



*marshal fontaine / digital artist*

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- 09 Shot list: Worlds Away | Known Universe | VFX Supervisor and Compositor  
In addition to being the VFX supervisor. I was required to start and finish my own shots. In this scene I had to recreate a supernova explosion. This was done in 2.5D
- Electric Farm Entertainment | Gemini Division | Compositor  
Compositing and graphics for Gemini Division. The first shot was designed as a futuristic pda interface. In the following shots, my role was to key, track, paint and rotoscope several scenes with Rosario Dawson
- Skulley FX | Flo-rida Music video | Compositor  
Compositing, keying, color correction, roto, paint and background replacement
- Worlds Away | ALL detergent | VFX supervisor and Compositor  
Keying, paint, roto, warping and extensive tracking. Objective was to remove people from the clothing, then replace missing areas (collars cuffs etc.) which were otherwise hidden by the talent.. Developed the pipeline for production then supervised and trained 6 people throughout. Finalized every shot
- Super 78 | Korn music video | Compositor  
Composite talents heads onto dogs. keying, tracking, color correction, roto, paint, warping, particle generation
- Zoic Studios | Buffy the Vampire Slayer | Compositor  
Track, warp and color correct fire elements onto talent
- Sony Picture Imageworks (outsourced through a 3rd party ) | Spiderman 2 | paint and roto  
Wire and rig removal for a scene with Doc Oc
- Base2 studios | Trapt music video | Compositor  
key and color correct talent to be matched with 3d generated backgrounds
- Sony Picture Imageworks Stereoscopic Lighting & Compositing TD  
Generate right eye finals & modify left eye composites for stereoscopic output. Required clean plate creation, paint, roto, keying, tracking, color correction, troubleshooting compositing, re-rendering and working in maya for depth layout
- Medallion Associates | Barnes and Noble | 3d artist and compositor. Model the interior of a Barnes and Noble store and animate a fly-through as a means to communicate Pre-visual merchandising
- Ammirati: Model, light, texture and rendering of a Powerade bottle to be used in multi national advertising campaigns
- Bacardi packaging: Model, light, texture and rendering of a Bacardi Bottle
- Rigid surface modelling exercise: Model, light, texture and rendering of a pregnancy test
- subdivisionmodeling.com Hellfire widow contest: Modeled lit textured and rendered
- XY publishing: 3d Realization of Alien aggressors in the book "The hive"
- Render of Alien after he was lit and textured.
- Early mock-up of the aforementioned book cover minus the lead human characters
- Early Painting/composite of a scene for a personal project
- Volcano matte painting breakdown, started in 3d and ended in Shake & Photoshop