

# Greg Astles

Senior Digital Compositor

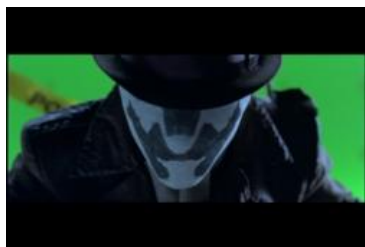
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## VFX Breakdown Sheet



### **Stay (2005) – Twentieth Century Fox:**

Fully CG car crash on New York's Brooklyn Bridge. Multi-layer CG composite of bridge, cars and effects animation.  
Approximately 250 layers  
(See builds reel)



### **Watchmen (2009) – Warner Bros./Paramount Pictures:**

Full head replacement with CG mask. Manipulation of light and shadows to match live plate. Depth of field added to match plate. Look development with 3D artist to create Rorschach inkblot effect and 3D render pass setup, as well as designing compositing workflow for artists to follow.  
(See builds reel)



### **Mr. and Mrs. Smith (2005) - Twentieth Century Fox:**

Clean up of practical smoke element to reveal more of shack.  
Composite of CG smoke trail  
(See builds reel)



### **The Woods (2006) – MGM, Furst Films:**

Composite of multi-layer CG vines, fog effects. Paint out of tracking markers. Warping of plate and shadow renders to give impression of vines interacting with surface of the bed



### **The Fountain (2006) - Warner Bros.:**

Greenscreen key and composite of FG plate over nebula BG. Hero nebula BG manipulated to create a unique BG for this shot. FG colour corrected to match BG plate.

## Greg Astles VFX Breakdown sheet



### **The Hunting Party (2007) – MGM/The Weinstein Company:**

Added multiple levels of defocus to CG ravens to simulate depth of field. I was lead compositor on this project, and supervised another artist for most of the comp work.  
(See builds reel)



### **Underworld: Rise of the Lycans (2009) - Lakeshore Entertainment/Screen Gems:**

Fully CG cliffs/fortress composite, approximately 30 layers. Assembled 3D rendered layers, adjusted lighting, used Nuke's 3D environment to add fog at varying depths. Exterior groundplane, werewolves and ravens added by Luma Pictures.



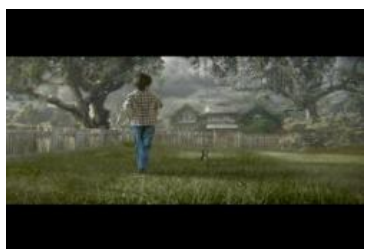
### **The Fountain (2006) - Warner Bros.:**

Greenscreen key and composite of FG plate over nebula BG. Extensive manipulation of Hero nebula BG to create a unique BG for this shot, as well as adding appearance of refraction through the bubble. FG colour corrected to match BG plate. Composited CG bubble and reflections.



### **The Fountain (2006) - Warner Bros.:**

Bluescreen key and composite of miniature tree over nebula BG. Creation of nebula BG from macro photography of chemical reactions. FG colour corrected to match BG plate. Tracked plate of Hugh Jackman onto rotating miniature element. Composited CG bubble and reflections.



### **The Number 23 (2007) – New Line Cinema:**

Greenscreen keys and stitching together boy and dog from multiple takes. Compositing of multiple layers of CG cards and elements to create surreal “storybook” feel to shot.  
(See builds reel)



**Watchmen (2009) – Warner Bros./Paramount Pictures:**

Compositing of fully CG mask replacement. Manipulation of light and shadows to match live plate. Depth of field added to match plate. Look development with 3D artist to create Rorschach inkblot effect and 3D render pass setup, as well as designing compositing workflow for artists to follow. (See builds reel)

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**The Number 23 (2007) – New Line Cinema:**

Greenscreen composite and tracking of stunt actor onto main plate. Extensive manipulation of stunt actor, including repositioning of limbs, warping of body, fall animation and stitching together separate fall and landing plates. Bluescreen key and composite of gore elements. Colour correction of bleach bypassed plate to achieve desired look. (See builds reel)



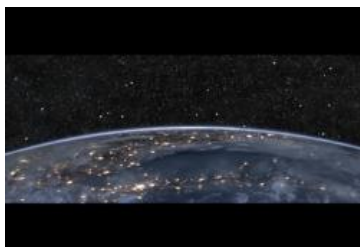
**Mr. and Mrs. Smith (2005) - Twentieth Century Fox:**

Greenscreen key and composite, added BG outside of van window. Animated depth of field to match plate.



**Watchmen (2009) – Warner Bros./Paramount Pictures:**

Supervised compositor during completion of shot. Full CG head replacement. Look development with 3D artist to create Rorschach inkblot effect and 3D render pass setup, as well as designing compositing workflow for artists to follow. (shot composited by Scott Riopelle)



**Stranger Than Fiction (2006) – Sony Pictures Entertainment:**

Lead compositor on fully CG shot. Composited almost all aspects of shot (tweaks and adjustments to main clouds, continental lights, pass-through apartment. These elements composited by another artist) Over one hundred 3D rendered layers, broken out into over a dozen precomps. (see builds reel)



**The Woods (2006) – MGM, Furst Films:**

Composite of multi-layer CG vines, fog effects. Paint out of tracking markers. Warping of plate and shadow renders to give impression of vines interacting with surface of the bed. Matching depth of field to plate.



**Greg Astles VFX Breakdown sheet**



**The Woods (2006) – MGM, Furst Films:**

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**The Hunting Party (2007) – MGM/The Weinstein Company:**

Added multiple levels of defocus to CG ravens to simulate depth of field. I was lead compositor on this project, and supervised another artist for most of the comp work.

**Traitor (2008) – Overture Films:**

Supervised compositor and roto artist (see builds reel)

**The Game Plan (2007) – Buena Vista Pictures:**

Greenscreen key, compositing of individual crowd members to place in seats. Retiming crowd members to eliminate celebration movement(as character on field is injured). Tracking crowd sections into plate.

**Watchmen (2009) – Warner Bros./Paramount Pictures:**

Supervised compositor during completion of shot. Personally did initial composite for preview screening. Look development with 3D artist to create Rorschach inkblot effect and 3D render pass setup, as well as designing compositing workflow for artists to follow.

(final composite by Avi Salem)



**The Fountain (2006) - Warner Bros.:**

Greenscreen key and composite of FG plate over starfield BG, as well as adding appearance of refraction through the bubble. FG colour corrected to match BG plate.

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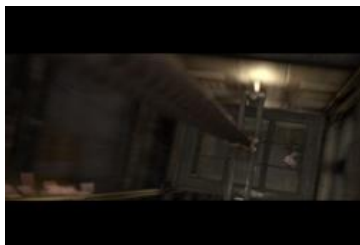
**Mr. and Mrs. Smith (2005) - Twentieth Century Fox:**

Composite of elevator crash aftermath. CG dust added, patched to fix areas where holdout geometry didn't match plate. Flaming debris added in from stock footage elements, manipulated to match perspective and animated to fall down into the distance.



**Watchmen (2009) – Warner Bros./Paramount Pictures:**

Supervised compositor during completion of shot. Personally did initial composite for preview screening. Set up depth of field. Look development with 3D artist to create Rorschach inkblot effect and 3D render pass setup, as well as designing compositing workflow for artists to follow. (final composite by Jeff Bruneel)



**Silent Hill (2006) – TriStar Pictures:**

Greenscreen composite of actor into fully CG elevator car and shaft. Animating motion blur and depth of field on elements as they pass by camera.