

James Pina

Composer – Roto/Paint Specialist
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Shot Breakdown – Spring 2009 Reel

Project: Showtime's Weeds Season 5 Promo

Role: Roto/Key Artist for Perception NYC

Responsibilities: Creating mattes by combining keying techniques and articulated roto on all 14 shots. Eliminating green spill from hair.

Software used: Silhouette FX Roto and Shake.



Project: Raphael Saadiq "100 Yard Dash Music Video"

Role: Roto Artist for Perception NYC

Responsibilities: Creating articulated roto mattes on unkeyable shots.

Software used: Silhouette FX Roto.



Project: Man vs. Wild "Unstoppable"

Role: Roto/Paint Artist for Umeric

Responsibilities: Creating articulated mattes and track marker paintouts over rippling cloth/natural environment for 12 shots.

Software used: Syntheyes, Silhouette FX Roto and Shake.



Project: Samsung Mobile "Outdoor Gamer"

Role: Roto/Paint Artist for SuperFad

Responsibilities: Creating articulated mattes for glasses and obscuring hand. Create photorealistic removal of track markers on reflective glass on over 750 frames of high-speed footage.

Software used: Silhouette FX Roto, Shake.



Project: Samsung Mobile "Concert Hands"

Role: Roto Artist for SuperFad

Responsibilities: Creating articulated mattes for several layers of hands at a concert. Combined plates 4000 frames of articulated roto on high-speed footage.

Software used: Silhouette FX Roto, Shake.



Project: Spalt Advertisement

Role: Roto Artist for Parasol Island

Responsibilities: Creating articulated mattes for two characters on 6 shots.

Software used: Silhouette FX Roto



Project: Ameristar "Touch"

Role: Roto Artist for Technisonic

Responsibilities: Creating articulated mattes on character for vfx/background replacement.

Software used: Silhouette FX Roto

