

# Carl Frytz

2010 Demo Reel Shot List :

## **Alice in Wonderland**

- Animated characters for the matchmoves in Maya
- Integrated those matchmoves into the final scene in Maya
- Created a Stereo 3D camera and lined it up to the plate in Maya
- Composited everything in Nuke for proper stereo 3D

## **X-Men Origins: Wolverine**

- Matchmoved characters by hand to the plates in Maya
- Animated characters and vehicles in Maya

## **2012**

- Animated effects, objects, vehicles, and cameras in Maya

## **Fast and Furious**

- Animated additional cg cars in Maya
- Matchmoved cars by hand for effects in Maya