







Makana Sylva

www.makanasylda.com

(310) 713-7706

makana.sylva@gmail.com

Reel Breakdown

	<p>Shot 01: Add Paint Balls and Splat for Headshot</p> <ul style="list-style-type: none">- Added a paint ball splat to the facemask that animated out and a burst of dust from the helmet.- Added whizzing paintballs throughout the shot in the background
	<p>Shot 02: Iraq Mosque POV</p> <ul style="list-style-type: none">- Composed the shot to fit in 2.40 aspect ratio, stabilized the shot, added burn marks to some of the walls, removed scratches, removed film fog, animated slow moving black smoke in the distance to denote a large burn
	<p>Shot 03: I Am Number 4 - Number 3</p> <ul style="list-style-type: none">- CG Integration - in comp relighting with client. Used various CG elements to marry the mosquito net into the shot: Z-Depth, Noise Pass, No-Shadow Color Only Pass, Beauty Pass
	<p>Shot 04: Fright Night - Rock Hit</p> <ul style="list-style-type: none">- Plates needed to be color fixed and vertically fixed in Ocula, CG rock needed more blurring as it entered SL. 2D blood was matched to client specification for color/saturation and bleed time, tracked in using Mocha Pro.
	<p>Shot 05: Fright Night - Charlie in Elevator</p> <ul style="list-style-type: none">- Green Screen shot in stereo, background shot in 2D. BG needed to be roto'ed, displaced, and converted to stereo with appropriate inter-axial offset. The foreground plate needed an Ocula treatment to help with polarization from being shot in stereo.
	<p>Shot 06: Fright Night - Rolling Van</p> <ul style="list-style-type: none">- Plate with Van needed Ocula color treatment, Actor on ground needed to be roto'ed and also Ocula color matched. Background lighting tower needed to be painted out (in stereo). Foreground car flipping rig needed to be removed (in stereo). Horizon glow matched to client specification, slight day-for-night treatment.



Shot 07: Fright Night - Car Comp

- Motion control plates of van and background. FG and BG needed Ocula color fixes. BG: day for night and tracking for green screen car shake matching; additional high frequency vibration added to both plates. Color timing and relighting of actors to client specification, addition of illuminated dashboard lights (radio, heater, air conditioning, speedometer, clock). Addition of single headlight beam on road with matching spindles of light on the SR of van to match neighboring shot. Dashboard reflection added (defroster vents in reflection of windshield). End of shot: BG repaired for day-for-night because the camera was shooting into a very bright background (sunset).