Michael Liv
Compositor

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Breakdown Shot List

	00:01 added crowds in the stands, replaced fence on right side, tracked billboard, roto, keying, and color corrections		00:19 keying, added cg tiger, created interactive shadows, recreated boat reflections via ocean displacement, added interactive splashes, recreated stereo elements for sensitive highlights and small details
	00:26 added cg whale, water suface, splashes and spray, a lot of the fx needed finessing to be integrated together, added jellyfish and bioluminescent interaction, keying, roto, color correction		00:30 keying, color correction, multi-pass compositing
	00:32 keying, warping, color correction, sky projection, multi-pass compositing, and 3D stereo conversion		00:34 keying, cosmetic enhancements, color correction, sky projection, multi-pass compositing,
	00:36 sky projection, color correction, multi-pass compositing		00:37 color correction, sky projection, multi-pass compositing
	00:39 sky projection, color correction, multi-pass compositing		00:40 keying, color correction, multi-pass compositing
	00:41 keying, color correction, multi-pass compositing		00:43 integrated cg zebra, cg ocean, and inner boat splashes, heavy color corrections on fx elements, and keying
	01:00 heavy concentration on cg interaction with the boat and water split with cg ocean waves, tricky keying over black grids on blue screen		01:16 keying, roto, paint hold outs, reflections, and multi-pass compositing

Breakdown Shot List

	01:21 paint hold outs, reflections, shadows, multi-pass compositing		01:24 added cg water, integrated real water surface, added jellyfish and bioluminescent interaction, keying, roto, color correction
	01:26 muti-pass compositing on full cg shot, with stereo 3d		01:29 integrated cg leaf ball with live action hands, roto and color corrections
	01:39 crowd replacement, billboard integration, tracked protective net, hair patching, roto and color corrections		01:45 crowd replacement, billboard integration, roto and color corrections
	01:50 parking lot clean up, crowd replacement, billboard integration, roto and color corrections		02:00 removed camera track, extended green screen, extended bg characters. (roto/paint)
	02:08 relit crowds, roto, and color corrections		02:15 crowd replacement, roto and color corrections