



Shot 1. Basilone

software used: Shake, Mocha, Photoshop

*I was supplied roto and CG (helmet bullet hole) for this shot.

goals:

- replace background
- shrink and wrinkle Basilone's left bicep to hide squib before it goes off
- add bullet hit and hole in helmet
- add bullet hit and hole in head

Shot 2. Airfield

software used: Shake, Maya, Photoshop

*I was supplied a track for this shot.

goals:

- add Umerbrogol mountains in background

Shot 3. Mortar Wounds

software used: Shake, Mocha, Photoshop

*I was supplied CG for this shot.

goals:

- rip up soldier's leg and cut off hand

Shot 4. Neck

software used: Shake, Mocha, Photoshop

goals:

- improve posthetic on neck.