

# Rishabh Laheja

## VFX Compositing Reel Breakdown Sheet

<https://rishabhlaheja.com>

<https://vimeo.com/654411356>

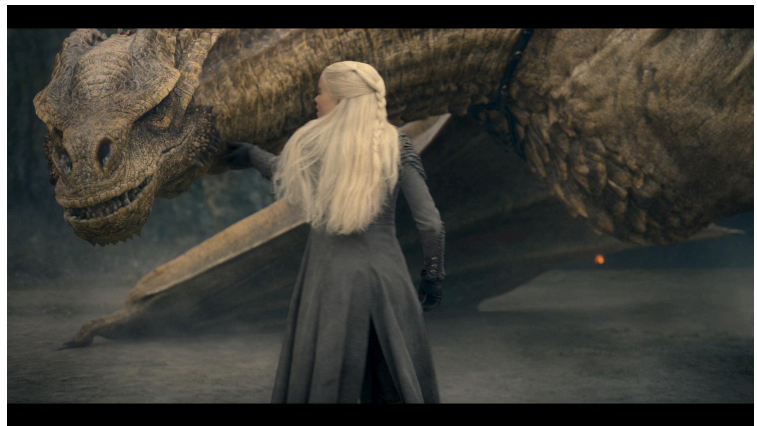
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### Shot - 1: House of the Dragon - Dragon and the Queen

#### Details:

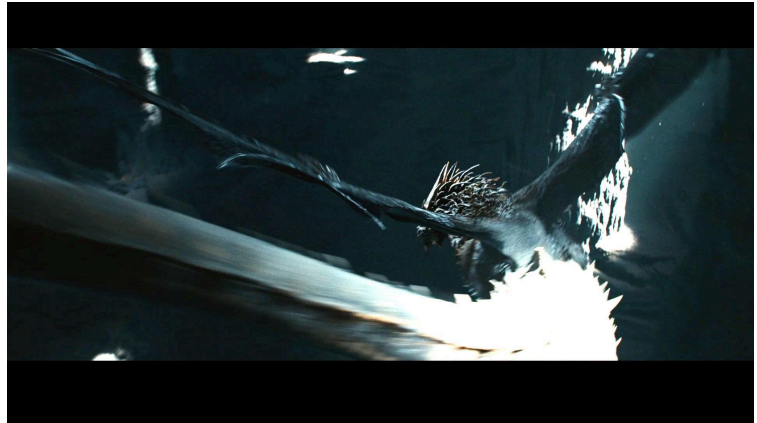
1. CG integration of dragon
2. Integrated shadow of dragon
3. Added additional extra shadows for better blend
4. Integrated flies around the dragon and the dragon spit using deep holdouts and matched defocus of dragon to the plate
5. Added fire inside the cave & fire flickering effect on the inner sides of the cave
6. Added moving smoke and match moved with the shot
7. Keyed out queen from the blue screen
8. Blended her edges in despill and with additives
9. Additionally did hair roto of her hair when she passes over the pipes that were in between the blue doll & blue screen
10. Added shadow of the dragon's cheek fins onto the queen's hand
11. Added shadow of the queen's face & hand onto the dragon's body
12. Added an overall vignette effect on the shot
13. CG integration of DMP cave onto the hillock in the plate done by another artist
14. Worked on the shot until comp final & until tech check



## Shot - 2: Damsel - Dragon fly's across the cave (Full CG shot)

### Details:

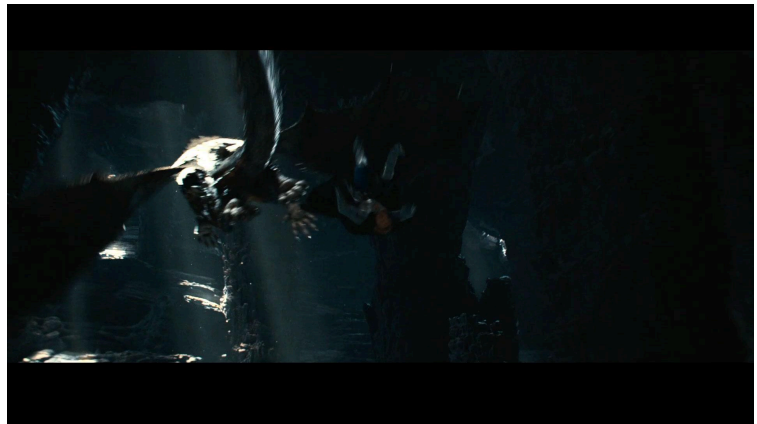
1. CG integration of dragon
2. CG integration of cave
3. Added light rays across the shot using projections
4. Using deep compositing for placing and cutting rays appropriately on cave's uneven surfaces as well as cutting rays when dragon passes through it
5. Added 2D dust particles, projected as per the rays and placed them in layers to have depth between particles as seen when dragon fly's through. Using dragon's deep pass to cut dust particles
6. Applied a creative rack focus
7. Added camera properties such as diffusion, haze, halation, chromatic aberration, bloom, very subtle vignette
8. Worked on the shots until comp final & until tech check



## Shot - 3: Damsel - Dragon throws the knight (Full CG shot - 2 shots)

### Details:

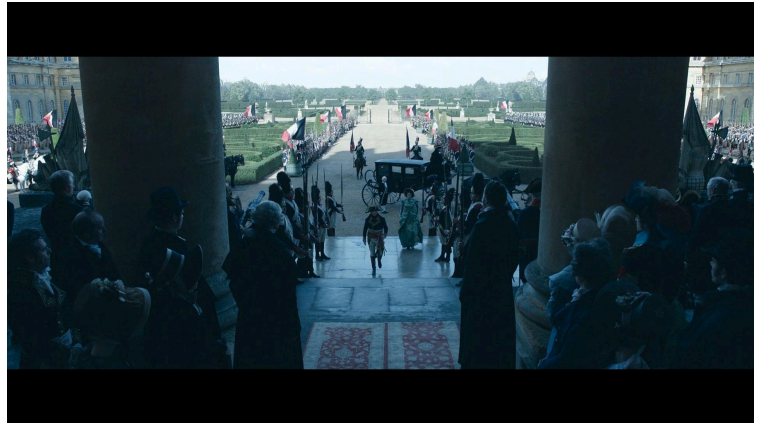
1. CG integration of dragon
2. CG integration of cave
3. CG integration of knight falling
4. CG integration of blood when he falls to the surface
5. Smoke integration during impact
6. Added light rays across the shot using projections
7. Using deep compositing for placing and cutting rays appropriately on cave's uneven surfaces as well as cutting rays when dragon passes through it
8. Added 2D dust particles, projected as per the rays and placed them in layers to have depth between particles as seen when the dragon fly's through. Using dragon's deep pass to cut dust particles
9. Applied a creative rack focus moving from dragon to knight
10. Added camera properties such as diffusion, haze, halation, chromatic aberration, bloom, very subtle vignette
11. Worked on the shots in the sequence until comp final & until tech check



## Shot - 4: Napoleon - Garden set extension

### Details:

1. Set extension - CG integration of garden & trees at the back
2. CG integration of SL & SR buildings and french buildings at the back to match the buildings in consecutive shots of the sequence
3. CG integration of cavalry, infantry and CG horses. Matching them to plate army and horses
4. Keyed french flags from blue screen plate, retimed, spawned and placed them in the shot. Matching them to plate flags
5. Edge blending FG elements, pillars and garden gate with the rotos received
6. Replaced sky
7. Big light wrap applied at the back to match consecutive shots
8. Worked on the shot until comp final & until tech check



## Shot - 5: Napoleon - Camp set extension

### Details:

1. Set extension - CG integration of trench ground. Matching and blending with plate ground
2. CG integration of camps on SL
3. CG integration of army and props. Matching them to plate army and props
4. Keyed french flags from blue screen plate, retimed, spawned and placed them in the shot. Matching them to plate flags
5. Using deep to place smoke and adding haze in between the camps
6. Prep work on trench ground
7. Replaced sky
8. Added FX rain on the shot
9. Worked on the shot until comp final



## Shot - 6: Napoleon - Cannon blast

### Details:

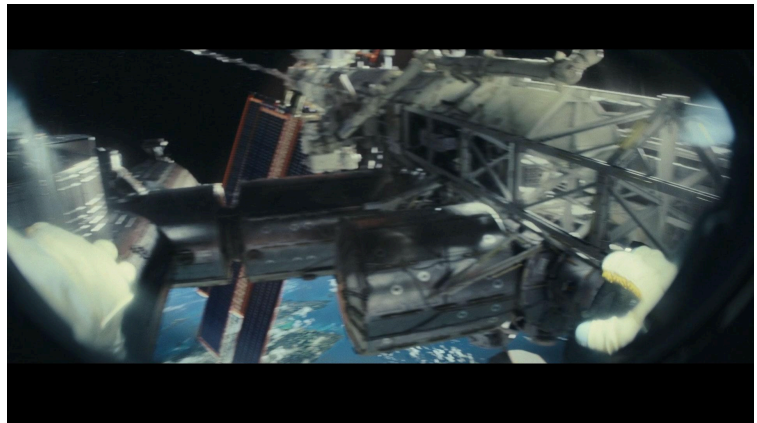
1. Blue screen keyed multiple blast elements and created a single big blast on SR.
2. Enhanced the plate blast on SL with multiple keyed blast elements as well.
3. Added debris splash coming from within the blasts
4. CG cannonball integration
5. CG army integration to extend plate army and to match plate army
6. Sky replacement and rotating it in 3D as necessary to match placement of sky and graded the sky DMP where necessary to match sky to the shots in sequence.
7. Prep cleanup on the battlefield ground where necessary
8. Edge blending FG chars with the rotos received
9. Worked on the shot until comp final & until tech check



## Shot - 7: Constellation - Floating in space

### Details:

1. CG integration of space stations & satellites
2. Used deep compositing in layering the space objects
3. Earth DMP projection & integration
4. Stars projection & integration in the sky
5. Keyed astronaut and his tether wire from a blue screen plate
6. Keyed FG characters & rotoed where necessary from a black screen plate. Brought back her reflection
7. Added bloom and diffusion
8. Worked on the shot until comp final & until tech check





### **Shot - 8: Prehistoric Planet - Herd walking in snow near lake**

#### **Details:**

1. CG integration of dinos
2. Used deep compositing in layering the dinos, integrated the snow fx to their feet using deep holdout and matched the defocus
3. Keyed rocks and trees from the plate and brought them back on top of the dino herd
4. Brought back fine shrubs and branches from plate
5. Added a directional snow falling fx to the shot
6. Worked on the shot until comp final & until tech check



### **Shot - 9: Prehistoric Planet - Dinos fighting (2 shots)**

#### **Details:**

1. CG integration of dinos
2. Used deep compositing for layering the dinos, adding haze and defocus to them
3. Integrated dino shadows with plate shadows
4. Keyed FG grass from plate & blue screen and brought on top of the CG dinos
5. Added diffusion
6. Worked on the shot during slap comp until comp final



### **Shot - 10: Prehistoric Planet - Dinos walking on hill**

#### **Details:**

1. CG integration of dinos
2. Used deep compositing for layering the dinos, adding haze and defocus to them
3. Integrated dino shadows with plate shadows
4. Added distortion & breakup to dino shadows, keyed and stenciled the dino shadows



from the plate ones to avoid double shadows

5. Added diffusion
6. Worked on the shot during slap comp until comp final

### **Shot - 11: Napoleon - French cavalry charges**

#### **Details:**

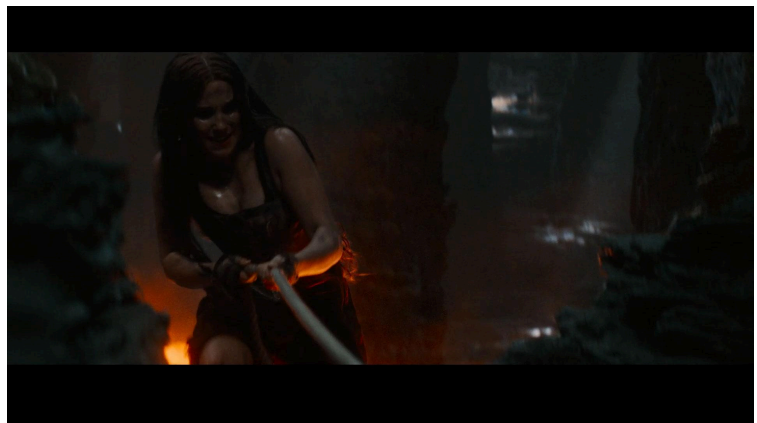
1. CG integration of cavalry, horses & weapons. Matching them to plate cavalry, horses and weapons
2. CG integration of dead bodies
3. Keyed french flags from blue screen plate, retimed, spawned and placed them in the shot. Matching them to plate flags
4. Using deep to place smoke and adding haze in between the army
5. Replaced sky
6. Edge blending FG characters & trees on top, with the rotos received
7. Worked on the shot until comp final & until tech check



### **Shot - 12: Damsel - Millie Bobby Brown climbs & runs to escape dragon**

#### **Details:**

1. CG integration of dragon
2. CG integration of cave
3. Added light rays across the shot using projections
4. Using deep compositing for placing and cutting rays appropriately on cave's uneven surfaces as well as cutting rays when dragon passes through it
5. Added 2D dust particles, projected as per the rays and placed them in layers to have depth between particles as seen when dragon fly's through. Using dragon's deep pass to cut dust particles
6. Applied rack focus as per plate rack defocus
7. Keyed out Millie Bobby Brown, rope and the FG rocks from a blue screen
8. Added fire at the back and matched it to the plate light on Millie
9. Added camera properties such as diffusion, haze, halation, chromatic aberration,



bloom, very subtle vignette  
10. Worked on the shot until comp final

### **Shot - 13: Damsel - King dies bleeding (2 shots)**

#### **Details:**

1. Set extension of cave ground
2. CG integration of chest plate armor
3. Compositing blood on mouth and all over armor to match plate blood
4. Using a mix of smart vectors & tracking with frequency separation to place blood
5. I was responsible for the look development of the blood for the shot and then was then given to handle all shots of the 2 angled entire sequences (7 shots in total), while maintaining continuity between them
6. Worked on the shots from lookdev, slap comp, creative & until tech check



### **Shot - 14: House of the Dragon - King coronated & crowd cheers**

#### **Details:**

1. CG integration of dragonpit interior
2. Added small fire and matched it to the plate fire
3. Added fire flickering effect on the walls and pillars of the dragonpit around the small fire
4. Added fog and smoke layer using deep
5. Added light rays from windows
6. Keyed out all characters, props, weapons and fire from the blue screen plate
7. Blended their edges in despill and with additives
8. Matched BG defocus based on plate defocus
9. Worked on the shot during comp slap & until comp final





## **Shot - 15: House of the Dragon - Dragon rises and crowd runs helter skelter**

### **Details:**

1. CG integration of dragonpit interior
2. CG integration of dragon
3. Keyed out all characters, dust and smoke from the blue screen plate
4. Blended their edges in despill and with additives
5. Matched BG defocus based on plate defocus
6. Added fog and smoke layer using deep
7. Added light rays from windows
8. Added a camera shake to emphasize the impact of rising dragon
9. Worked on the shot until comp final & until tech check



## **Shot - 16: Napoleon - French army vs British army (2 shots)**

### **Details:**

1. CG integration of French army, horses & weapons on SL. Matching them to plate cavalry, horses and weapons
2. Integrated shadow of SL French army
3. Using deep to place smoke and adding haze in between the army
4. CG integration of dead bodies to match plate dead bodies
5. Keyed french flags from blue screen plate, retimed, spawned and placed them in the shot. Matching them to plate flags to the shots in sequence
6. CG Integration of British army on SR to extend plate army. Used deep to place smoke and haze in between the army
7. Adding muzzle flash fire & smoke in the guns of the British army
8. Added more smoke and brought back plate smoke on top as well through a combination of keying techniques
9. Added a fire and smoke plume of a burning object in screen center at the far back
10. Replaced sky
11. Edge blending FG characters on top, with the rotos received
12. Worked on the shot until comp final & until tech check

