thaddeus warren

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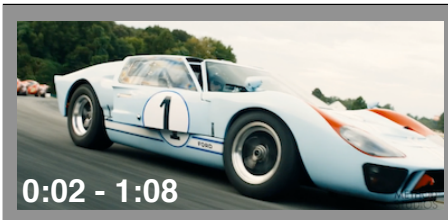email: thad@thadwarren.com

Matte Paintings / 3D Environments

Production Work Reel 3

www.thadwarren.com/reel3

(Detailed per-shot breakdowns can also be found on Reel 3 itself)

METHOD STUDIOS

0:02 - 1:08
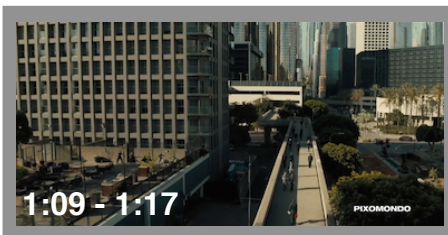
Shots 1 - 21   FORD v. FERRARI

SOFTWARE: Photoshop / Maya / Nuke

Sourced reference imagery.
Painted numerous DMPs of race tracks, BG landscapes, sky replacements, signage, etc.
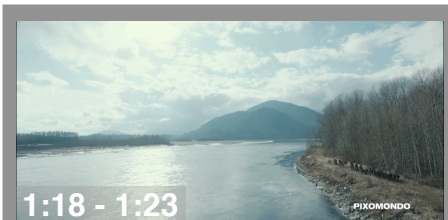Modeled geo in Maya + projected imagery in Nuke.

2 Academy Awards - 2020

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PIXOMONDO

1:09 - 1:17

Shot 22   WESTWORLD (season 3 Teaser)
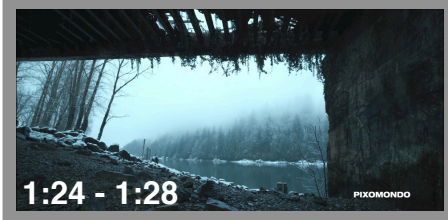
SOFTWARE: Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of BG landscape SR.
Modeled geo in Maya + projected imagery in Nuke.

1:18 - 1:23

Shot 23   SEE (season 1)

SOFTWARE: Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of dirt/grass/weeds on slope and raised grassy trail to break up and reduce existing man-made rock retaining wall and create a more naturalistic look overall.
Modeled ground/slope geo in Maya + projected imagery in Nuke.

1:24 - 1:28

Shot 24

SOFTWARE: Photoshop / Nuke

Sourced reference imagery.
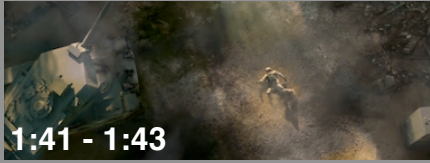Painted DMP details of dirt/grime/vines/hole/etc. on existing bridge deck, girders, and wall.

PIXOMONDO

1:29 - 1:40

1:41 - 1:43

Shots 25 - 30   **GHOST RECON BREAKPOINT**
Video Game Live Action Trailer
SOFTWARE: Photoshop / Maya / Nuke

Sourced reference imagery.
Painted DMP of BG landscape + MG military camp.
Modeled geo in Maya + projected imagery in Nuke.

Shot 31
SOFTWARE: Photoshop / Nuke

Sourced reference imagery.
Painted DMP tank details/damage + ground explosion debris and soot, etc.

1:44 - 2:07

Shots 32 - 37   **LOCKE & KEY (season 1)**
SOFTWARE: Photoshop / Maya / Nuke

Sourced reference imagery.
Painted a single 20K HDRI nighttime sky DMP for use in numerous shots.
Created 360-degree skydome + projected imagery in Nuke.