

thaddeus warren

website: www.thadwarren.comemail: thad@thadwarren.com

Matte Paintings / 3D Environments

Production Work Reel 2www.thadwarren.com/reel2

FIRST MAN

**Shot 1****SOFTWARE:** Photoshop / Nuke

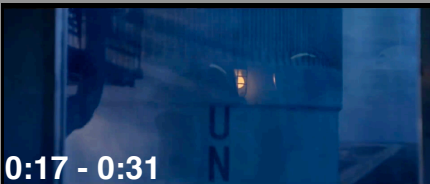
Painted DMP plate extension + clean-plate + sky replacement over existing 180-degree panoramic Latlong.

Academy Award
2019 - Best VFX**Shot 2****SOFTWARE:** Photoshop / Nuke

Painted DMP plate extension + clean-plate + sky replacement over existing 180-degree panoramic Latlong.

**Shot 3****SOFTWARE:** Photoshop / Nuke

Painted DMP plate extension + clean-plate + sky replacement over existing 180-degree panoramic Latlong.

**Shot 4****SOFTWARE:** Photoshop / NukeSourced reference imagery.
Painted DMP texture/dirt/grime detail paint-over on Apollo 11 rocket and gantry.**Shot 5****SOFTWARE:** Photoshop / NukeSourced reference imagery.
Painted DMP of Cape Canaveral landscape + sky (elevated view).**Shot 6****SOFTWARE:** Photoshop / NukeSourced reference imagery.
Painted DMP texture/dirt/grime detail paint-over on Apollo 11 rocket cone.
Painted DMP of Cape Canaveral landscape (elevated view).**Shot 7****SOFTWARE:** Photoshop / Maya / Nuke

Painted DMP clean-plate over existing (ground level) panoramic image of Cape Canaveral.

**Shot 8****SOFTWARE:** Photoshop / Maya / NukeSourced reference imagery.
Painted two 'Day for Night' (dark/bright) DMP plate extensions of Apollo 11 launch pad grounds to match and widen original vintage 4:3 aspect ratio of film footage.

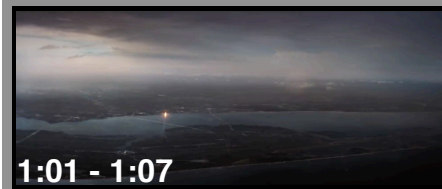
FIRST MAN

**Shot 9****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of distant Cape Canaveral landscape + sky.



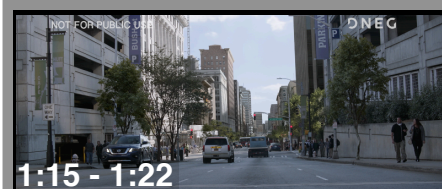
Academy Award
2019 - Best VFX

**Shot 10****SOFTWARE:** Photoshop / Maya / Nuke

Sourced & stitched together highly detailed satellite imagery of Cape Canaveral / Florida coastline.
Created massive clean plate file, de-aging modern landmarks & buildings to resemble 1960's era.
Projected DMP onto a sphere in Nuke, rendered from shot cam, and re-painted to refine details.

**Shot 11****SOFTWARE:** Photoshop / Maya / Nuke

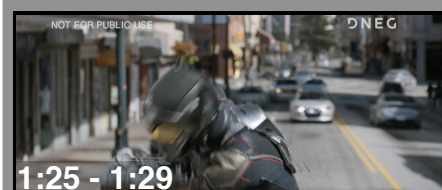
Sourced reference imagery.
Painted DMP of moon craters over existing CG render.
Modeled geo and created 3D camera projection.

**Shots 12-13****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of San Francisco cityscape + sky to replace original buildings in Atlanta.
Modeled geo around existing Lidar and created 3D camera projections.

**Shot 14****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of San Francisco cityscape to replace original buildings in Atlanta.
Modeled geo and created 3D camera projections.

**Shots 15-17****SOFTWARE:** Photoshop / Maya / Nuke

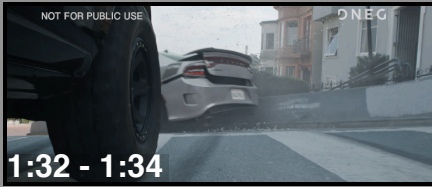
Sourced reference imagery.
Painted DMP of San Francisco cityscape to replace original buildings in Atlanta.
Modeled geo around existing Lidar and created 3D camera projections.

**Shot 18 "PIAZZA MARKET" Easter egg!****MEDIUM:** Latex Exterior House Paint

Provided the imagery of the real-world "PIAZZA MARKET" signage which I painted by hand years ago for a restaurant in the North Beach neighborhood of San Francisco, CA.
This VFX shot itself was not done by me.

**Shot 19****SOFTWARE:** Photoshop / Maya / Nuke

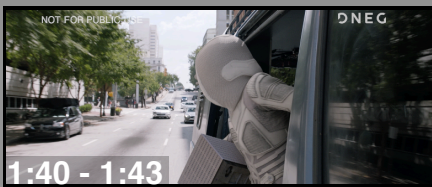
Sourced reference imagery.
Painted DMP of San Francisco cityscape + sky to replace original buildings in Atlanta.
Modeled geo around existing Lidar and created 3D camera projections.

**Shots 20-21****SOFTWARE:** Photoshop / Maya / Nuke

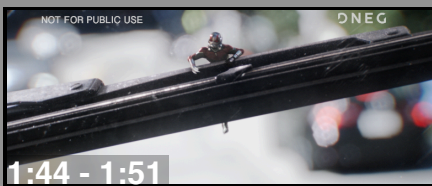
Sourced reference imagery.
Painted DMP of tire skids on road and scuff marks/damage to wall.
Modeled geo around existing Lidar and created 3D camera projections.

**Shot 22****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of BG wall, condominium apt, house, trees, shrubbery, etc.
Modeled geo and created 3D camera projections.

**Shots 23-24****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of San Francisco buildings in BG to replace original buildings in Atlanta.
Modeled geo and created 3D camera projections.

**Shots 25-27****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted windshield wiper DMP over existing CG render.
Created 3D camera projection.

**Shots 28-29****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of San Francisco cityscape to replace original buildings in Atlanta.
Modeled geo around existing Lidar and created 3D camera projections.

**Shot 30****SOFTWARE:** Photoshop / Nuke

Painted DMP sign replacement (fictitious San Francisco "143 Bush Terrance" hotel address + various other signs on far side of street) to replace original signage in Atlanta.

**Shots 31-32****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of San Francisco buildings in BG to replace original buildings in Atlanta.
Modeled geo and created 3D camera projections.

PACIFIC RIM
UPRISING**Shot 33****SOFTWARE:** Photoshop / Maya / Nuke

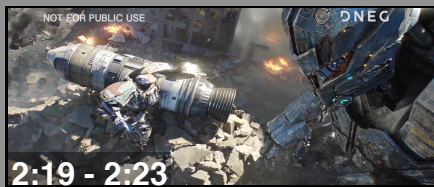
Sourced reference imagery.
Painted DMP of rocks, debris, road textures, fence & building damage over existing CG render.
Modeled geo and created 3D camera projections.

**Shot 34****SOFTWARE:** Photoshop / Nuke

Sourced reference imagery.
Painted DMP of rocks, debris, road textures & signage over existing CG render.
Created 3D camera projection.

**Shot 35****SOFTWARE:** Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of soot & building damage over existing CG render.
Modeled geo and created 3D camera projections.

**Shot 36****SOFTWARE:** Photoshop / Maya / Nuke

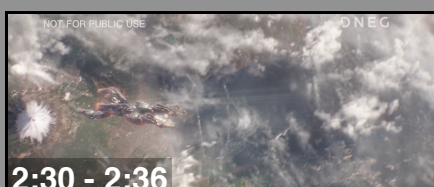
Sourced reference imagery.
Painted DMP of rocks, debris, road textures, soot & building damage over existing CG render.
Modeled geo and created 3D camera projections.

**Shot 37****SOFTWARE:** Photoshop / Nuke

Sourced reference imagery.
Painted DMP of earth & clouds over existing CG render.
Created 3D camera projection.

**Shot 38****SOFTWARE:** Photoshop / Nuke

Sourced reference imagery.
Painted DMP of earth & clouds over existing CG render.
Created 3D camera projection.

**Shot 39****SOFTWARE:** Photoshop / Nuke

Sourced reference imagery.
Painted DMP of earth & clouds over existing CG render.
Created 3D camera projection.