

Joaquin Pecheur Reel Breakdown

Film work

Hydraulx

FF4: Rise of the Silver Surfer –

First Chase scene added CG falling debris and smoke then transition to street scene integration of Johnny and Silver Surfer as well as heat displacement and motion turbulence from Johnny's and the Silver surfer. Also wire rig removal for flipping cars. Monument scenes I comped in sky added clouds and cg integration. Wedding scenes were done on stage blue screen with added tracked cityscape and color graded: flame Compositor Hydraulx.

Ovation Studios

Barnyard the Movie

I composited cg elements and created layered scene Compositor using Digital Fusion and XSI. All CG integration. Credits Compositor.

CafeFX

Sky Captain and The World of Tomorrow

The shots shown are only several that I worked on as a compositor using After Effects. These shots are multi-layered starting from Blue screen to Matte Paintings, Colorization of footage, animated environments including Particle effects for snow, fractal clouds i.e. all storm conditions. Credits Compositor.

Warner Brothers Feature Animation

Back in Action:

I worked on numerous shots throughout the entire production pipeline. The work shown on reel are several scenes that due to technical errors and from corrupted elements that I needed to rebuild, retime and reposition in USAnimation and then I recomposited all elements into a final color layout using shake. Credits Technical.

I/O Film

Halloween Resurrection:

I worked on 113 shots. Editing, color timing, digital opticals. This includes the opening sequence including title cards, dissolves, fades, color effects, speed changes, Done in 10 bit color for super 35 using Piranha on an Octane2. Credits Digital opticals and colorist.

POP Film aka RIOT

MonkeyBone:

Removal

1st shot was done in an indoor sound stage I removed ceiling extended elements and adjusted (spot) light on right and elongated center tower and modified background elements to fit aspect ratio 1.66.

Roto artist

Following shots roto work on Pig, Cyclops, Cow. All work done with Discreet's inferno*. Credits i/o technician.

X-Men:

I processed approx. 65 shots for xmen for the film Dept at POP. This included wire & rig removal on (inferno*)color space conversion using custom LUT's, color correction, matte extraction, resizing, and de grain-regraining of clips. All necessary pre-prep and post-prep work for 2D & 3D artists and final film outs. All work done using inferno* and native UNIX and Cineon utilities. All work was done in C-Scope. Credits i/o technician.

Broadcast / TV work

Chevrolet Campaigns- VFX Compositor / Flame Artist various Campaigns shots are CG and live action and / or all CG integration and color matched. (flame).

Adidas FYI – Feet you wear campaign. Uses particles and Sparks for effects with compositing, keying and tracking of elements. (inferno).

Powertrain - Infomercial for exercise equip. Heavy layering of 2D animations with practical footage. (flame)

Ortho – Massive 2D composite of environment all elements keyed and roto'ed was approx 90 layers. (i.e. Fences, shrubs, insects, spray, etc...). (flame)

Oregon Lottery – Uses imported geometry and mapped footage huge schematic and 60 layers. (inferno)

Philips Web TV – infomercial. Heavy 2D animation and motion graphics. Multi layered 65 approx. (inferno, After Effects).

Toshiba DVD – Infomercial for DVD player. Multi-layered graphics using imported geometry. (inferno)

Philips HD – Infomercial for HDTV. Multi-layered, large graphics. Done in HiDef 1920x1080. (inferno)

Critical Care – Infomercial for healthcare. Multilayered motion graphics and Spark effects. (inferno)

Intend Change – Pacific Bell. 3min. spot. Edited and animation. (smoke, After Effects)

Adidas – Promo. Simple layering and animation with Sparks applied. (flame)

Nike Tlair – POP promo. A combination of 2D animation & CG. (flame).

Nike Alpha – POP promo. 2D animation using displacement mattes. (inferno)

Adidas trail runners – A mixture of After Effects animation with final layout done in inferno. (inferno, After Effects)

All work was done in a post production and/or a motion graphics environment working with flame, inferno, Combustion and After Effects. All work shown was done by me working in collaboration with Art Directors, Clients, and Producers.

