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Matte Paintings / 3D Environments / Concept Art

VFX REEL 1 (Personal Projects)

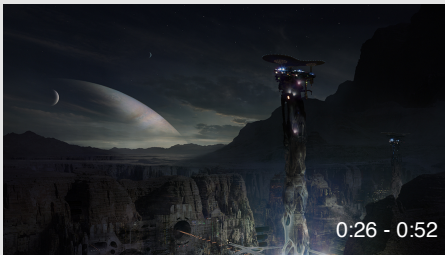


King's Crook Matte Painting - 3D Camera Projection

SOFTWARE: Photoshop / Cinema 4D / After Effects

Personal project created from a still image plate (courtesy of Milan Schere) for an online matte painting challenge; I am responsible for everything.

Created clean plate of original image • sourced reference imagery • painted MP • modeled 3D geometry • projected MP onto geometry using C4D's ProjectionMan • keyed raw video footage of birds (courtesy of pond5.com) & animated their flight paths • animated smoke plumes & applied motion-track data from smokestacks • added windowpane lens flares + color correction + grain.

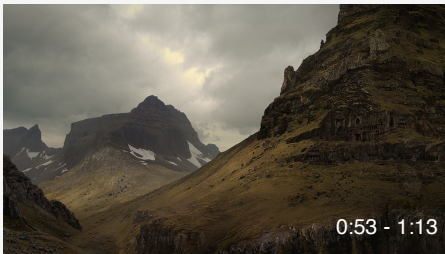


Sci-Fi Canyon Outpost Matte Painting - 3D Camera Projection

SOFTWARE: Photoshop / Cinema 4D / After Effects

Personal project for an online matte painting challenge; I am responsible for everything except the 3D spaceship models (CC-licensed 3D models courtesy of turbosquid.com and solcommand.com).

Sourced reference imagery • stitched base plate from panoramic composite of still images (courtesy of CGTextures.com) • painted MP • modeled 3D geometry • projected MP onto geometry using C4D's ProjectionMan • animated 3D spaceship flight paths • added lens flares + color correction + grain.

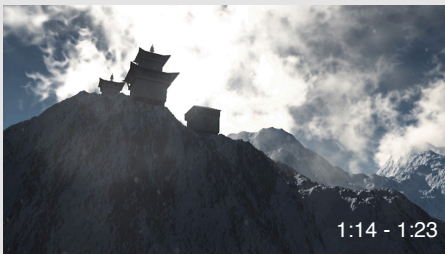


Hidden Temple Matte Painting - 3D Camera Projection

SOFTWARE: Photoshop / Cinema 4D / After Effects

Personal project for an online matte painting challenge; I am responsible for everything.

Sourced reference imagery • painted MP • modeled 3D geometry • projected MP onto geometry using C4D's ProjectionMan • added color correction + grain.

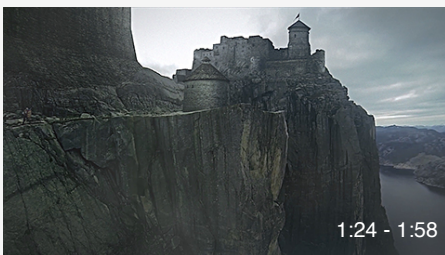


Gompa 3D Environment

SOFTWARE: Vue / After Effects

Personal project; I am responsible for everything except the 3D building models (courtesy of e-on Vue).

3D Vue environment generated using both standard height-field and procedural terrains that I tweaked and re-sculpted • meta clouds and procedural textures were also customized • added snowfall particle layers + lens flares + color correction + grain.



The Aerie Matte Painting - Nuke 3D Camera Projection

SOFTWARE: Photoshop / Cinema 4D / Nuke

Personal project; I am responsible for everything. (Video plate courtesy of David Taghehchian)

Sourced reference imagery • painted MP • performed lens correction of original video footage • tracked footage to create 3D camera • applied motion-track data to rotopaint masks to create clean plate • modeled 3D geometry • modeled additional 3D geometry using ModelBuilder node • modeled + textured + animated 3D flag asset • placed all geo into scene using 3D point cloud data • projected MP onto geometry • keyed green screen video footage of knight, applied motion-track data to .mov file projected on card in 3D space, & animated knight's walking path • applied motion-track data to flag & smoke .mov files projected on cards in 3D space • added animated mist layers using noise nodes projected on cards in 3D space • added color correction + vignette + grain.