

Shot

My Contribution



A Gentleman In Moscow – Rumble VFX

Scene layout of full CG shot, including creation of formal park, setting up systems for foliage, street lamps and covering of snow.

Materials

Lighting

Vehicle animation

Hotel model by Atanas Atanasov, textured by Rasik Gorecha



A Gentleman In Moscow – Rumble VFX

Scene layout, including creation of formal park, setting up systems for foliage, street lamps and covering of snow.

Materials

Lighting

Vehicle animation



A Gentleman In Moscow – Rumble VFX

Scene layout, including park and cityscape asset, built from various kitbash models and custom builds from modellers.

Materials

Tracking

Lighting

Bolshoi Theatre model by Atanas Atanasov, textured by Rasik Gorecha



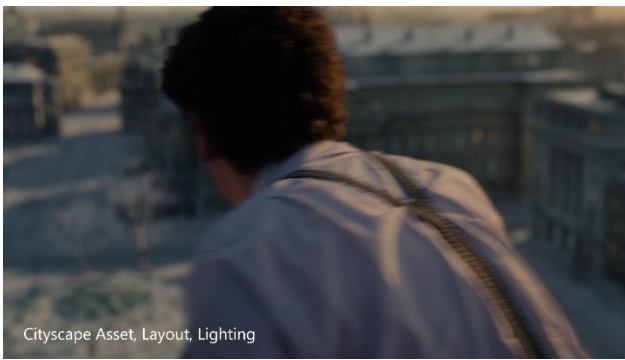
A Gentleman In Moscow – Rumble VFX

Replacement of framed photo – CG takes over at moment of impact.

RBD sim for shattering glass.

Materials

Lighting



Cityscape Asset, Layout, Lighting

A Gentleman In Moscow – Rumble VFX

Scene layout, including park and cityscape asset, built from various kitbash models and custom builds from modellers.

Materials

Vehicle Animation

Lighting

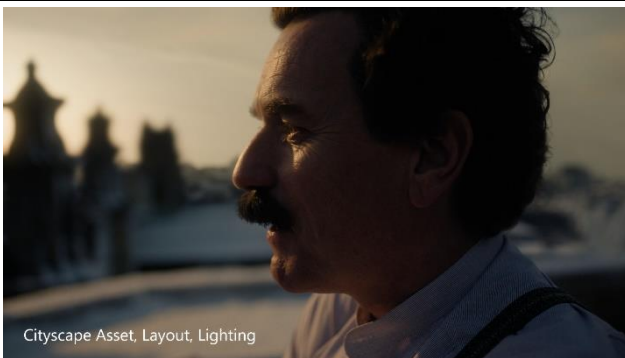
These wide shots posed a challenge. We rendered in Redshift 3D so a lot of the buildings, trees, bushes, grasses etc, needed to be rs proxy files else VRAM limits were an issue. I came up with strategies for this that still allowed us to have snowy/clean versions of it all to blend between.



Cityscape Asset, Layout, Lighting

A Gentleman In Moscow – Rumble VFX

Being as they're wide, these shots don't have displacement on the snow covering. They are each 8K stills projected on to a sphere in nuke. Each still is comprised of Beauty and Snow passes, blended using a mix of normal, AO, noise and other custom AOVs. This allowed snow to be dialled in and out in certain areas and assisted the matte painter in detailing certain shots up, especially rooftops.



Cityscape Asset, Layout, Lighting

A Gentleman In Moscow – Rumble VFX

The ground snow is a separate object. It's essentially a large grid. As well as having its own undulations, the grid is pulled up near to buildings, trees and street furniture to give an approximation of drifting. On tighter shots it has displacement to roughen it up. It is then poly reduced in the lifted areas to reduce memory load.

As with a lot of my work, I set up a primary scene in Houdini and something of an approximation to one in Nuke. That way 3d and 2d folk knew roughly what I was thinking with regards to look.



Cityscape Asset, Layout, Lighting

A Gentleman In Moscow – Rumble VFX

For the lighting there's two suns here, one that gives the generally comfortable looking shadow direction; the other is a hot spot light, positioned just above the sun in the plate. This kicks off the roof tops and the sides of the golden domes, adds to the haze in the distance, selling the idea of a golden sunrise.



A Gentleman In Moscow – Rumble VFX

Scene layout, including cityscape asset

Snowing up of some set elements

Materials

Vehicle Animation

Lighting



A Gentleman In Moscow – Rumble VFX

Exterior street layout

Passing traffic

Crowd

Materials

Lighting



A Gentleman In Moscow – Rumble VFX

Exterior street layout

Wiper Blades

Passing traffic

Crowd

Materials

Lighting



A Gentleman In Moscow – Rumble VFX

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Scene layout, including park and cityscape assets

Vehicle Animation

Materials

Lighting





Asset Builds, Pyro, Layout, Lighting

Lost Cities Revealed – Rumble VFX

### Scene layout

This landscape is based on a mix of LiDAR and DEM data, blended with further details, plus distribution systems for foliage and buildings. The buildings each flatten the ground beneath them, with paths and fences drawn out between.

Pyro for fires and smoke

Modelling

Materials

Lighting



Full CG Shot, Except Sky

Lost Cities Revealed – Rumble VFX

Similar to the previous shot, but this is entirely CG except the sky. This is because the client wanted extra hill forts where hills no longer are. Satellite imagery for the area just happens to be detailed enough to get away with, particularly when covered in new foliage and backlit.



Layout, DMP, Tracking, Lighting

Lost Cities Revealed – Rumble VFX

### Scene layout

Tracking

Modelling, assisted by Jon Gomez

Materials

Lighting

DMP and Compositing – The reveal away from camera necessitated a DMP with the modern settlements removed, projected as a still onto geo.



Asset Builds, Layout, Lighting

Lost Cities Revealed – Rumble VFX

### Scene layout

Tracking

Modelling, assisted by Jon Gomez

Materials

Lighting

Each hut is procedural so although they follow a rough layout, many were copied, tweaked, the doors shunted around etc, all with the UVs and shaders updating themselves. The same ones were used in the preceding shot in the reel.



Crowd FX, Lighting

Britannia Season 2 – Lola Post Production

Crowd  
Scene layout  
Lighting



Asset Builds, Layout, Lighting

Britannia Season 2 – Lola Post Production

Set extension asset builds, some based on LiDAR of the main set, others custom made including the cranes.

Layout  
Materials  
Lighting



Asset Builds, Layout, Lighting

Britannia Season 2 – Lola Post Production

Full CG shot based on LiDAR of the set plus custom assets. Others added the pyro and crowd.

Layout  
Materials  
Lighting



Asset Builds, Layout, Lighting

Britannia Season 2 – Lola Post Production

Relight of the previous shot. Being entirely CG made this a straight forward task.

Materials  
Layout

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Photogrammetry, Layout, Lighting  
Britannia Season 2 – Lola Post Production

Scene layout

Materials

Lighting

Photogrammetry – Skull assets created using hundreds of images from a stills camera in neutral lighting, passed through Reality Capture, then re-meshed in Instant Meshes.



Animated Cloud Shockwave  
The Planets – Lola Post Production

Scene layout

K2 explosion shockwave, created in Terragen, then enhanced with other elements by comp.

This technique could easily be applied in other software. It's mostly textures of increasing scale being used to drive displacement on clouds.



Cloudscape  
The Planets – Lola Post Production

Cloudscape

Materials

Lighting



Cloudscape  
The Planets – Lola Post Production

Cloudscape

Materials

Lighting





The Universe – Lola Post Production

Planet  
Materials  
Lighting



The Universe – Lola Post Production

Pyro  
Planet  
Materials  
Lighting



The Universe – Lola Post Production

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Planet  
Materials  
Lighting