



compositor

melanie dorn

shot breakdown



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Replaced the bottom live action hour glass bulb with a CG bulb, integrated multi-pass CG bulb and sand effects, roto'd hand and color corrected hand to integrate the CG bulb

Software: Icy



Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Replaced the green stuffy that was originally in the scene with the CG Alien, combined multiple plates, faked motion blur on the girl so that the CG alien would integrate better

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass characters into the scene, created noise matte to get variation on the water effects when Simon comes out of the toilet, painted out and created mattes for shadows that were already in the plate, added in reflections

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass characters into the scene, incorporated over 10 sets of effects passes to transition from the wet characters to the dry characters, color corrected floor to brighten up areas around the characters, created noise matte to get variation on the water effects

Software: Icy



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Pulled a green screen key on the actor, extended the top of the set with a matte painting and combined the plates, finished the lighting of the CG Lincoln in the comp to match the hero shot, integrated the multi-pass CG Lincoln

Software: Icy



Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Took over composite, created a warp for the belt strap to integrate the CG Potatoes, integrated the CG potatoes and alien into the composite

Software: Icy

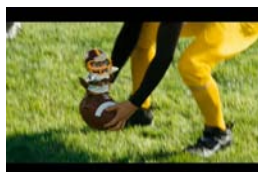


Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Took over composite, integrated multi-pass CG Cherubs, changed color of CG arrows

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass Alvin into the scene onto the live action football, painted out and created mattes to get rid of the live action shadows, added Alvin's shadows onto the live action ball

Software: Icy



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shot breakdown (con't)



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass Alvin and football into the scene, matched football to previous live action football, roto'd foreground characters, color corrected Alvin's helmet and jersey to match live action

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass Alvin and football into the scene, matched football to the live action football in the sequence, roto'd foreground elements, color corrected Alvin's helmet to match live action

Software: Icy



Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated water and bubble effects into the composite
Integrated multi-pass CG alien and net into the scene

Software: Icy



Dimenticato, *Independent Project*

Role: *Compositor, Lighter, Texture Artist, Sequence Lead, Animator*

Lit the entire scene and created multi-pass layers, created the CG textures for the bike, composited and match-moved the bike into the scene, animated the bike

Software: Shake, Maya, Matchmover, Photoshop

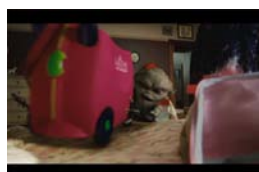


Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Green screen key, color corrected the actor to match the plate (which become the hero color for the sequence), integrated the actor into the CG multi-pass grass

Software: Icy

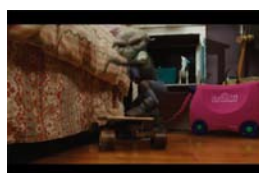


Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Took over comp, created warp when the CG trunk goes over the bed, integrated the CG aliens and trunk into the shot, color corrected the CG trunk to match the live action trunk in the film

Software: Icy



Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Created warp when the CG skateboard hits the bed skirt; integrated the CG alien, skateboard, and trunk into the shot; color corrected the CG trunk to match the live action trunk in the film, removed baked in shadows from the CG trunk

Software: Icy



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Extended the top of the set by painting and combining multiple frames, integrated multi-pass CG hourglass and Jed, created light in comp to spotlight CG Jed

Software: Icy



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shot breakdown (con't)



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Roto'd foreground characters to integrate CG hourglass, integrated multi-pass CG bulb and sand effects, worked on CG shadows to avoid overlap from the plate

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Took over composite, painted out highlights in glasses when Alvin's reflection makes contact, tracked and match-moved Alvin's reflections into the glasses

Software: Icy



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Green screen key

Color corrected the actors to match the sequence

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Took over composite, integrated multi-pass characters, used multiple FedEx bag effects passes to simulate tare

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass Alvin and football into the scene, matched football to the live action football in the sequence, enhanced the sky, painted out live action ball

Software: Icy



Night at the Museum: Battle of the Smithsonian, *Rhythm & Hues Studios*

Role: *Compositor*

Replaced the bottom live action hour glass bulb with a CG bulb, roto'd hand and color corrected hand to integrate the CG bulb, incorporated multi-pass CG Einstein into the comp

Software: Icy



Alvin and the Chipmunks: The Squeakquel, *Rhythm & Hues Studios*

Role: *Compositor*

Integrated multi-pass character into the scene, created noise matte to get variation on the water drip effects coming off of Simon

Software: Icy



Aliens in the Attic, *Rhythm & Hues Studios*

Role: *Compositor*

Adjusted passes of CG alien to fit into the sequence, composited the multi-pass layers, created DOF when alien falls into the camera

Software: Icy