

Digital Matte Painting Reel Breakdown

Run Time: 3 Minutes

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Trolls - World Tour: Multiple Shots

Description: Matte painting backgrounds. Rendering and painting over geometry, reprojecting in Nuke. Also did pre-lighting, look dev and placed static crowds on Volcano environment.

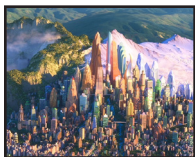
Software Used: Maya, Houdini, Photoshop, Nuke



Boss Baby 2 - Family Business: Multiple Shots

Description: Matte painting backgrounds. Rendering and painting over geometry, reprojecting in Nuke.

Software Used: Maya, Houdini, Photoshop, Nuke



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 and Van Driving on Mountain Road

Description: Matte painted background for Bunnyland sequence using World Machine geometry as base, photo ref. and hand painting for sky. Given simple landscape from modeling for Mountain Road, 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 and Train on Icy Bridge

Description: Train in Canyon - modeled and textured mountains in World Machine, Photoshop, proprietary paint package. Train on Icy Bridge (2 shots) - 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.

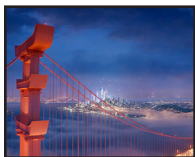
Software Used: Modo, World Machine, Photoshop, and Disney Proprietary Paint



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.

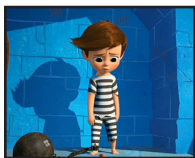
Software Used: Maya, Photoshop, and Studio Paint



Big Hero 6: Bridge

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

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



Boss Baby: Multiple Shots

Description: Matte painting backgrounds. Rendering and painting over geometry, reprojecting in Nuke. Look dev and lighting on glass bottle building shots.

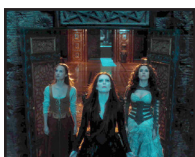
Software Used: Maya, Photoshop, Nuke



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 shot 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.

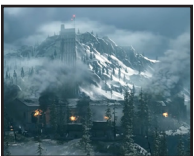
Software Used: Photoshop, Rampage



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



Call of Duty - Modern Warfare: Multiple Shots

Description: Skybox artist. Designed non-playable areas for 3 maps, including terrain generation, vegetation placement, architectural modeling and texture painting.

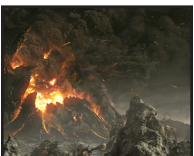
Software Used: Proprietary game engine and editors, Maya, Max, World Machine, Photoshop



Destiny 2 - Forsaken: Multiple Shots

Description: Skybox artist. Designed sky and non-playable areas for Tangled Shore, including time of day, architectural modeling and texture painting. Heavy emphasis on moving clouds and sky features animated through shaders.

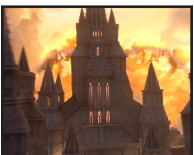
Software Used: Proprietary game engine and editors, Maya, Max, Houdini, Photoshop



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.

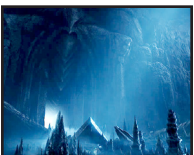
Software Used: Maya, RenderMan, Nuke, Cinema 4D, Photoshop, Zbrush



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