

VFX SHOT BREAKDOWN
Short Distance Teletransportation

VFX #	DESCRIPTION	TOD	INT EXT	LOCATION	DIFFICULTY	SHOT DURATION	VFX FILMED ELEMENTS	VFX POST ELEMENTS	METHODOLOGY NOTES	ANIM	CG	FX	ROTO	PAINT	TRACK	GRAPHICS
SDT_0010	Experience building, big with reflective walls. Location information appears on screen. People walking into the building.	Day	Ext	Outside of building	C	0:03:00 75 frames	Establishing shot. Slight panning. ≈ 16mm	pending	pending	pending	pending	pending	pending	pending	pending	pending
SDT_0020	Scientist walking decisively through the building	Day	Int	Building lobby	C	0:06:00 150 frames	Cut-in of feet. Tracking to the right until obstacle blocks view	/	/	/	/	/	Rotoscope scientist and background man.	Change background sign "reception" to "Laboratorioes ->"	Tracking of background to stabilize camera vertically. And to add sign.	Sign
SDT_0030	The scientist gets to the entrance of the laboratory, puts his eye next to the iris scanner to access the door. The scanner sends a red laser that contours the eye. When the scanner finishes a green light appears.	Day	Int	Entrance of Laboratory	B	0:03:00 75 frames	Close up. Fixed Camera. Scientist looking to scanner. ≈ 50mm	CG Eye scanner with laser. CG face model	Face tracking will be needed, matchmove CG face to actor in plate. Render just laser contouring the face and composite into plate. CG eye scanner simple composite, fixed camera.	/	Face contour model.	Scanner light effects over face	Rotoscope nose	Set extension, extend wall to the right	Track eye to matchmove eye scanner fx	Eye scanner
SDT_0040	Hands type down code lines on keyboard.	Day	Int	Laboratory	D	0:04:00 100 frames	Cut-in of hands typing consistently. Semi-transparent foreground objects obstructs view. High angle and slanted. ≈ 35mm	/	/	/	/	/	/	/	/	/
SDT_0050	The monitor shows lines of text and code referring to the initialization of project experience.	Day	Int	Laboratory	C	0:03:00 75 frames	Cut-in. Fixed Camera. Slightly slanted. ≈ 50mm	/	Simple composite, fixed camera. Maybe all CG.	/	screen graphics	/	/	/	/	screen graphics
SDT_0060	The scientist puts gloves on the subject's hand.	Day	Int	Laboratory	D	0:01:00 25 frames	Cut-in. Fixed camera	/	/	/	/	/	/	/	/	/
SDT_0070	The scientist puts a mask on the subject's head.	Day	Int	Laboratory	D	0:01:00 25 frames	MCU of back of head. Fixed camera.	/	/	/	/	/	Rotoscope arm	Paint background wall, remove sign	track shot for slight movements	/
SDT_0080	The subject fully dressed and prepared on the background walks when the scientist gives him the signal. The scientist is writing on his checklist.	Day	Int	Laboratory	C	0:04:00 100 frames	Over the shoulder. Panning following the subject walking.	/	/	/	/	/	Rotoscope subject to paint background	paint background to remove column and chairs	track camera movement to matchmove paint	/
SDT_0090	The subject of experiment steps onto a platform. A high-tech device. When the subject is on the platform a sound begins and the portal gets created in the background. The portal is blurry and the subject in focus.	Day	Int	Laboratory	A	0:03:00 75 frames	Cut-in. Fixed Camera. ≈ 24mm	CG portal Lights High tech platform	Clean plate needed to integrate semi-transparent portal. Rotoscope feet of actor to composite CG portal behind the actor. No tracking needed for fixed camera.	/	Platform model	portal	legs and feet into to change background. Remove etiqueta	background	/	portal
SDT_0100	The subject walks through the portal slowly, he first enters his hand and looks at it how it disintegrates, then passes the rest of the body and disintegrates into particles that vanish into thin air.	Day	Int	Laboratory	A	0:06:00 150 frames	WS tracking of subject walking through portal. Semicircular motion. ≈ 24mm	CG Portal. Lights and high tech platform. CG character animated to match the subject motion. Character disintegration into particles.	Precise tracking needed. Rotoscope of actor to integrate CG Portal. Creation of a clean plate using reference textures projected into planes positioned in 3D space and matchmoved.	Animate cg man corresponding to movement of actor.	cg man cg platform portal set dressing	Portal and disintegration	Full rotoscope of the actor. Set dressing. Complete clean plate without actor shadows.	Background paint for object removal (spotlight on the right, door on the back wall)	3D camera solve	background display animations
SDT_0110	A witness camera records the isolated room, particles appear from nowhere and start forming the subject. The subject get fully formed and falls down to the floor.	Day	Int	Isolated Room	B	0:05:00 125 frames	WS high angle. ≈ 16mm	CG character animated to match the subject motion. Character integrating from particles. Set dressing elements. CG red light	Fixed camera so no tracking needed. Clean plate footage needed. Composite of CG particles by masking out actor through time. Using clean plate to avoid background painting. Compositing of various elements for set dressing.	Animate cg man corresponding to movement of actor.	cg man set dressing	particles integrate man	/	clean plate set dressing	/	/
SDT_0120	The subject lays down still on the floor, when the camera passes by his head, he opens his eyes.	Day	Int	Isolated Room	C	0:04:00 125 frames	MCU. Dolly from the feet to the head of the subject. ≈ 35mm	Set dressing elements (maybe not depending on type of shot). CG red light	Tracking necessary to composite CG red light and maybe extra set dressing elements. Extensive light correction to integrate cg light to filmed plate.	/	/	/	/	set dressing	/	/