

tim nargi demo reel breakdown

Battleship

This shot was designed to be sort of a homecoming for the foreground battleship. The original plate was a photograph taken at the Nautical Museum in Norfolk, VA. I cleaned up the plate and placed photographs of WW II naval ships in the background and then animated them. Figures on the dock were shot in a green room matching the plate's perspective and lighting. The 3d fighters overhead were downloaded from a free site, but lit and animated by myself. I placed and animated 3d Poser figures into the shot.

Responsibilities

- Matte Painting
- Compositing
- 2d/3d Animation

Personal Project

Software

- Photoshop
- After Effects
- 3d Studio Max
- Poser

Rack Focus Bar Shot

"Won't Get Up This Time" Music Video

The director wanted this plate cleaned up and simplified. The singer was sitting in front of a mirror which caught the camera in the shot the director wanted. A bluescreen was erected to hide the mirror and keyed out by myself. I painted in the background using stills from the shoot. Customers at the local bar were unavoidable so I rotoed out the people and painted in more of the background plant to fill in the dead space.

Responsibilities

- Painting
- Compositing
- Rotoscoping

Software

- Photoshop
- After Effects

Castle

Personal Project

A day for night shot using a castle located in Germany. The plate was a still which I then darkened down. I painted in lights in the windows, replaced the sky, added subtle reflections in windows, and highlights from the night sky. During this process I seperated the image into multiple layers for a 3d camera move in 3ds Max using camera mapping.

Responsibilities

- Matte Painting
- 3d Camera Mapping

Software

- Photoshop
- 3d Studio Max

tim@digitaltimmay.com

703.447.0219

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Weird Rocks

This shot was completed by gathering photographs of mountains, hills and a lake. I combined the elements by hand painting, correcting lighting and color. I modeled simple 3d geometry, textured and lit the geometry, then brought the models in Photoshop for additional painting. Birds were animated in After Effects using 2d particles. The camera zoom and move were created in After Effects and Shake.

Responsibilities

Matte Painting
2d Animation
3d Modeling, Lighting, Texturing

Personal Project

Software

Photoshop
After Effects
3d Studio Max
Shake

Snow Cabin

The original plate was a photograph taken of a sunny cabin in West Virginia. I then painted in snow, frost, lightened up the sky for an overcast feel, and desaturated the entire image. After filming myself in a green room, I composited myself walking on the deck. I then added two layers of 3d particles used as falling snowflakes, I added the camera shake in Shake.

Responsibilities

Matte Painting
Compositing
2d Animation
3d Particles

Personal Project

Software

Photoshop
After Effects
Shake
3d Studio Max

Bridge

I conceived this shot from one of Stephen King's "Dark Tower" books. I had myself filmed from atop a parking garage stepping out of a car. I then rotoed myself and the car. I created a painting of a road crossing a canyon using hand painting and photographs. I modeled the bridge in 3d and painted on the model in Photoshop. I populated the bridge with pictures of 1/24 scale model cars taken at the proper perspective. I painted shadows and details on these. I animated a camera move in Combustion and added blinking hazard lights on the cars in After Effects.

Responsibilities

Matte Painting
3d Camera Mapping

Software

Photoshop
3d Studio Max

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Shuttle Explosion

A shot from a personal script I am writing, this shot was mostly 3d. However to save time, I painted the cockpit interior and mapped the painting onto simple geometry. I then created some graphics and animated them in After Effects. I dressed myself up in a flight suit costume using a backpack as straps and I was filmed in a green room using a PC joystick as my flight stick. I tracked that footage using Syntheyes. I then modeled the background ship, lit and textured it and blew it apart using particles. The smoke and flames were created using Afterburn. I matched the exploding ship and the cockpit to my footage using the 3d tracked data as well as some manual tweaking and comped it all together in After Effects. I then matched the 3d chair purchased online to finalize the shot.

Responsibilities

- Matte Painting
- Compositing
- 3d Modeling, Texturing, Lighting
- 3d Particles
- 2d/3d Animation
- 3d Tracking

Personal Project

Software

- Photoshop
- After Effects
- 3d Studio Max
- Syntheyes
- Afterburn