

Michael Walsh -- Layout Artist -- | Shot Breakdown Sheet
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Film: Oz the Great and Powerful:

shot 1) Opening shot of the movie. Responsible for the look of the Kansas Environment. Set dressed environment to match art departments general look and feel. Blended multiple cameras and tweaked original camera move by animating the plate.

shot 2) All CG environment. Created camera move. Set dressed environment. Originally was a plate shot of characters on dias. Ended up replacing them with CG characters. Placed all baboons in the scene, and placed solders which were immediately around camera.

shot 3) Emerald City Overlook. All CG environment. The only thing real in this shot is the characters which have been roto'ed off the plate. Set dressed environment. Had to work very hard to match art department's and director's vision of this shot. Had to establish layout of the environment, figuring distances between characters position and the castle based on what I figured was their position in the overall world of Oz which was not very well established. Created the castle out of individual buildings, I build the first version of the castle specifically for this shot. The outline had to be very specific to satisfy the legal department, this would change from shot to shot depending on the angle. Since this is the first view of the Emerald City in the movie I had to do a ton of work to satisfy everyones vision.

shot 4) Graveyard. Established layout of the graveyard. Set dressed environment. This shot was a one off so I had to create a special environment for this angle. The art department created a drawing that the director loved that worked really well in 2d but was very difficult to recreate in 3D.

shot 5) Flying Baboons. Created the camera move. I received previs that had been done for this shot that the director really loved. None of it worked with "the real" Emerald City environment. Had to work out how to keep look and feel of the previs but make it work with our current models. Lots of back and forth on this one.

Film Spiderman:

shot 6 -12) Rough/Final Layout. Responsible for animating cameras, and placing characters/environment within the scene. Established rough animation and timing for characters and elements in the shots. Received previs for some of these. Always a mixed blessing. The previs assets are never the same as the actual assets that are being used in the movie. So there is a lot of work done to keep the feel of the previs but make it work better.

Film Green Lanern:

shot 13) Established speed of characters traveling through the environment. Set dressed environment. Animated camera.

shot 14) Established speed of characters traveling through the environment. Set dressed environment. Animated camera.

shot 15) Established speed of characters traveling through the environment. Set dressed environment. Animated camera.

shot 16) Animated asteroids. Animated camera.

shot 17) Animated asteroids. Animated camera

shot 18) Established Green Lanterns speed traveling through space. Animated Camera.

shot 19) Established Green Lanterns speed traveling through space. Animated Camera.

shot 20) Set dressed environment, worked out characters position on dias. Cheated position of lantern symbol if necessary. Animated camera.

shot 21) Roughed out timing for the tanker truck, and the big gun

shot 22) Set dressed environment, worked out characters position on dias. Cheated position of lantern symbol if necessary. Animated camera.

Film Hop:

shot 23) Established timing of machines. Animated camera.

shot 24) Placed rabbit on rail. Animated camera.

shot 25) Established placement of machines in room, animated camera.

shot 26) Established placement of machines in room, animated camera.

shot 27) Placed rabbit machines to get that nice look. Worked out angle of approach of vehicle and transition to next area.. Animated camera

shot 28-30) Spent a lot of time on this sequence. They knew they wanted this machine however none of the details as to how the rabbit was to be tied up, conveyed on the belt, and actually cut loose where worked out for a very long time. Did a multitude of passes. From establishing rough timing and animation of the rabbit and machines to animating the cameras.

shot 31) Had to work out how the rabbit actually got up to this other part of the environment. Placed conveyer, roughed out animation/timing. Animated camera.