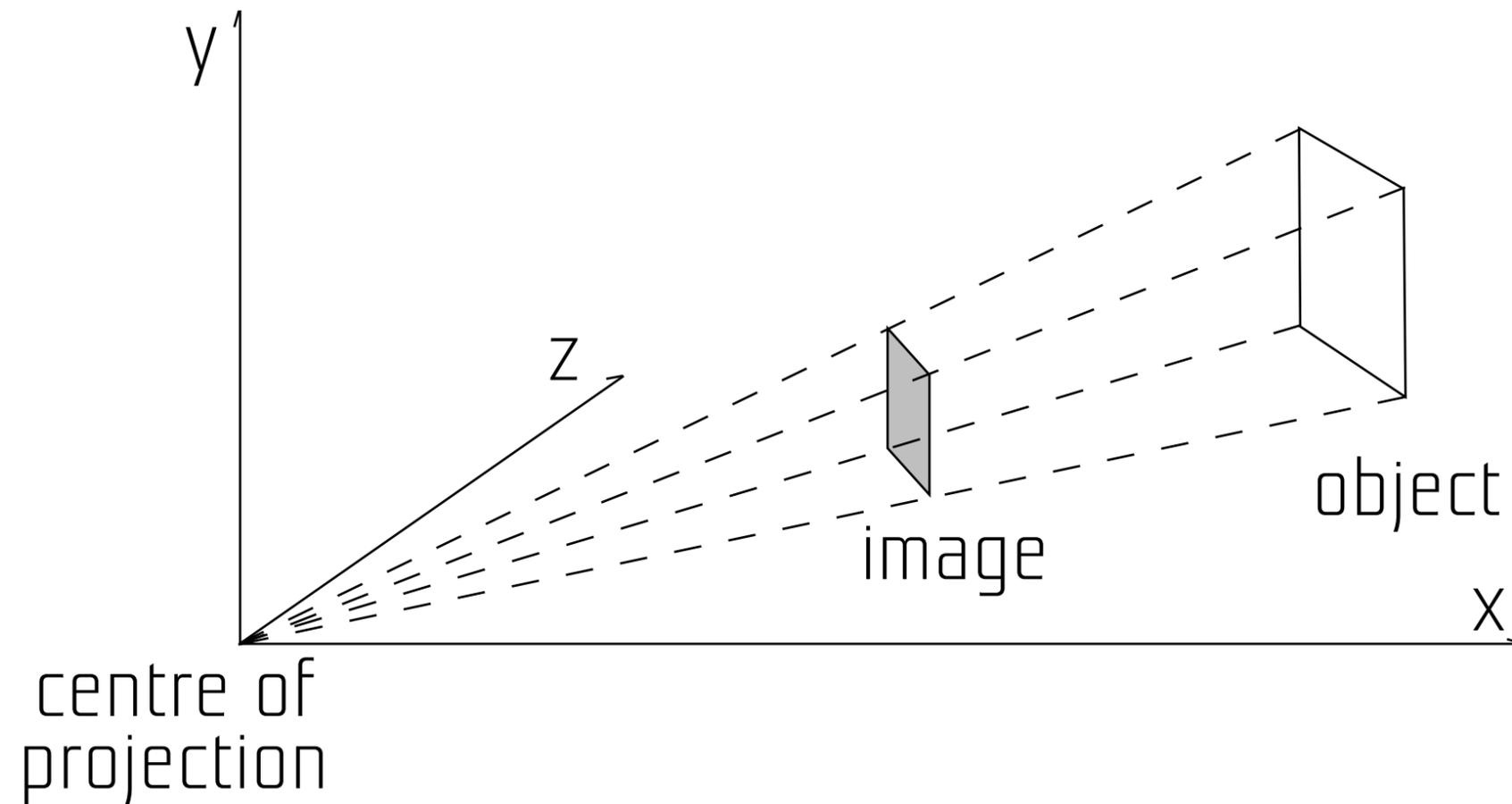
Atomkraft rendering for other objects

Extensive use of Matte Paintings
and Camera projections

Techniques focus

Camera mapping /
Texture projection

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<http://alessiobertotti.it>



flexibility

no render times

comp and 3d artist

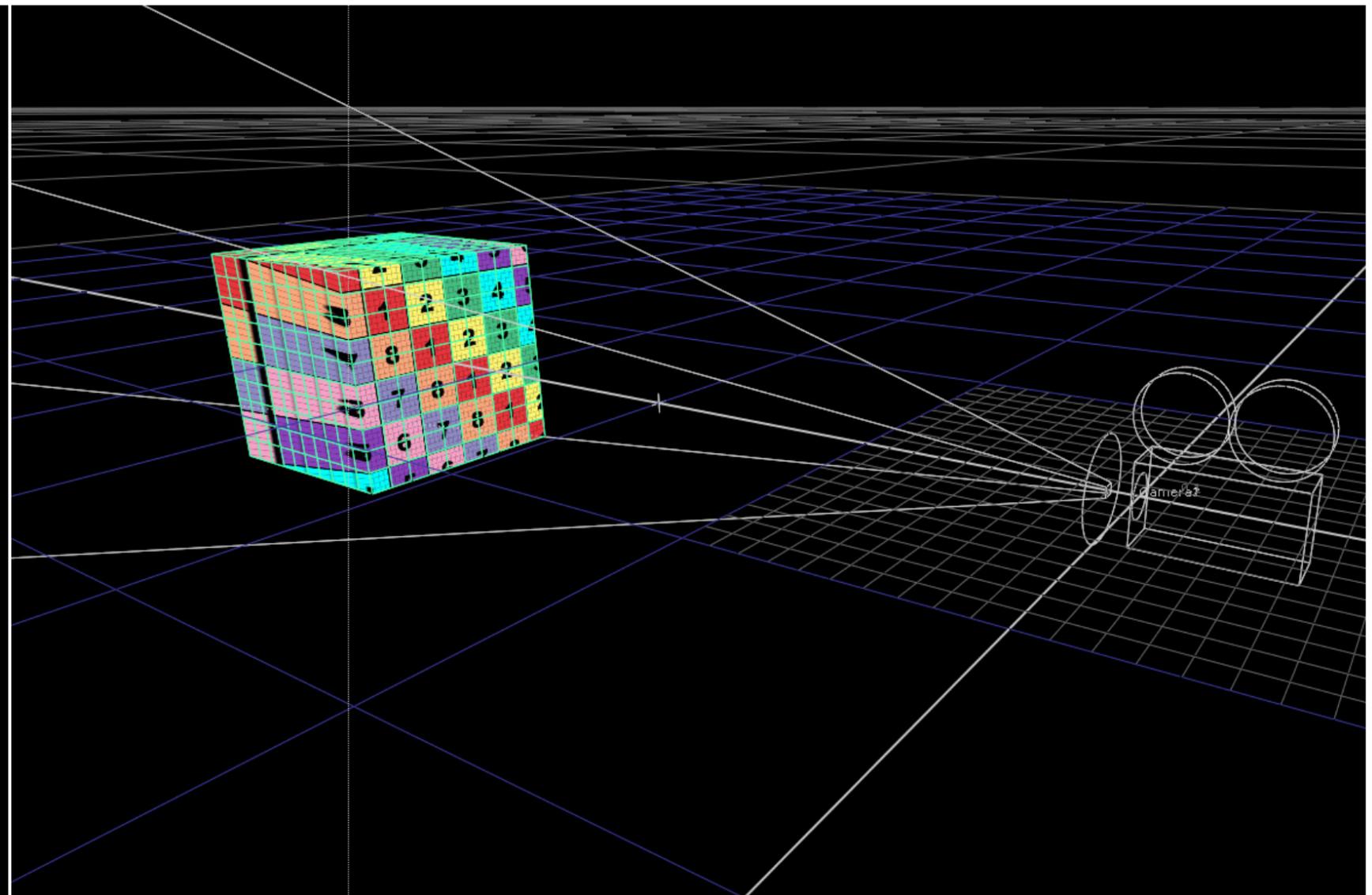
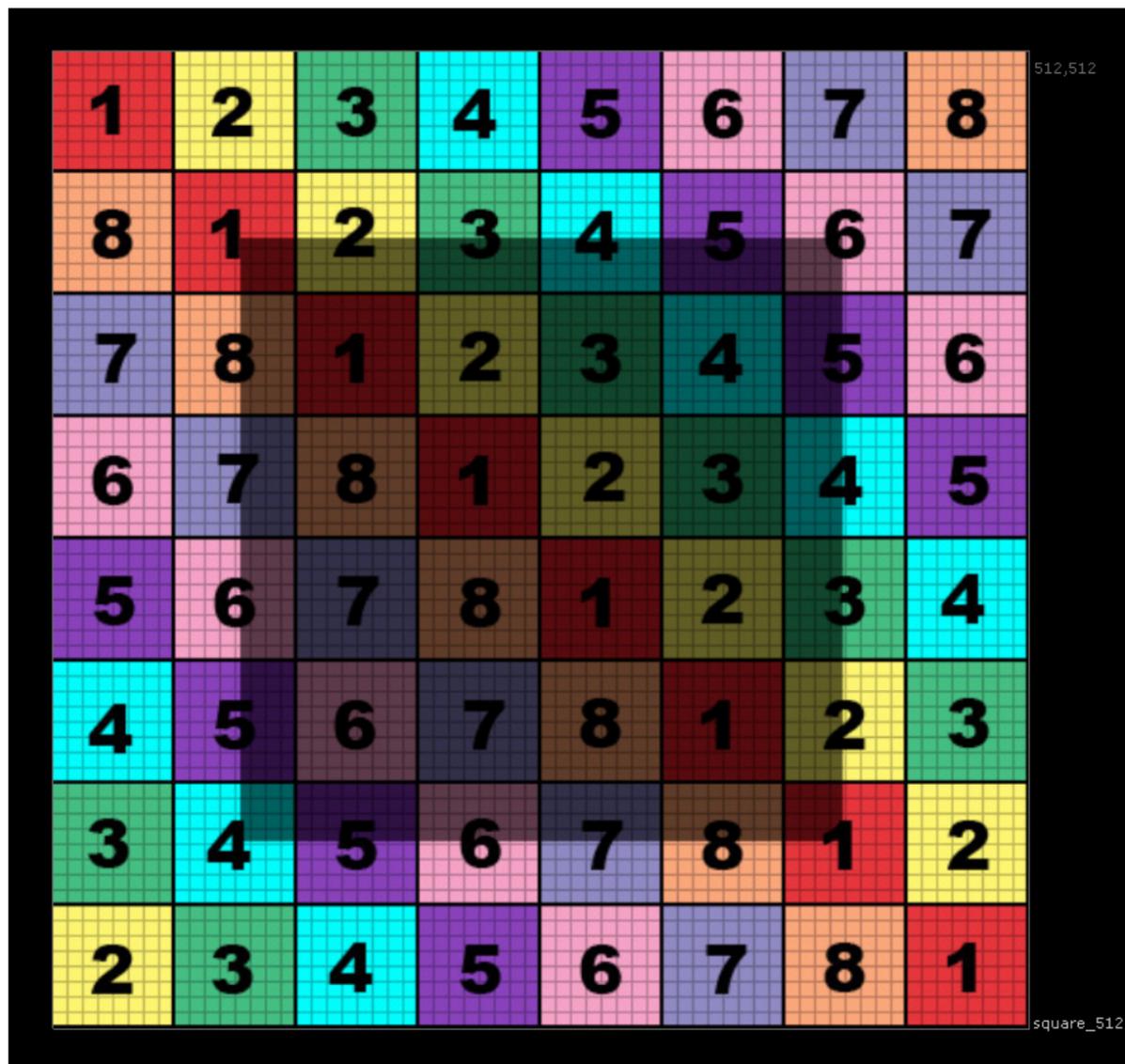
realistic result

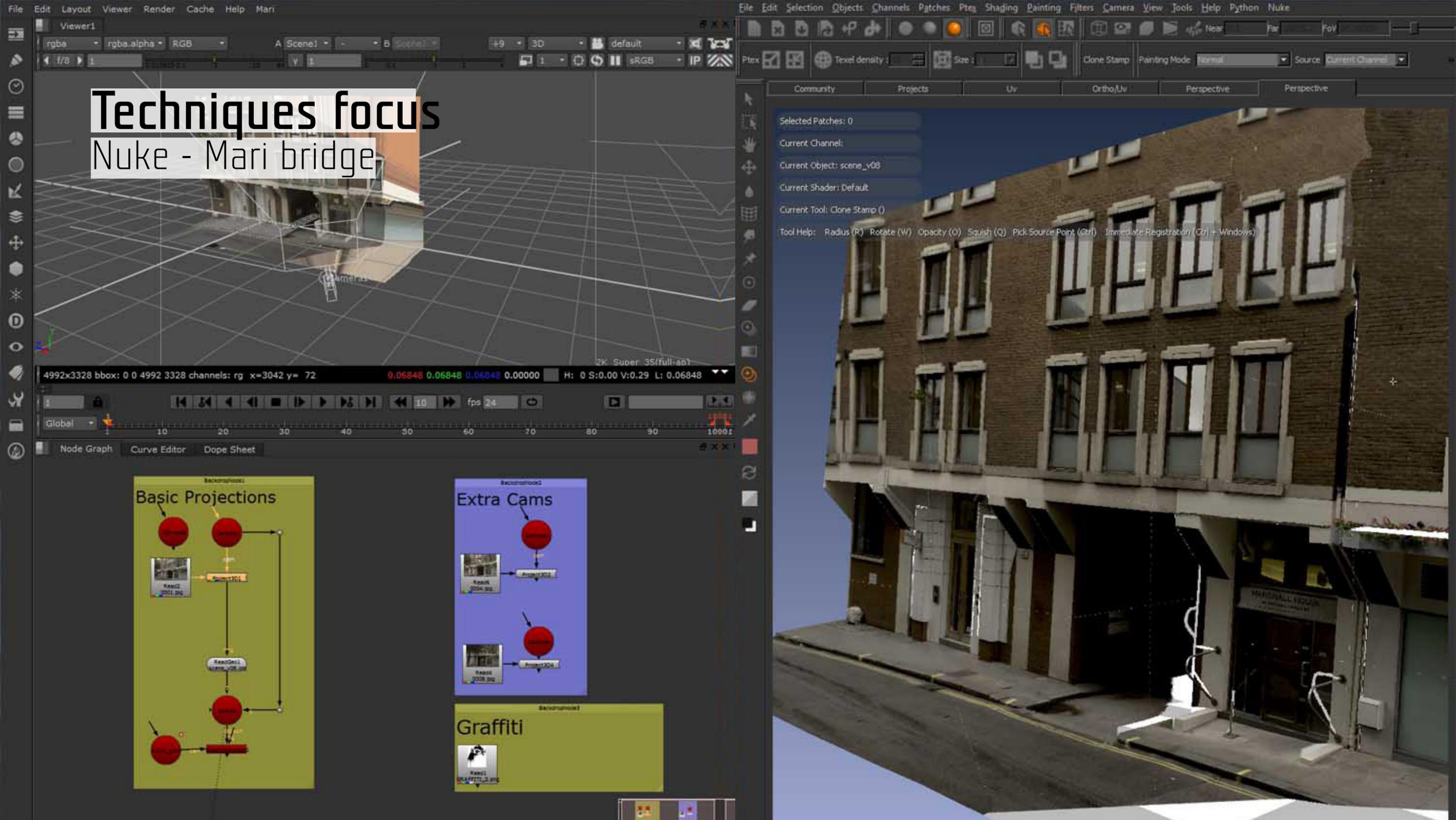
quick solution

Techniques focus

Camera mapping /
Texture projection

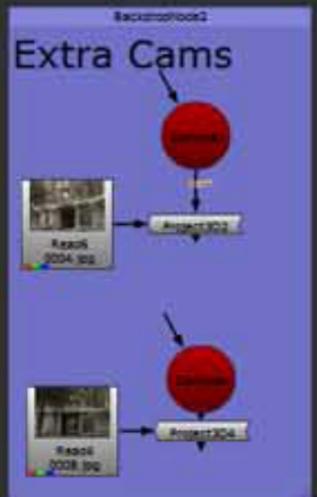
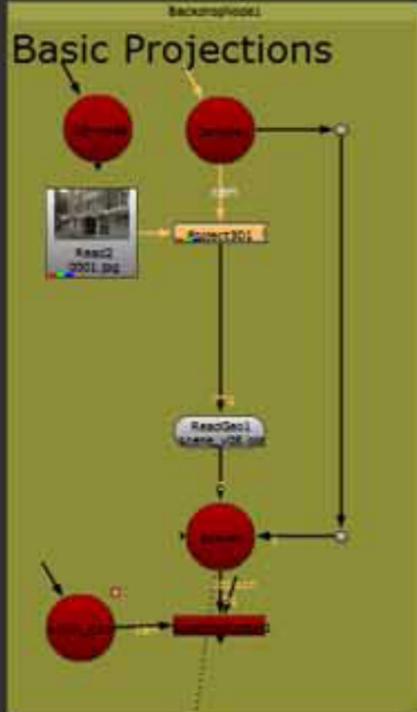
Alessio Bertotti
<http://alessiobertotti.it>





Techniques focus

Nuke - Mari bridge

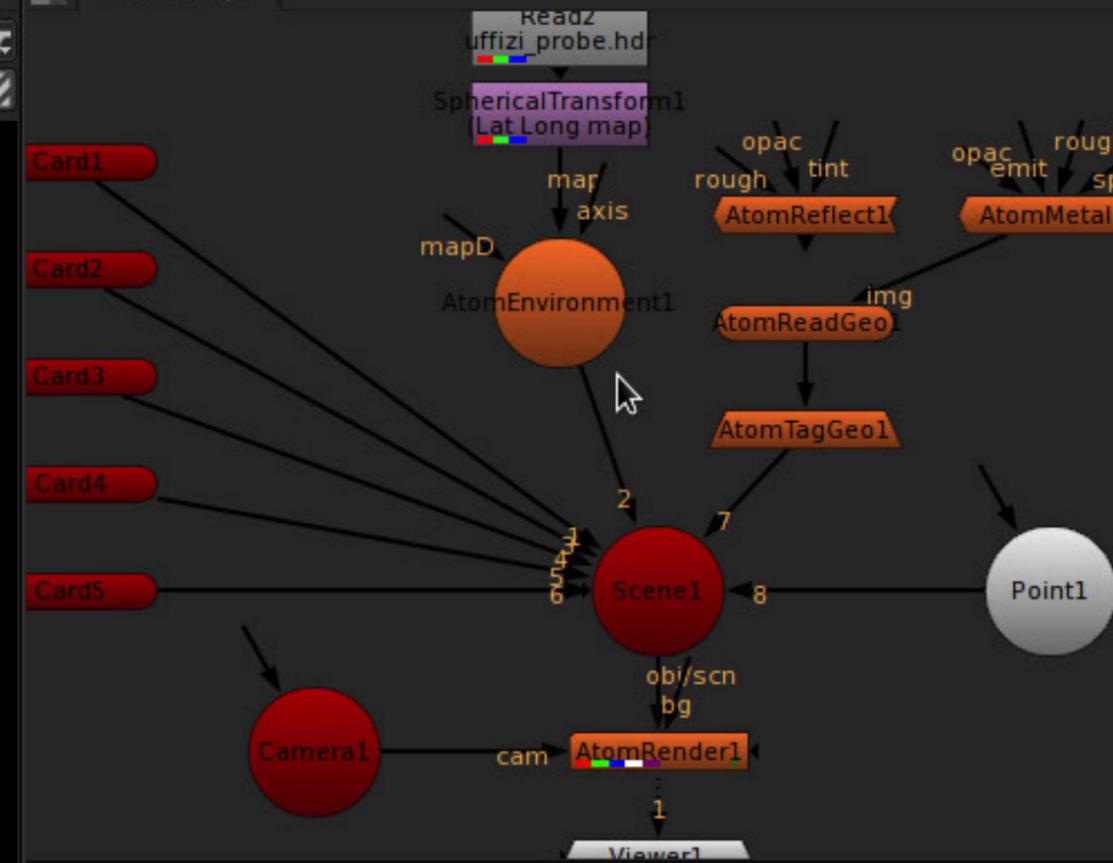


Techniques focus

Atomkraft for Nuke



Node Graph



Properties

10

AtomEnvironment1

AtomEnvironment	Display	Node
samples	256	16 20 30 40 50 60 80 100
Lighting		
type	indirect IBL	
color	1	0 0.1 0.2 0.4 0.6 0.8 1
sky color	r 0.486 g 0.634999999 b 1	
ground color	r 1 g 0.802999997 b 0.454	
exposure	0	0 0.1 1 2 3 4 5 6 7
diffuse	1	0 0.01 0.1 0.2 0.3 0.4 0.5 0.6 0
specular	1	0 0.01 0.1 0.2 0.3 0.4 0.5 0.6 0
Shadowing		
type	environment occlusion	
density	1	0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8
falloff	0	0 0.1 0.2 0.3 0.4 0.5 0.6 0.7 0.8
shadow transparency		

2K_Super_35(full-ap) 2048x1556 bbox: 0 0 2048 1556 cha

1

Global

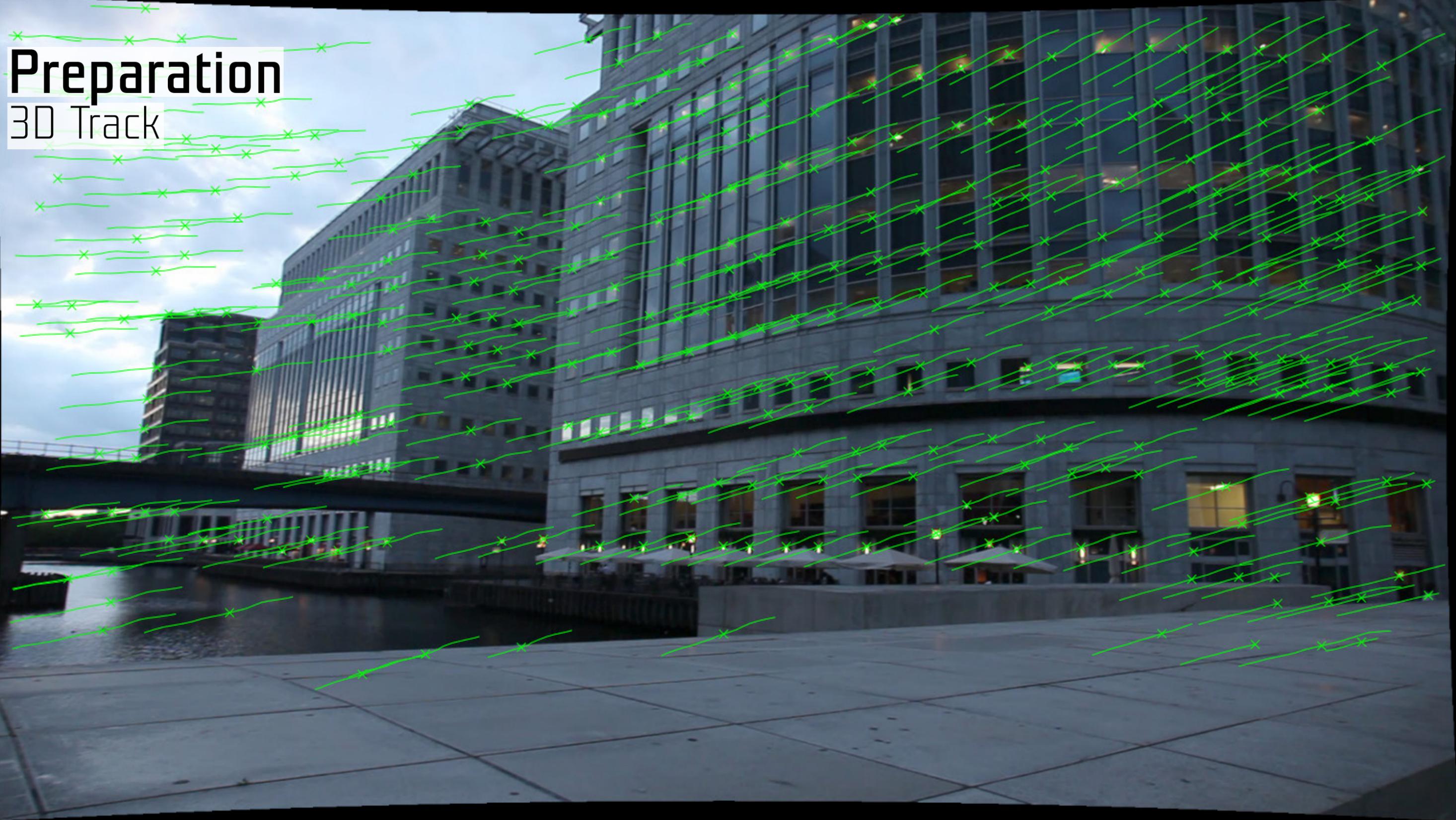
10 20 30 40 50 60 70 80 90 100

fps 24

100

Preparation

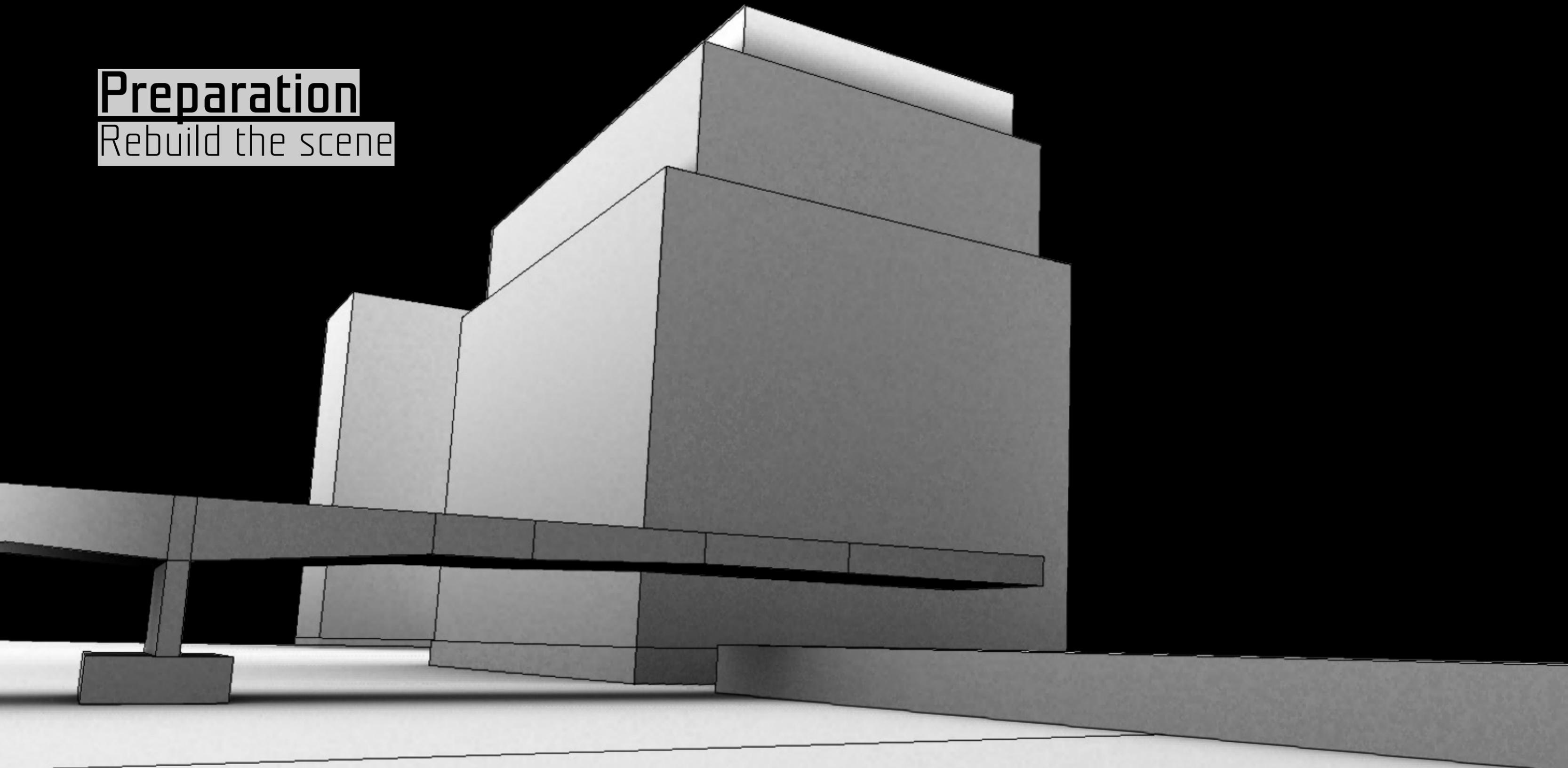
3D Track



2052,1154

Preparation

Rebuild the scene



Preparation

Finding / making
the textures



Preparation

Matte Paintings



Preparation

Matte Paintings



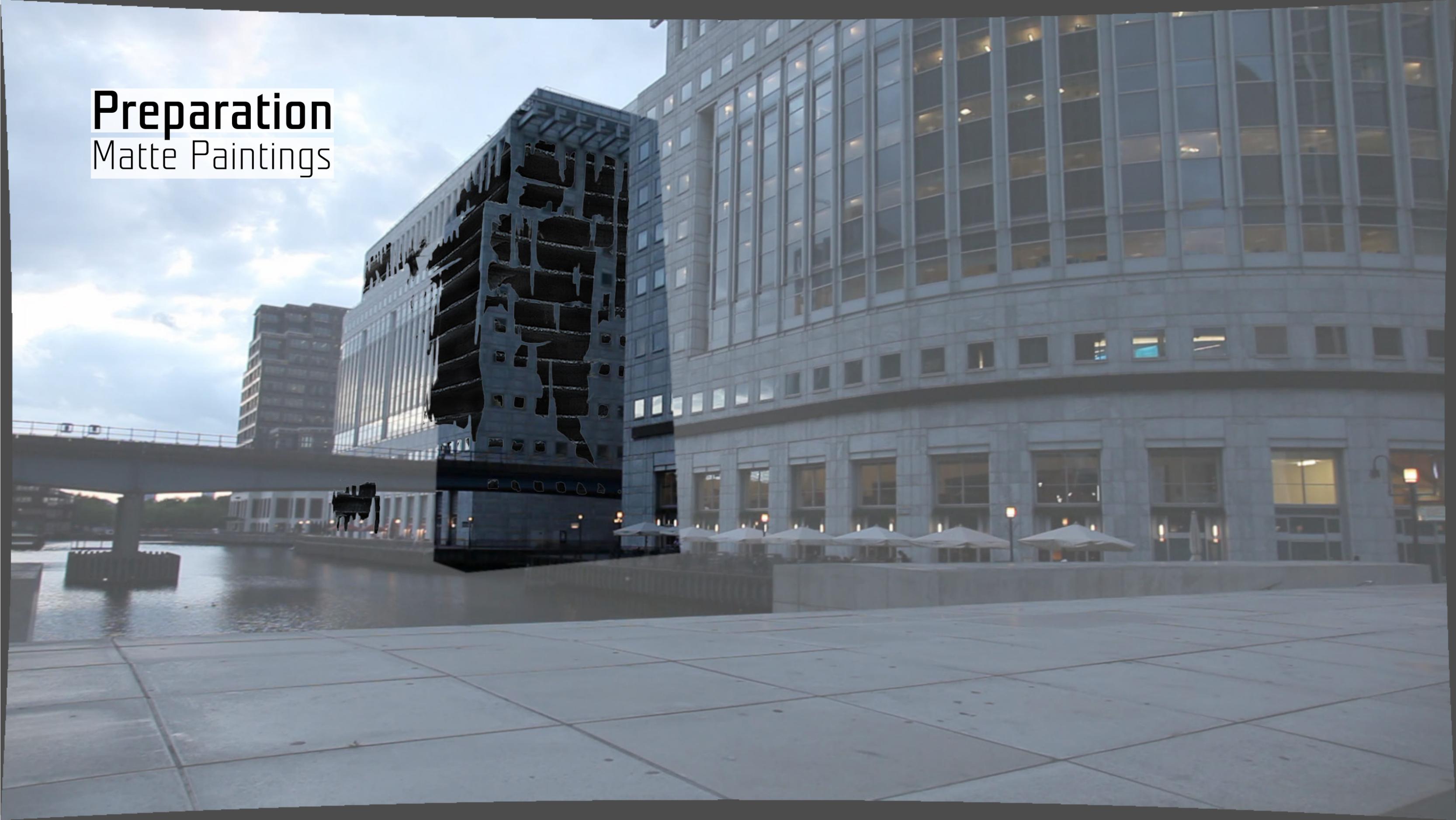
Preparation

Matte Paintings



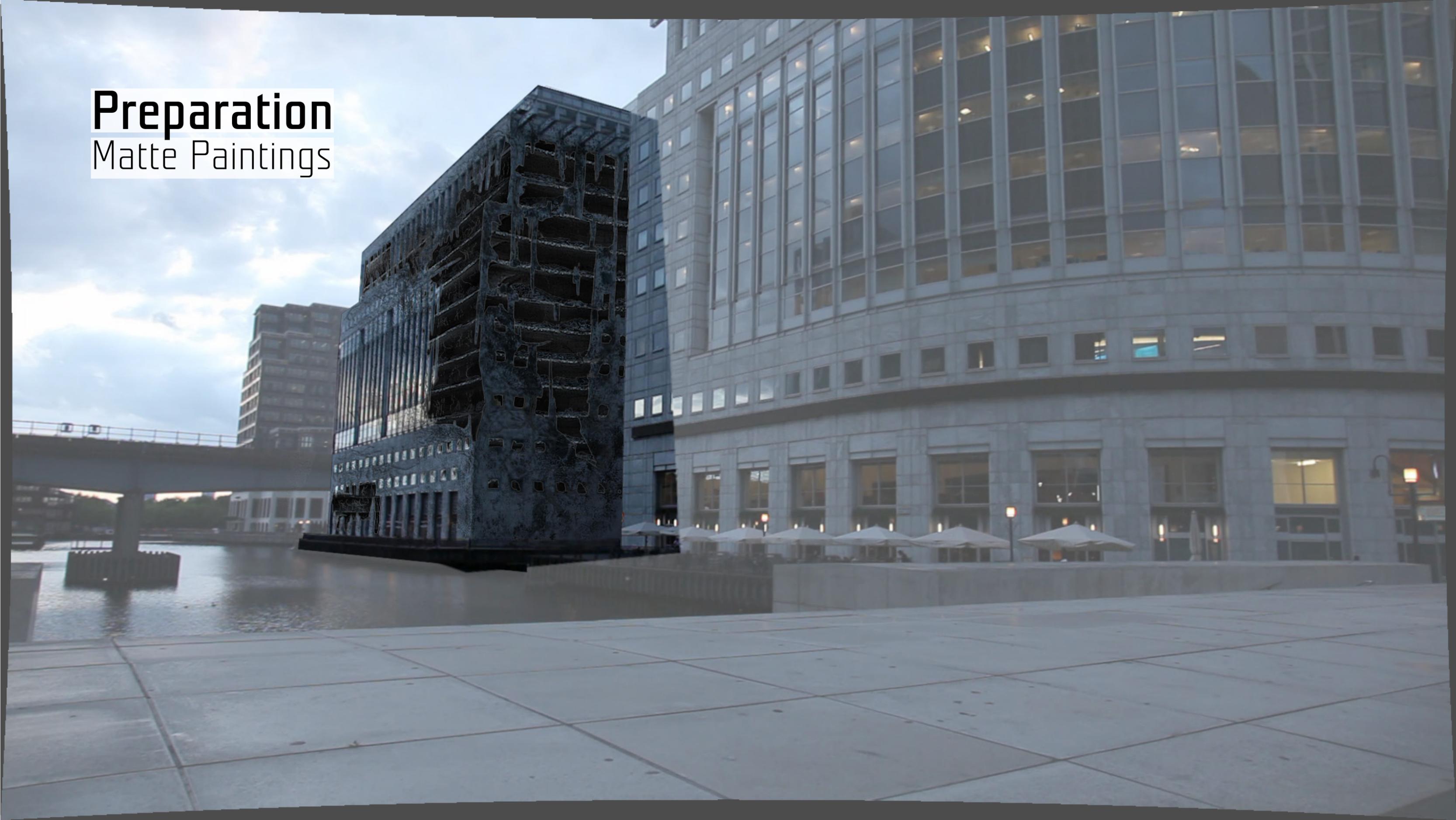
Preparation

Matte Paintings



Preparation

Matte Paintings



Background
Sky replacement



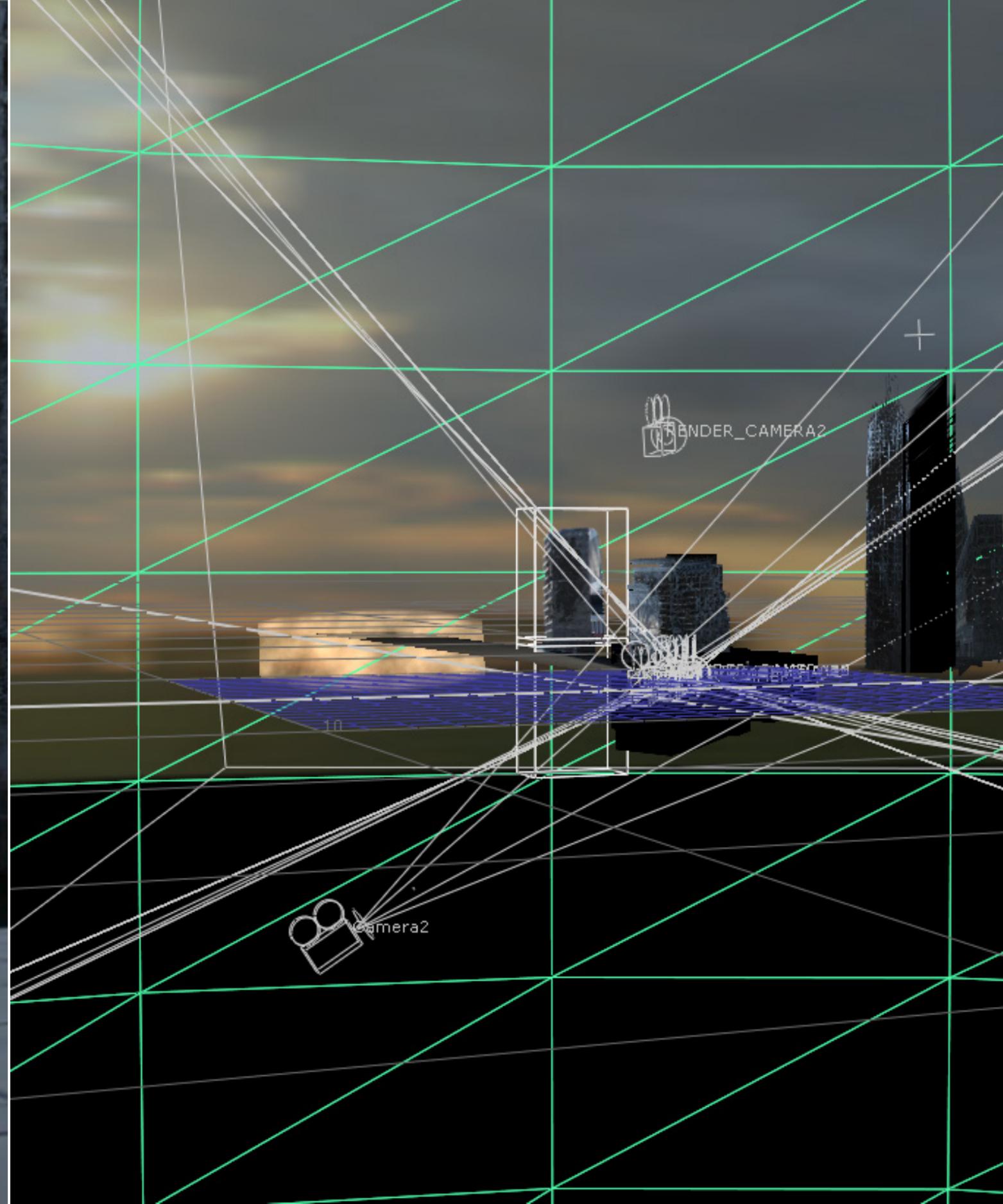
Background

Sky replacement



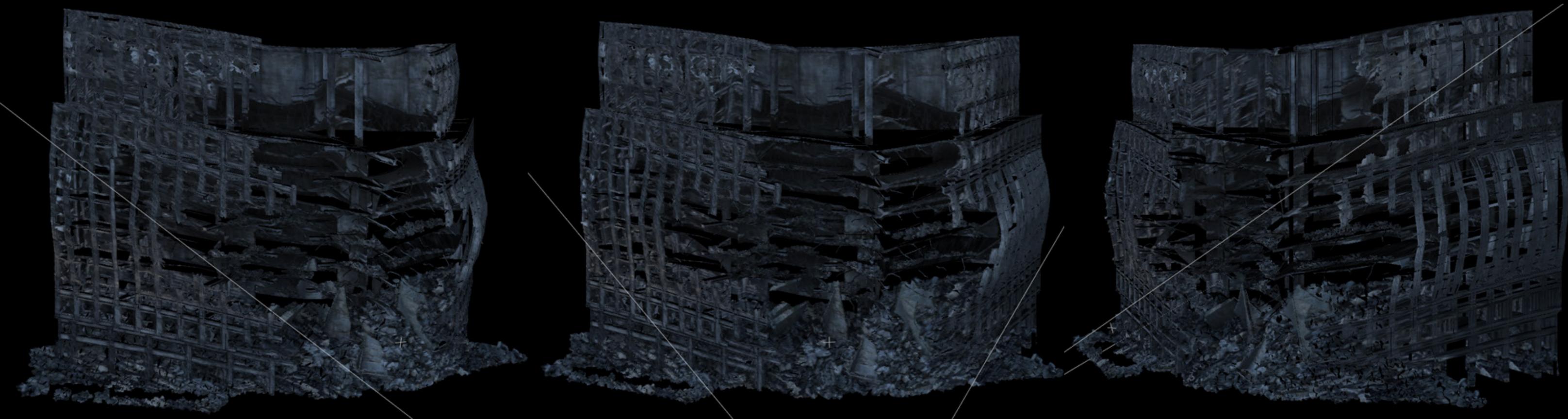
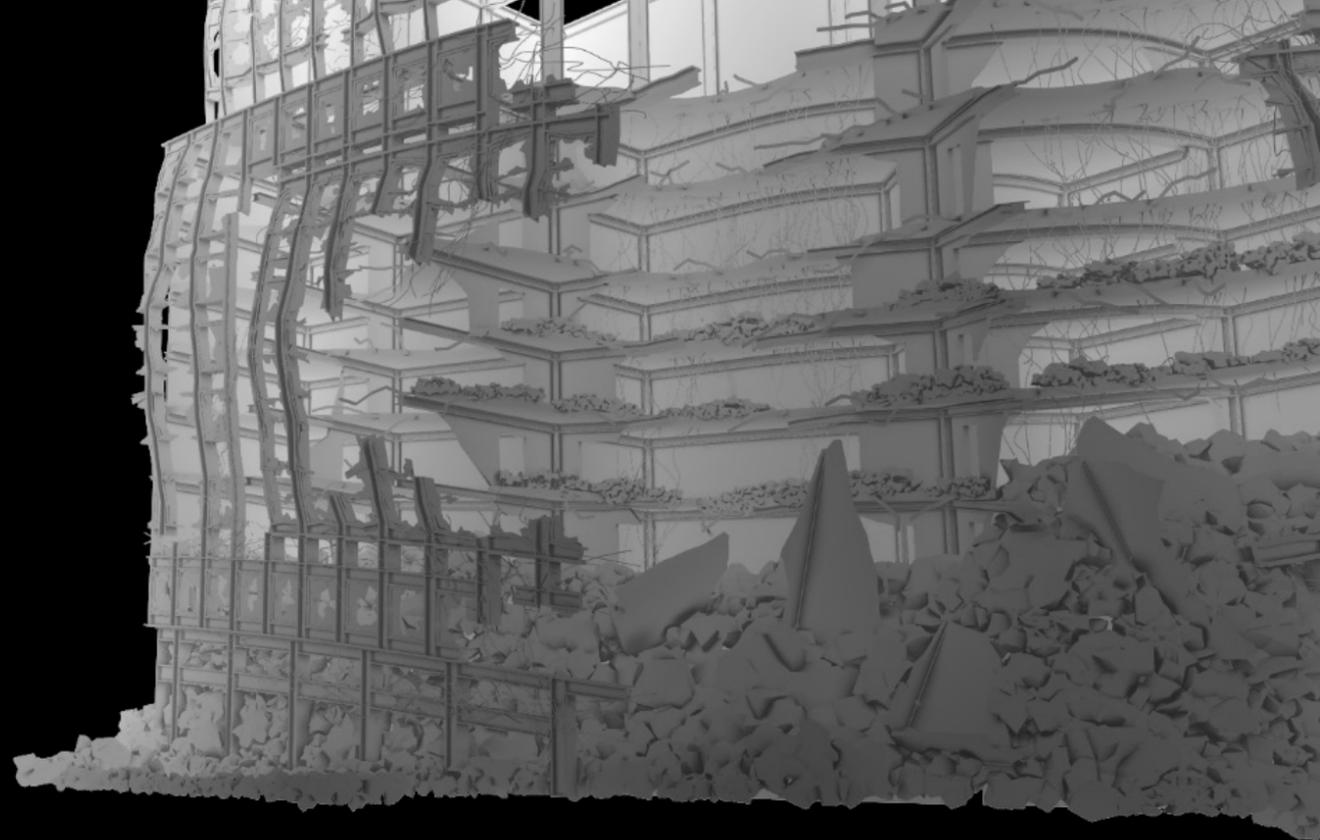
Background

Sky replacement



Background

CG buildings
compositing



Background

CG buildings
compositing



Background

CG buildings
compositing



Background

CG buildings
compositing



Background

CG buildings

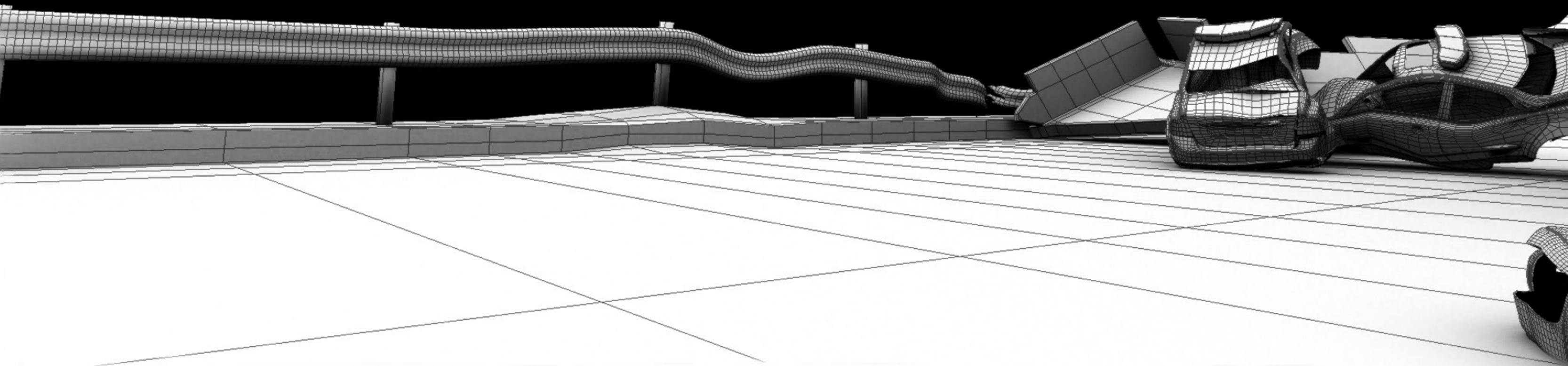
compositing

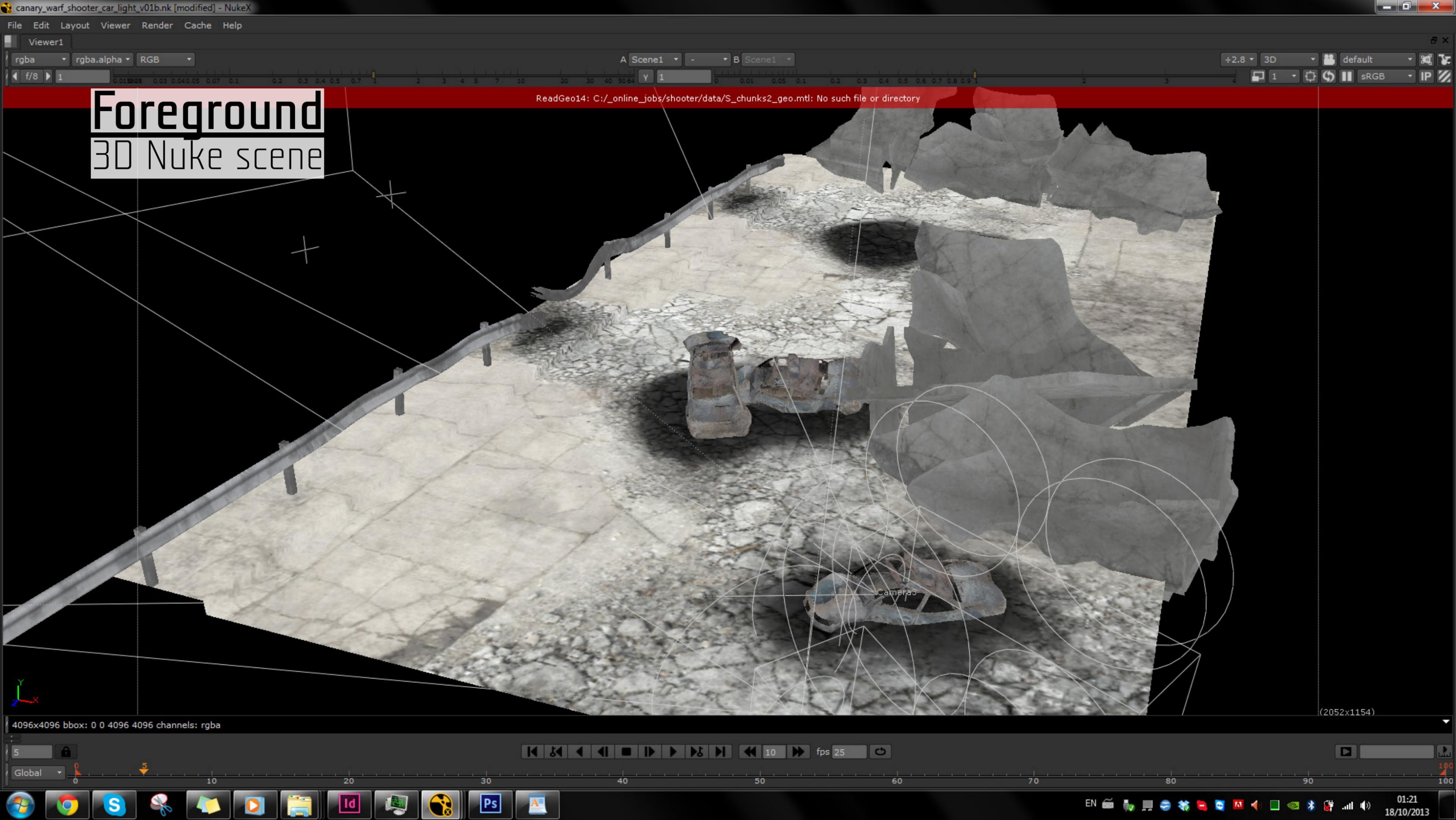


Foreground

FG models

preparation





Foreground

3D Nuke scene

ReadGeo14: C:/_online_jobs/shooter/data/S_chunks2_geo.mtl: No such file or directory

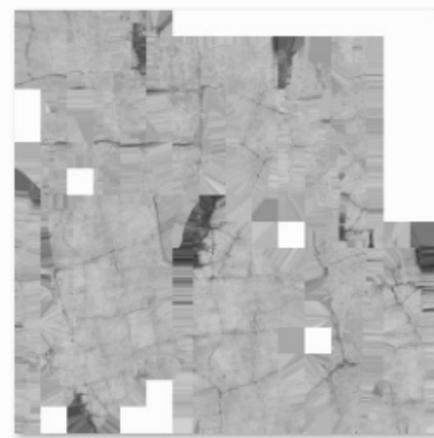
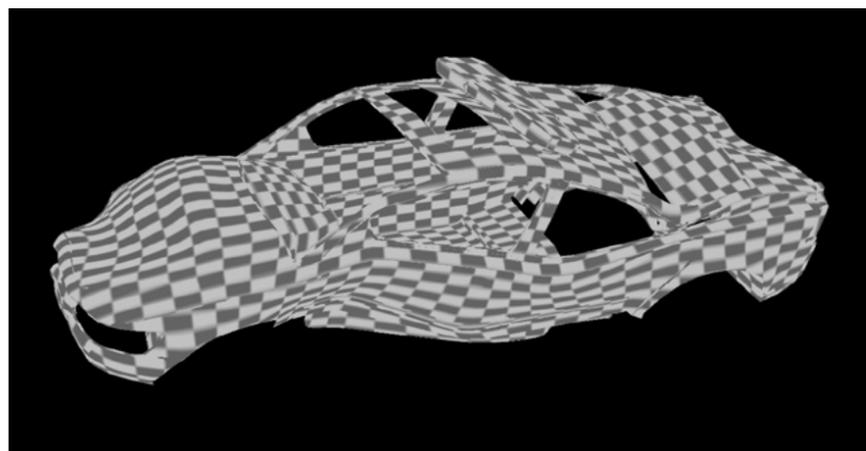
(2052x1154)

4096x4096 bbox: 0 0 4096 4096 channels: rgba

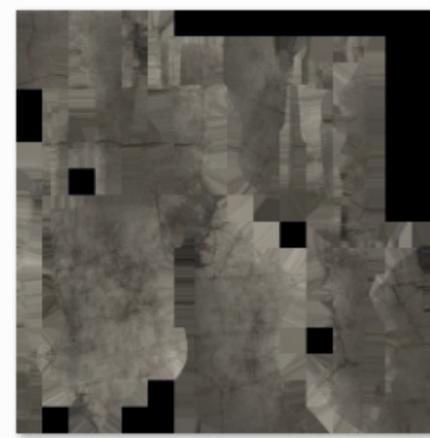
5 fps 25

01:21
18/10/2013

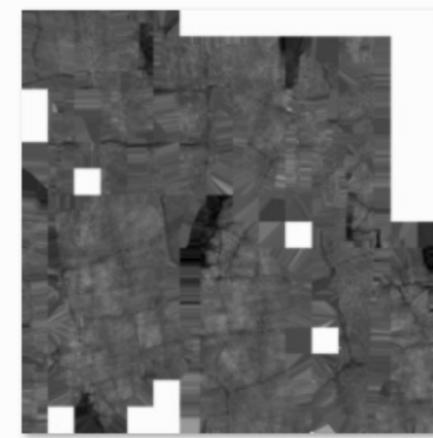
Foreground Texturing in Mari



block1_bump.1001.tif



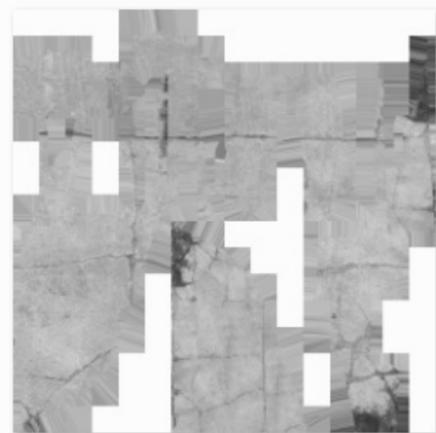
block1_diff_all.1001.tif



block1_displacement.1001.tif



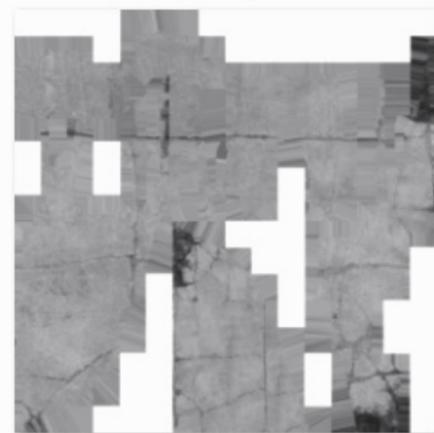
block1_spec.1001.tif



block3_bump.1001.tif



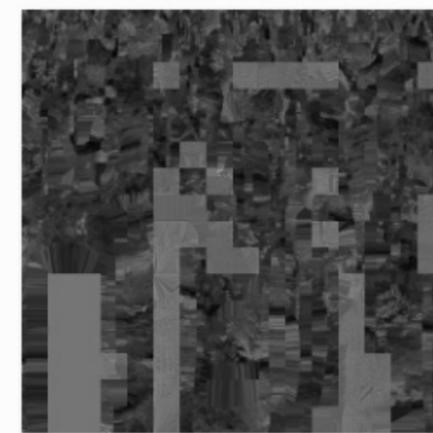
block3_diff_all.1001.tif



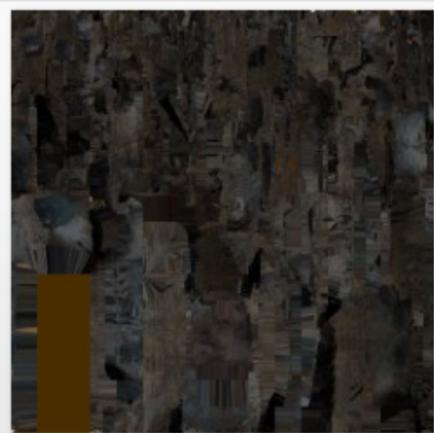
block3_displacement.1001.tif



block3_spec(0).1001.tif



car1_bump.1001.tif



car1_diff_all.1001.tif



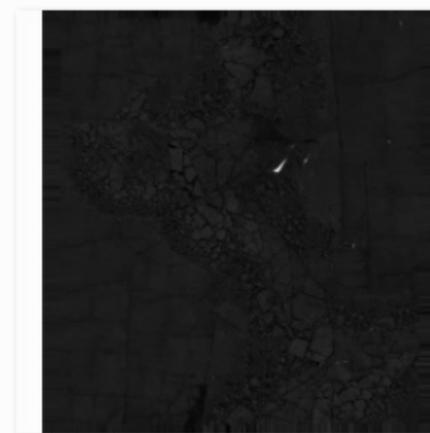
car1_displacement.1001.tif



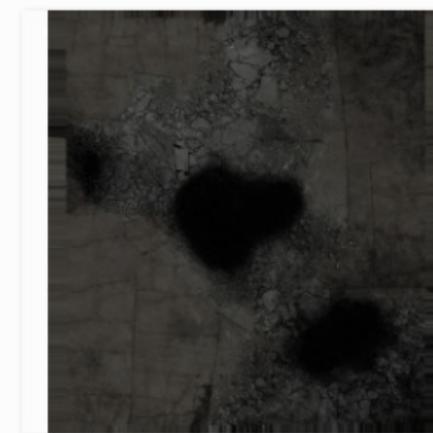
car1_spec_color_all.1001.tif



car1_specRoughness.1001.tif



floor_bump.1001.tif

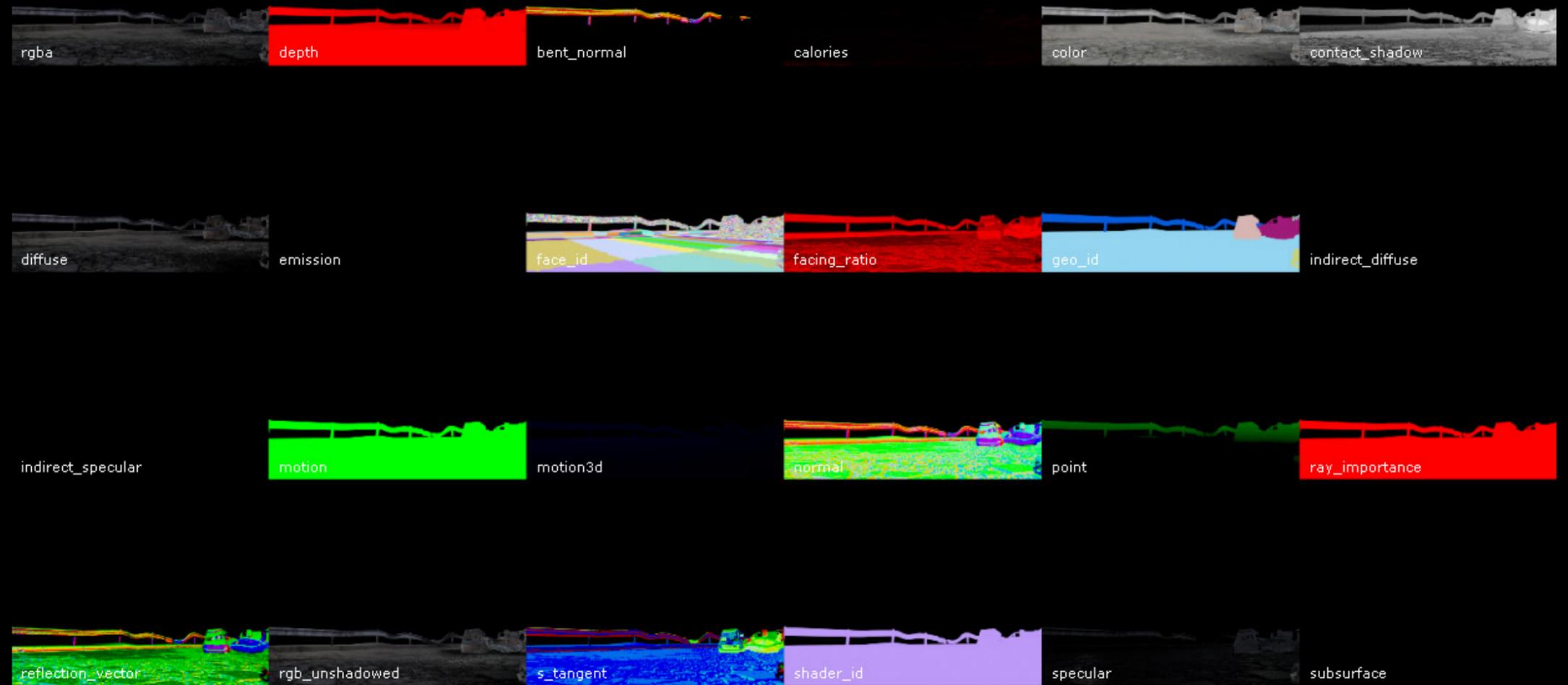


floor_diff_all.1001.tif

Foreground

Atomkraft

lighting / rendering



Finalizing

Atomkraft renders
compositing



Finalizing

Atomkraft renders
compositing



Finalizing

Adding little details:

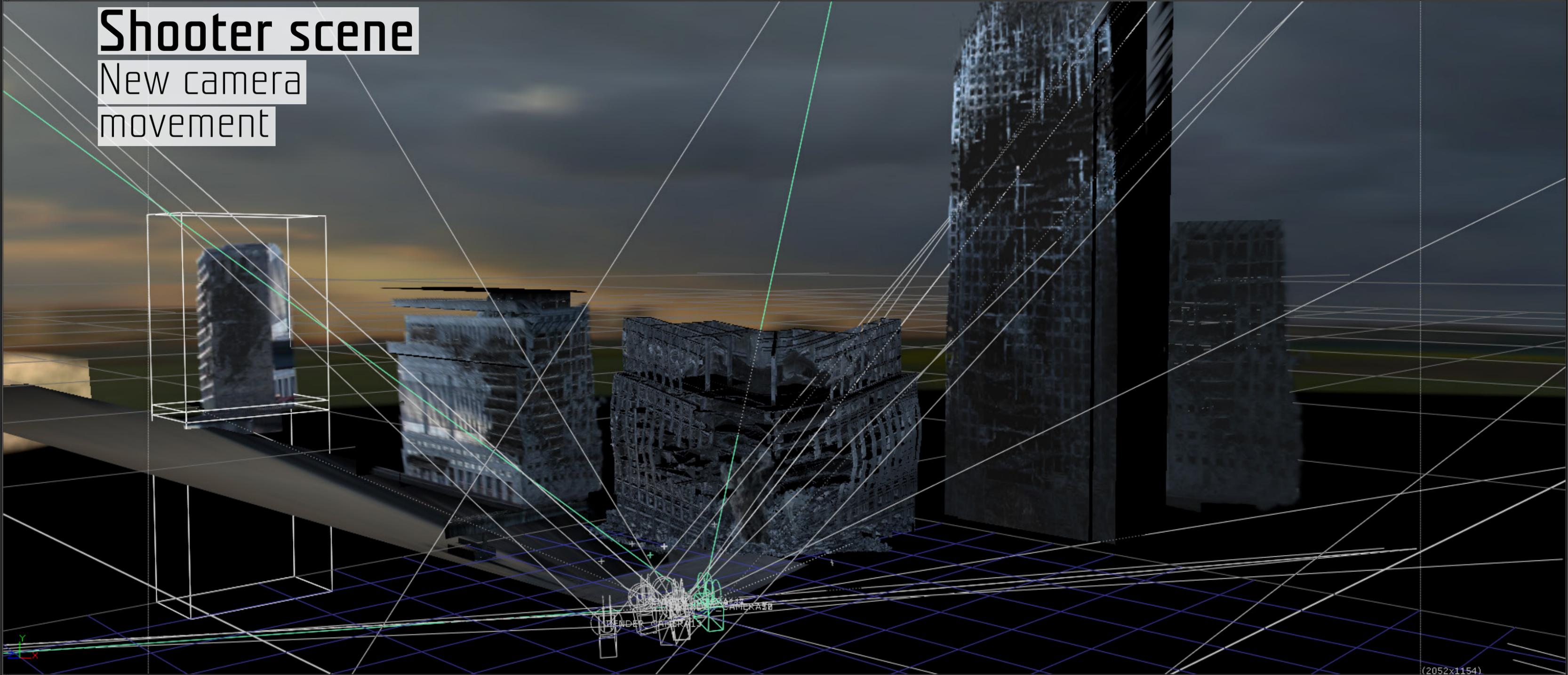
choppers / debris

Fog / Light effects



Shooter scene

New camera movement



(2052x1154)

2052x1154 bbox: 0 0 2052 1154 channels: rgba

x=1408 y= 760

Shooter scene
Reference images



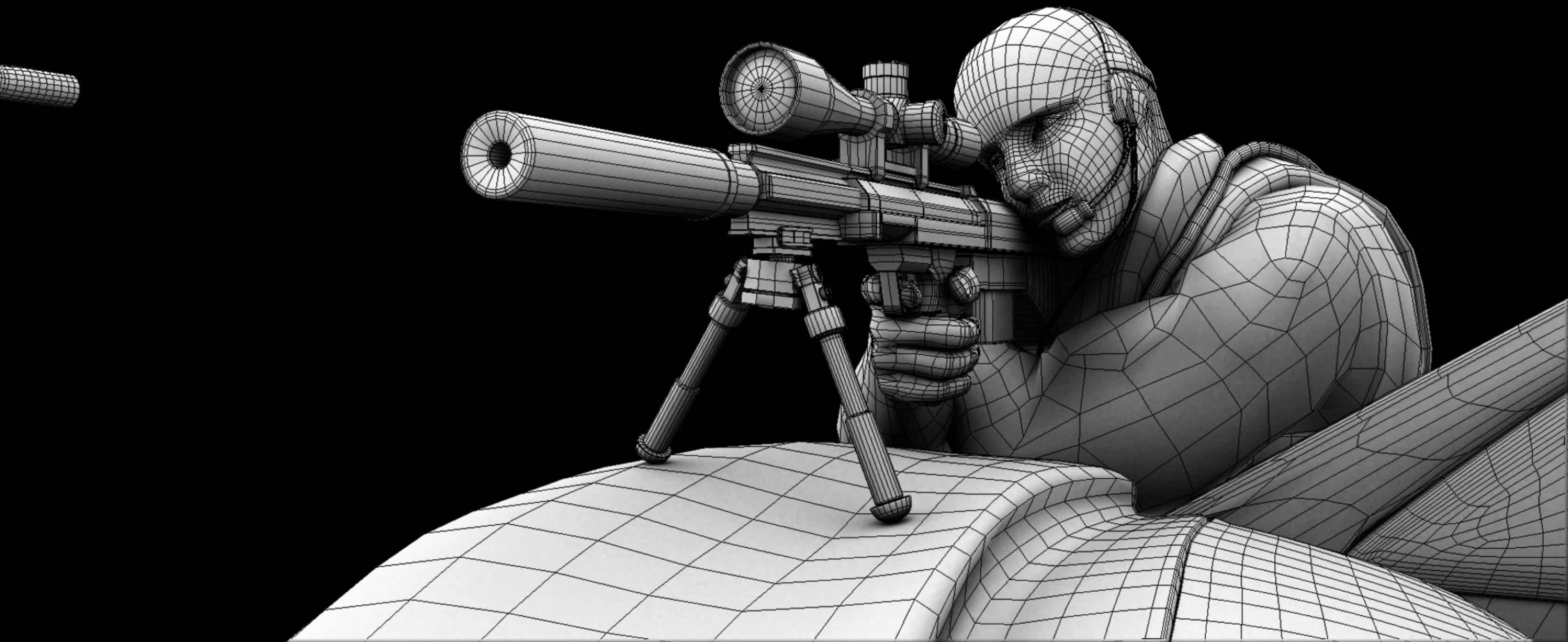
Shooter scene

Image plane /
Texture to project



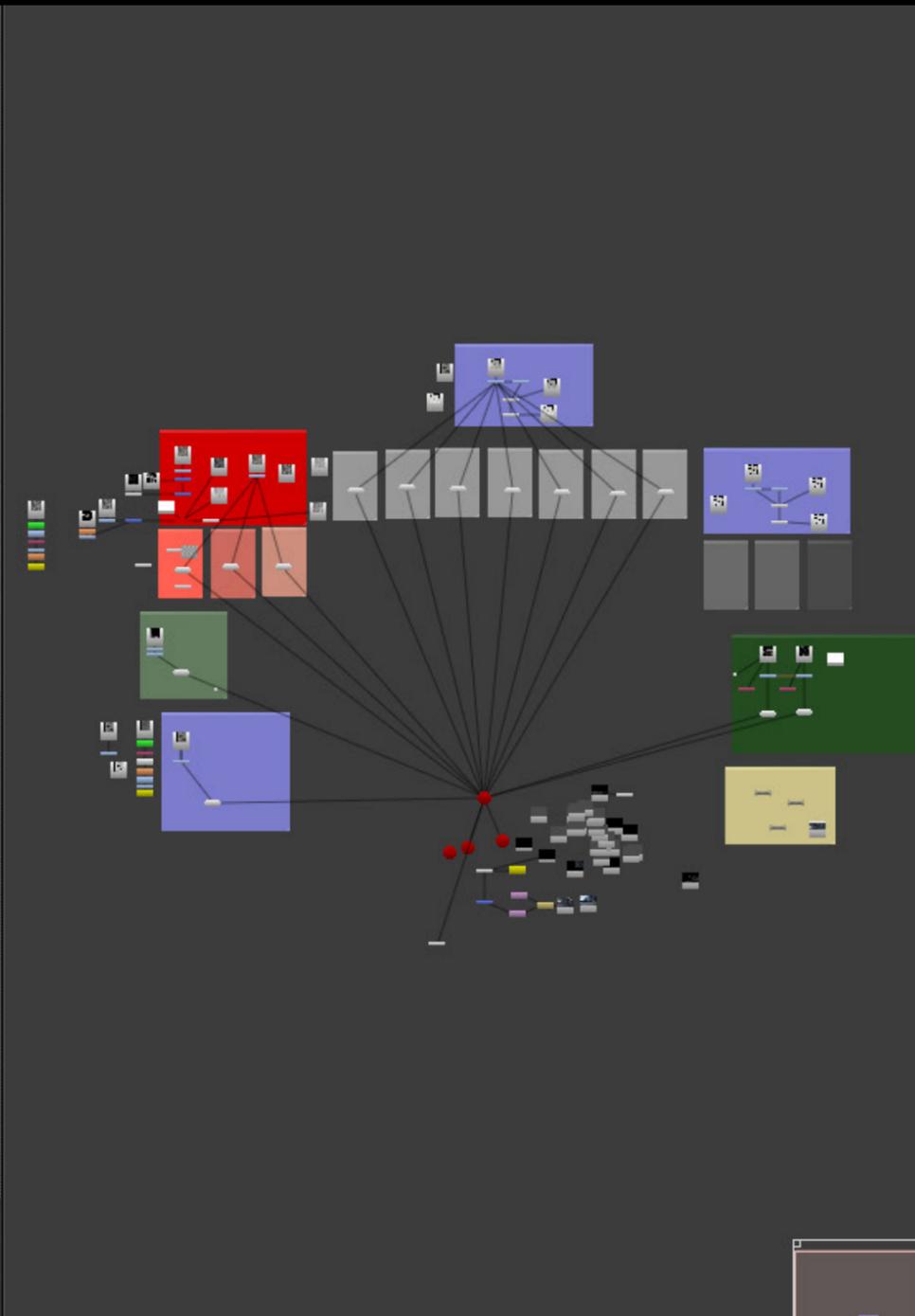
Shooter scene

Character model



Shooter scene

Camera projection



Viewer1

rgba rgba.alpha RGB

A Read38 B Read38

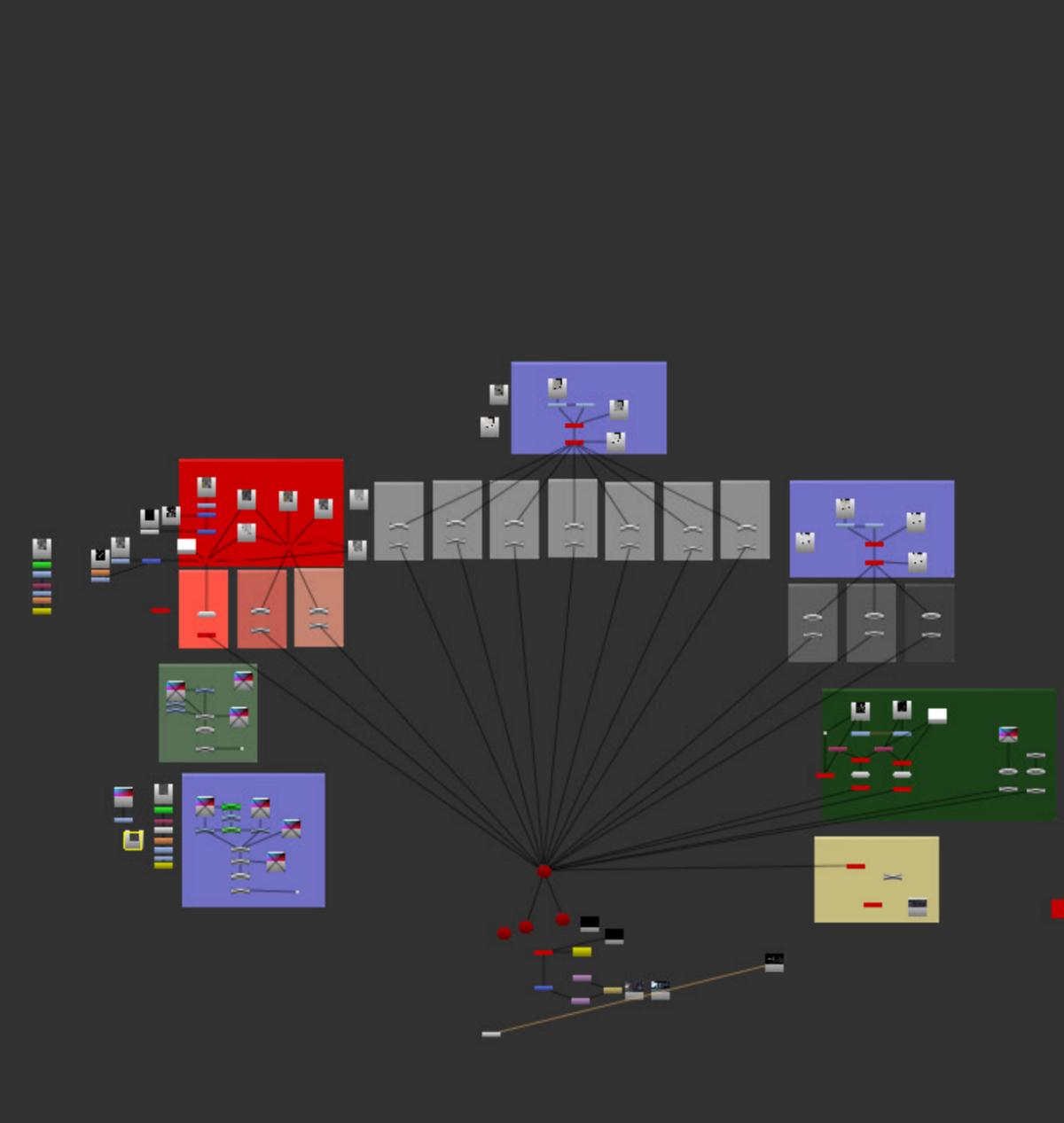
+2 2D default

f/8 1 0.0156253 0.1 0.3 1 3 10 30 64 Y 1 0 0.1 0.4 0.7 1 2 3 4

1 1 sRGB IP

Shooter scene

Character lighting



HD 1920x1080 bbox: 0 0 1920 1080 channels: rgba,depth,bent_normal,calories,color,contact x=2080 y= 212

5

Global 0 5 10 20 30 40 50 60 70 80 90 100

fps 25

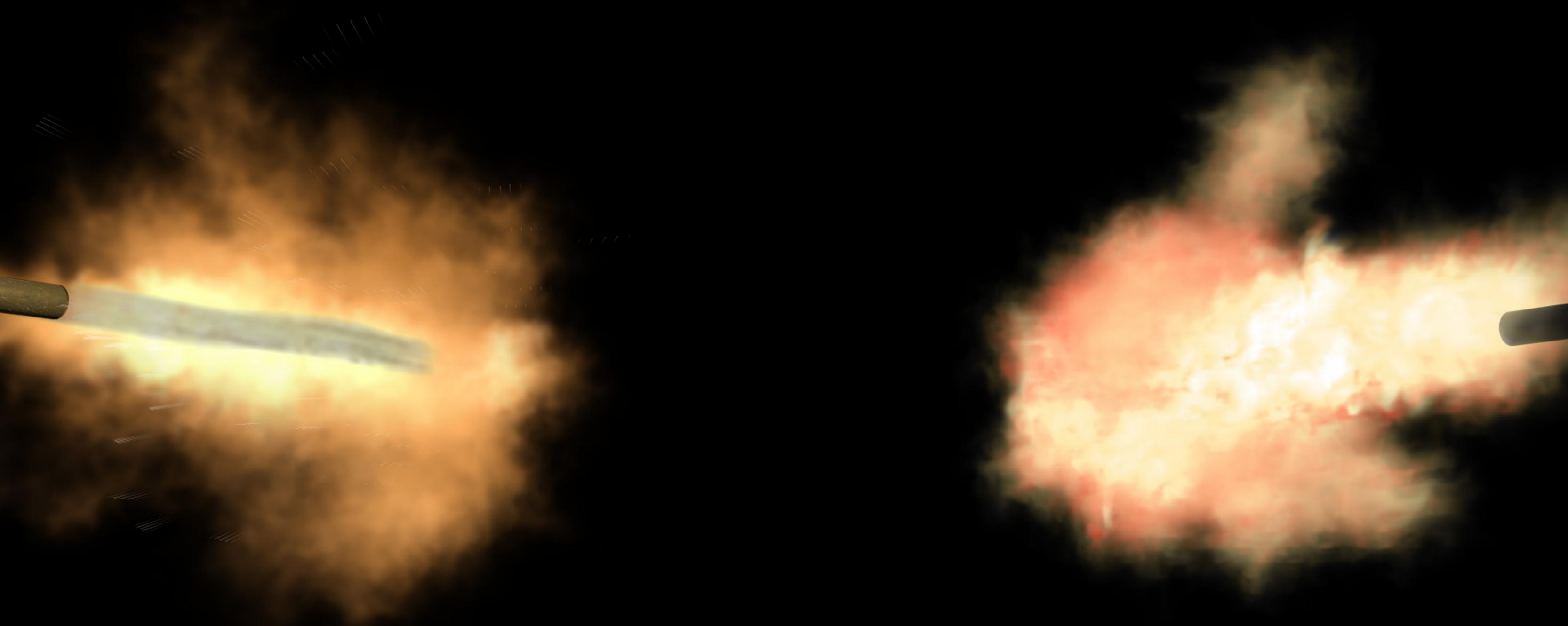
Shooter scene

Compositing the
character



Shooter scene

Bullet FX



Shooter scene

Finalizing the shot



Conclusion

Quality / Time
with these techniques

Alessio Bertotti
<http://alessiobertotti.it>

High level of detail in short render times

High end game cinematic overall quality

Perfect for small and quick productions (advertising/intro)

Possibility to work with 3D artist and compositors

Chance to change the camera movement and angolation of complex shots

Conclusion

Breakdown



2K





Thank you!

alessiobertotti.it/canary-wharf-shooter

Thanks to:

Stella Morelli for the photos,
Filippo Robino for the FX,
Escape Studios for the material.