

# Digital Matte Painting Reel Breakdown

Run Time: 2½ Minutes

Brian LaFrance  
949-302-2085

Brian.M.LaFrance@gmail.com  
www.studiolafrance.com



## Zootopia: Train Ride Sequence

**Description:** Given layout for entire Zootopia, modeled and textured landscape asset using World Machine, Zbrush and Maya, Photoshop and proprietary paint package. After FX trees and Env Modeling buildings were lit by Lighting Dept., completed water, mountains and clouds with projected matte painting on simplified geometry in Nuke.

**Software Used:** World Machine, Zbrush, Maya, Photoshop, Disney Proprietary Paint, After FX, and Nuke.



## Zootopia: Bunnyland

**Description:** Matte painted background for sequence using World Machine geometry as base, photo ref. and hand painting for sky.

**Software Used:** World Machine, Photoshop, and Disney Proprietary Paint



## Zootopia: Training Camp

**Description:** Matte painted simple 2d mountains and trees for background.

**Software Used:** World Machine, Photoshop, and Disney Proprietary Paint



## Zootopia: Van Driving on Mountain Road

**Description:** Given simple landscape from modeling, matte painted mountains, fog. Made shaders for water, road reflections, ran lighting passes, etc. to complete most of shot. Shot is viewed on a monitor in film, hence the video line treatment, which was done by Lighting dept.

**Software Used:** World Machine, Photoshop, Disney Proprietary Paint, and Nuke



## Zootopia: Train in Canyon

**Description:** Modeled and textured mountains in World Machine, Photoshop, proprietary paint package.

**Software Used:** World Machine, Photoshop, and Disney Proprietary Paint



## Zootopia: Train on Icy Bridge (2 shots)

**Description:** Modeled bridge in Modo, background mountains in World Machine. Matte painting finished by Alex Garcia. For the aerial shot (2nd one) - modeled and textured terrain asset., glaciers, water shader. Buildings by modeling dept.

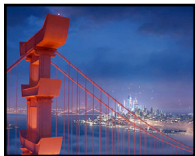
**Software Used:** Modo, World Machine, Photoshop, and Disney Proprietary Paint



## Big Hero 6: Baymax and Hiro Flying Sequence

**Description:** Lead Set Extension Artist. helped develop sky pano from source HDR's, which fed lighting dept. 360 degree seaming of ocean/sky horizon, land, atmosphere blending. Painted East Bay city. Made 3d fog volumes in houdini, rendered with scene lighting for reference, which informed the painting of multiple fog layers, which were blended into the scene using zdepth "slices" for holdouts, integrating the fog into the landscape.

**Software Used:** Photoshop, Maya, Nuke, Houdini, Terragen, Hyperion[Disney Prop. Rendering software]



## Big Hero 6: Bridge

**Description:** Painted sky, ground fog slices and lights, projected in nuke.

**Software Used:** Photoshop, Maya, Nuke, Terragen, Hyperion



## Big Hero 6: City

**Description:** Painted sky, moving ground fog clouds. Clouds integrated into digital set using zdepth "slices" for holdouts, integrating fog into the landscape.

**Software Used:** Photoshop, Maya, Nuke



## R.I.P.D.: City Shots

**Description:** Blocked out city compositions with simple geometry, projected texture onto that geometry.

**Software Used:** Photoshop, Rampage (Rhythm and Hues Prop. Projection software)



**The Seventh Son:** Multiple Shots

**Description:** Modeled simple geom, sculpted in zbrush for balcony shot, textured/lit/rendered in mental ray, painted over in photoshop, projected onto modeled or simplified geometry in rampage.

**Software Used:** Photoshop, Maya, Mental Ray, Zbrush, Rampage



**Elysium:** Earth

**Description:** Provided a Terragen "Planet Rig" to Image Engine for them to render views of earth, as well as a large render of whole earth to be used as source for matte painting(s). Also provided a closeup render of east coast horizon, rendered from Terragen, as source for matte painting. Finished shots shown were completed by Image Engine artists.

**Software Used:** Terragen, Photoshop



**Django Unchained:** Entering the House

**Description:** Painted and projected simple geometry for 3d matte painting of plantation yard seen outside door during shootout. I set up one environment and ran it for many shots.

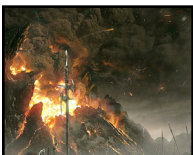
**Software Used:** Photoshop, Rampage



**Meet the Robinsons:** Industrial Environment

**Description:** Seq. Supervisor, lighting, matte painting. Lit and rendered city sections, painted over in photoshop, projected on simple geometry.

**Software Used:** Maya, Renderman, Shake, Photoshop



**Diablo III:** Multiple Shots

**Description:** Matte Dept. Supervisor. Various tasks, including terrain layout/texture/lighting for ref passes, modeling, painting, etc. Volcano shot was entirely produced by matte dept except for characters, final composite.

**Software Used:** Maya, Terragen, World Machine, After Effects, Nuke, Renderman, Photoshop, Cinema4d



**World of Warcraft - Cataclysm:** Multiple Shots

**Description:** Supervised Matte Painting department in completing all matte shots. Duties included bidding, scheduling, planning, modeling, look/lighting and compositing, projection camera setup, and volumetric fx.

**Software Used:** Maya, RenderMan, Nuke, Cinema 4D, Photoshop, Zbrush



**StarCraft II - Heart of the Swarm:** Swarm City

**Description:** Matte Dept. Supervisor. Provided layout of city with City Engine for previs, final shots. Developed City Engine to Max/Vray pipeline, lit and rendered city as source for matte painting (shot shown finished by John Berube).

**Software Used:** City Engine, 3ds Max, Vray, Nuke, Photoshop, Maya



**StarCraft II - Wings of Liberty:** Old Rivals

**Description:** Completed matte painting, lighting and compositing.

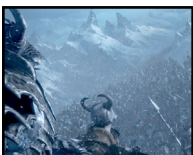
**Software Used:** Maya, RenderMan, Nuke, Photoshop



**StarCraft II - Wings of Liberty:** Planet Tarsonis

**Description:** Created planet in Terragen, complete with multiple layers of atmosphere, detailed procedural and painted textures. This was used as source for matte painting finished by Levi Peterffy. I then added nukes: a combination of projected animated texture and 3d geometry for the mushroom clouds.

**Software Used:** Terragen, Maya, Nuke, Photoshop



**World of Warcraft - Wrath of the Lich King:** Multiple Shots

**Description:** Duties included scene planning, setup of projection cameras, terrain layout/materials/lighting, and modeling. Paintings finished by Chris Thunig, Peter Swigut.

**Software Used:** Maya, RenderMan, Nuke, Photoshop, GeoControl, Vue