

## Mohamed Selim

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### VFX Breakdown Sheet

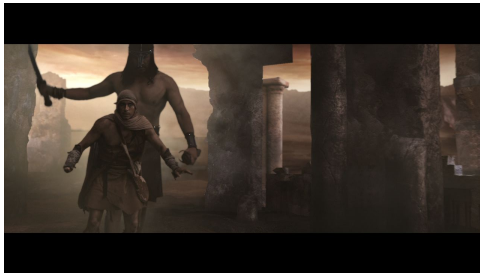


#### **Mohamed Ali Mosque (2011) – Yasser Naggar**

Full CG Scene

- Multipass Composite (Diffuse, Lighting, Global Illumination, Reflection, Specular, Shadow, Depth, Motion Vectors).
- Photographed trees and comp in the background.
- Assembled a Sky Dome.
- Added Lens Flare, Glare, and GodRays.
- Projected Dust elements on the walls.
- Projected extra ground shadows that were missing from the 3D render.
- Added Lens distortion.
- Color Grading.
- All comping done for stereo.
- Used Ocula for stereo fixes.

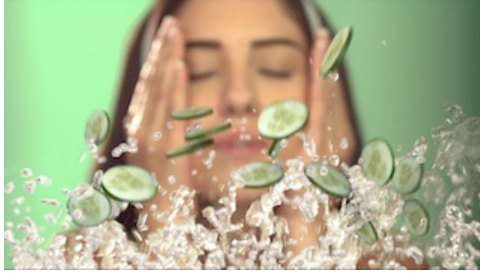
Software(s): Nuke, Ocula



#### **Legend of Arad Short Film (2010) – Sepehr Dehpour**

- Greenscreen Keying.
- Composited in CGI hand.
- Separated Matte painting elements in prep for projection mapping.
- Projecting Matte Painting elements onto geometry.
- 3D displacements for the ground card to give it volume.
- Extracted Depth map from Nuke's renderer to do Depth of Field.
- Composited three fog layers on different planes.
- Color Matched the FG talents to the matte painting.

Software(s): Nuke



### **Eva Bwhite Commercial (2011) - HIT**

- Cucumbers & Water Multipass Composite (Diffuse Color, Direct Irradiance, Indirect, Reflection, Refraction, Specular, Ambient Occlusion, Shadows, Fresnel, Depth, Motion Vectors).
- Rendered out a Fresnel pass and RGB mattes from Maya as the 3D artist was still busy, as I needed this kind of control of the CG.
- Color Matching.

Software(s): Nuke, Maya, Mentalray



### **Hayat Commercial (2010) – Amr Diab**

**Digital Makeover (Original Plate not included in the reel out of respect to the talent).**

- I had to remove excess fat from the neck and stomach, trim his arm, and clean out wrinkles.
- 2D Stabilize.
- Warping.
- Paint & Roto

Software(s): Nuke, Photoshop



### **Mohamed Ali Mosque (2011) – Yasser Naggar**

Full CG Scene

- Multipass Composite (Diffuse, Lighting, Global Illumination, Reflection, Specular, Shadow, Depth, Motion Vectors).
- Photographed trees and comp in the background.
- Projected on Dust elements.
- Added Lens distortion.
- Color Grading.

Software(s): Nuke



### **Marina Turbo (Boxing) Commercial (2011) – ROD Productions**

- 3D Object Tracking.
- Can Multipass Composite (Diffuse, Reflection, UV, Motion Vectors).
- Light Manipulation.
- Roto.
- Color Matching.

Software(s): Nuke, Ptrack



### **Marina Turbo (Circus) Commercial (2011) – ROD Productions**

- Greenscreen Keying.
- Removed Logo from FG's shirt with 2D tracking & Roto.
- Matte Painting extraction.
- Composite CG Carousel.
- Composite CG Cans.
- Added Depth of field.
- Color Grading.

Software(s): Nuke



### **Masr El Kheir Commercial (2011) - HIT**

- Solved the shot for a static camera in Ptrack to provide the 3D department with a camera in the correct position.
- Rat Multipass composite (Diffuse, Specular, Fur, Ambient Occlusion, Shadow, Motion Vectors).
- Color Matching.

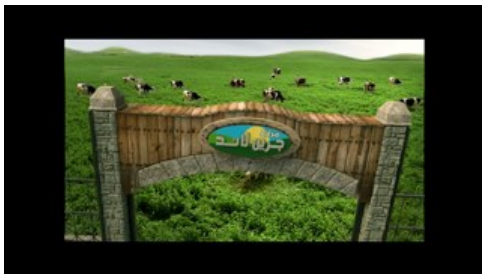
Software(s): Nuke, Ptrack



### **Masr El Kheir Commercial (2011) - HIT**

- 3D Tracking for the plate.
- Paper Plane Multipass composite (Diffuse Mat Color, Direct Irradiance, Indirect, Ambient Occlusion, Motion Vectors).
- Egyptair Plane Multipass composite (Diffuse Mat Color, Direct Irradiance, Indirect, Specular, Reflection, Refraction, Ambient Occlusion, Fresnel, Motion Vectors)
- Rendered Extra RGB mattes from Maya.
- Roto.
- Color Matching.

Software(s): Nuke, Pftrack, Maya



### **Green Land Commercial (2009) - HIT**

- 3D Tracking for the plate.
- Composite Matte painting Set Extension.
- Sky Replacement.
- Duplicate Cows.
- Composite CG Gate.
- Paint & Roto.
- Re-Lighting.
- Color Matching.

Software(s): Nuke, Pftrack,



### **Randa Hafez (Asaab Haga) Music Video (2010) – Randa Hafez**

- Greenscreen Keying
- Projecting Matte painting elements on to 3D cards.
- Color Matching & Grading.

Software(s): Nuke



### **Tattoo Commercial (2009) – The Producers**

- 2D Tracking.
- Warping.
- 2D displacements.
- Roto
- Color Matching.

Software(s): After Effects, Mocha



### **Todo Cake (Pink) – Strategies**

- 2D Tracking.
- Light Manipulation.
- Shadow Extraction.
- Roto.
- Color Matching.

Software(s): Nuke, Mocha



### **Todo Cake (Blue) – Strategies**

- 2D Tracking.
- Wall frame replacement.
- Girl Greenscreen Keying.
- Girl's sweater color change.
- Girl Color Matching to live action plate.
- Girl's fake shadow on the chair & floor.

Software(s): Nuke



### **Todo Cake (Blue) – Strategies**

- 2D Tracking.
- Wall Frames Replacement.

Software(s): Nuke, Mocha



### **Legend of Arad Short Film (2010) – Sepehr Dehpour**

- Marker Removal.
- Making the main talent's teeth dirty.
- Compositing in matte painting.
- Roto.
- Color Matching.
- Adding extra BG actors.
- Adding Heat Haze, dust, and fog elements.
- Generating a fake depth map for shot.

Software(s): Nuke, Mocha



### **Activia Commercial (2011) – HOB Productions**

- 2D Tracking
- Compositing in Café signs.
- Roto.
- Color Matching & Grading.

Software(s): Nuke



### **The Attic Short Film (2010) – Mohamed Shawky**

#### **Crew Removal**

- 3D Tracking for the plate.
- Projected clean patches from different frames onto 3D cards in different depth.

Software(s): Nuke