

Scott M. Fedor  
Compositor – Roto/Artist  
scott@smfstudio.com  
312.388.2566

## **Summer 2009 Reel – Breakdowns**

### **Shot 1: Blade Runner 2009**

This is a shot from a personal project that I took from rough concept to completion. Live action plates were shot with a small film crew, using the Red camera, both on location and green screened. In post, I handled the editing, 2D element creation, practical fx, particles, motion graphics, plate cleanup, and compositing. 3D modeling, 3D lighting, and rendering was provided by Austin Johnson & Christopher Janonis.

*Soft: RedCine, After Effects, Mocha, Photoshop, Illustrator, XSI, Final Cut*

### **Shot 2: Heart of the Gorgon**

Heart of the Gorgon is a short film on which I was the VFX supervisor and led a small team to complete a vfx heavy short. In this sequence, I rotoscoped the actress and composited the 3D and 2D elements.

*Soft: Photoshop, Silhouette, After Effects*

### **Shot 3: Red Dwarf**

A compositing project involving green screen keying, tracking, and paint. The footage was provided for practice and this comp was not used in the actual show.

*Soft: After Effects*

### **Shot 4: Kaydara**

Rotoscoping work for the upcoming French film, Kaydara, from Seth Ickerman Studio. Work was completed remotely and transmitted via ftp.

*Soft: After Effects*

### **Shot 5: Helicopter**

This is a project from my fxPHD studies. The shot involved creating a clean plate and removing the rigging from the model helicopter.

*Soft: Photoshop and After Effects*

**Shot 6 & 7: Roto Ship BG Clean**

In these shots, the cast was supposed to be in an isolated area so all signs of civilization had to be removed. Patches were made and tracked in to cover the flaws and roto & select keying brought the cast back to top level.

*Soft: Mocha and After Effects*

**Shot 6: Atari**

Close up of the motion graphic sign that was designed for the Blade Runner 2009 sequence.

*Soft: Illustrator and After Effects*

**Shot 7: ASID Furniture**

I textured and lit the three animated characters for the ASID award show segues.

*Soft: Softimage XSI*

**Shot 8: Dev Collective Title Sequence**

Dev Collective is a game developers' podcast and soon to be video podcast. This project incorporates the vintage video game character design with the high energy particle system.

*Soft: After Effects*