

Reel Break-Down

MIKAEL GENACHTE-LE BAIL

THE A-TEAM

project name : The A-Team
director : Joe Carnahan
type : feature film
producer : 20th Century Fox
specific contribution : *Ground, sky and clouds Matte painting, camera projections, modeling*
software : Maya, Rhythm and Hues in-house softwares

NARNIA - Shots 1

project name : The Chronicles of Narnia: Prince Caspian
director : Andrew Adamson
type : feature film
producer : Walt Disney Pictures
specific contribution : *Environment : Camera mapping : Ground, sky, forest, castle, collapsing pit*
software : Maya - Render Man - Photoshop

NARNIA - Shots 2

specific contribution : *Environment : Camera mapping : Ruins, rocks, castle*
software : Maya - Render Man - Photoshop

NARNIA - Shots 3

specific contribution : *Environment : Camera mapping : Bridge, wall, part of the castle, Columns, cistern roof, broken columns*
software : Maya - Render Man - Photoshop

10 000 BC - Shots 1

project name : 10 000 BC
director : Roland Emmerich
type : feature film
producer : Warner Bros. Pictures
specific contribution : *Environment : Camera mapping and textures : Pyramid, scaffolds, ramp, blocs, ground*
software : Maya - Render Man - Photoshop

10 000 BC - Shots 2

specific contribution : *Environment, Camera mapping and textures : Ground, rocks, background mountains*
software : Maya - Render Man - Photoshop

Harry Potter 6

project name : Harry Potter and the Half-Blood Prince
director : David Yates
type : feature film
producer : Warner Bros. Pictures
specific contribution : *Mountains modeling, camera projections*
software : Maya, render Man

Night at the Museum 2

project name : Night at the Museum: Battle of the Smithsonian
director : Shawn Levy
type : feature film
producer : 20th Century Fox
specific contribution : *Matte paintings, camera projections, modeling*
software : Maya, Rhythm and Hues in-house softwares

Harry Potter 4 - Shots 1

project name : Harry Potter and the goblet of fire
director : Mike Newell
type : feature film
producer : Warner Bros. Pictures
specific contribution : *All (tracking, - Fireplace, flames and newspaper modeling and texturing (camera mapping) -, lighting, animation, compositing, rotoscoping)*
software : Buf in-house software

Harry Potter 4 - Shots 2

specific contribution : *Fireplace modeling and texturing (camera mapping), Animation, tracking, compositing, rotoscoping, dynamics*
software : Buf in-house software

Fred Claus

project name : Fred Claus
director : David Dobkin
type : feature film
producer : Warner Bros. Pictures
specific contribution : *Mountains, Icebergs and ground matte-Painting and camera mapping*
software : Maya - Render Man

Watchmen - Shot 1

project name : Watchmen
director : Zack Snyder
type : feature film
producer : Paramount Pictures
specific contribution : *New York Modeling, render and camera Projections*
software : Maya - Render Man

Watchmen - Shots 2

specific contribution : *Ice modeling, Camera Projections*
software : Maya - Render Man

Alexander - Shot 1

project name : Alexandre
director : Oliver Stone
type : feature film
producer : Pathé Intermédia
specific contribution : *All compositing, lighting, Animation (boats, trees...), Part of modeling - texturing (camera mapping)- scenery placement*
software : Buf in-house software

Alexander - Shot 2

specific contribution : *Mask - part of modeling/texturing - Animation (Video Motion Capture)*
software : Buf in-house software

Alexander - Shot 3

specific contribution : *Horses animation (VMC)*
software : Buf in-house software

Silent Hill

project name : Silent Hill - Centralia
director : Christophe Gans
type : feature film
producer : Davis Film
specific contribution : *All (Compositing, barbwire animation, lighting, texturing (camera mapping), particles, rotoscopy, modeling, tracking, skinning...), except Barbwire setup*
software : Buf in-house software

Arthur and the Invisibles

project name : Angel-A
director : Luc Besson
type : feature film
producer : Europa Corp
specific contribution : *Environment : Camera mapping and textures : Ground, gate, walls, columns, landscape*
software : Buf in-house software

Land Of The Lost

project name : Night at the Museum: Battle of the Smithsonian
director : Brad Silberling
type : feature film
producer : Universal Pictures
specific contribution : *Matte paintings, camera projections, Part modeling*
software : Maya, Rhythm and Hues in-house softwares