

BRIAN D. WILLIAMS

Visual Effects Artist

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DEMO REEL BREAKDOWN:



Salt Everything's Better

- Composited multiple passes of CG and live action elements
- Added floating particals, light effects and DOF
- Created 3D enviornment and camera transistions in Nuke to achieve seamless cuts



Zombieland Amazon Pilot

- 3D tracked and composited in static elements
- Stitched multiple plates together to create a single camera move from one side of the planet to the other blending several cameras together.
- Removed rigging and flickering in the plates



Last Resort: EWS Station

- 3D tracked and created a virtual set for use on all EWS shots
- Stabalized shakey remote control helicopter footage
- Composited multiple passes of CG elements



Last Resort: Crowd Tiling

- Composited multiple live action plates
- Tracked and stabilized camera wobble
- Removed unwanted Elements



American Horror Story

- Composited multiple passes of CG elements
- Added light flicker to match the practical flicker



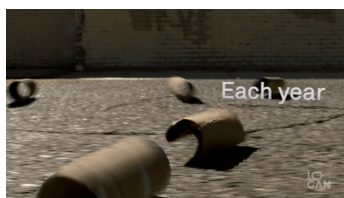
MINI

- Composited multiple passes of CG elements for five 15 second commercials
- Matched CG cars to paint samples for product accuracy



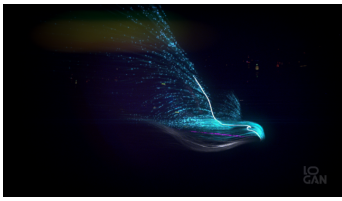
MetLife 'Everyone'

- Tracked in animation characters
- Composited multiple CG debris passes
- Added lighting source live action plate



Scott: Tube Empire

- Composited multiple CG passes
- Composited CG elements into live action



Shinkansen

- Composited multiple passes of CG elements
- Added light effects and lens flares
- Coordinated with CG team to maintain continuity of particle speed



Gates Foundation

- Composited multiple CG passes



HTC

- Screen replacements
- Product beauty (enhanced detail)
- Added surface reflections



Balisto

- Background extension and cleanup
- Marker removal
- Added CG reflections and beauty work on product package



Clinique DWC

- Composited multiple passes of CG



Clinique 3Step

- Removed imperfections in bubbles
- Restored lost detail in cotton balls
- Cleaned up chrome and added reflections
- Used flat and graded passes to restore lost detail
- Removed imperfections in cream splash



Hell on Wheels

- Removed practical windlass and ropes
- Composited multiple passes of CG and live action elements