

Breakdown Sheet

All work by Meg Morris, unless otherwise noted.

Rotoscoping – Nuke, After Effects, Fusion

Flags of our Fathers - shot lead for all shots

Cave approach - Roto'd all three soldiers for background replacement

Colonel lands - Roto'd soldiers helmets & boat to allow for additional background elements

Iwo ridge 1 - Roto'd background soldiers and pole for sky replacement

Iwo ridge 2 - Roto'd ridge line and seated soldier for background replacement

Battle Ship - Roto'd ship for background replacement

Lions 3D - shot lead for all shots except Impala

All shots are depth roto with individual parts of each animal being kept separate to provide accurate depth mask

Springboks - Roto'd lead & pack springboks, assembled all roto assets for compositor

Zebras - Roto'd many zebras, assembled all roto assets for compositor

Impala - Roto'd impala bring chased by lioness

Camera Tracking – Boujou, Maya

Lioness vs springbok & lioness vs impala – models by SFD

Tracked camera movements to provide 3D environment for matchmover and depth matte for compositors.