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VFX Reel 2011 Breakdown

Workbench



I prepped out the pinky and ring finger from my left hand and then applied a patch of scar tissue using 2D trackers, warps and transforms. The CG set extension elements were modelled in Maya and textured in Photoshop. A multipass render from mental ray was composited over the footage in Nuke.

To help the elements sit together:

- I projected the footage onto simple geometry in Maya for dynamic reflections and Final Gather on the CG
 - I used localized colour grading to cast blue light from the CG monitors back onto the plate
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Sci-Fi Wristband



This shot uses separate elements filmed on my Canon 550D/T2i, a photograph I took while in Venice and a multipass CG render out of Maya's mental ray. Various VFX tasks included:

- Geometry tracking in PFTrack
 - Maya modelling, rigging and animation of the arm & hand (rotomation) and wristband
 - Maya lighting and multipass rendering in mental ray with textures in Photoshop
 - Camera projection in Maya and Nuke
 - Spherical LatLong environment map created using Nuke cards in 3D
 - Greenscreen keying and roto in Nuke
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Green Masked Superhero



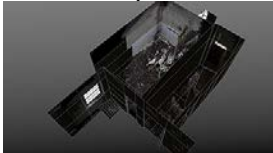
I used PFTrack to geometry track my head with a poly mesh and then composited a multipass Maya CG superhero mask over live action footage.

Wire Removal



A clean plate was created in Nuke to easily paint out the wires over the background. To remove the wires overlapping the actor's body I selected five key positions to export still images, clean up and use as patches in the comp. I 2D-tracked and translated each patch forward & backwards from its key position and then cross-faded between each patch to simulate the changing wrinkles in the clothing.

Camera Projection Plate Cleanup



I created clean plates to project onto geometry and re-photographed the scene using a tracked camera.

Textures for the camera projections were created in Photoshop using stills pulled from the footage.

Roto (man, child, insect)



Roto for the child and insect footage was done on a stabilized plate

Camera Tracking



Camera tracking for the final two shots was done in PFTrack.

The proxy set geometry was modelled in Maya.