

# MICHAEL DEBEER, M.F.A.

CG INTEGRATION ■ MATCHMOVING ■ STEREOSCOPIC TRACKING

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## REEL BREAKDOWNS

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### **TRANSFORMERS: DARK OF THE MOON**, 2011, (*Maya, Track, Nuke*), PACE rig

- 01            **CHICAGO TRAIN**, FG & BG cameras, set recon & layout
- 02            **SHOCKWAVE #1**, camera, car track, set recon & layout
- 03            **WATCHBOT**, camera, arm & hand geo softmod and track
- 04 – 08      **LASERBEAK**, camera, set recon & layout
- 09            **GLOVE**, camera, arm/glove track
- 10 - 15      **CHICAGO**, cameras, projection cameras for paintings and dynamics
- 16            **SHOCKWAVE #2**, camera, set recon & layout
- 17 - 19      **WHEELS & BRAINS CAGE**, camera, cage model recon, cage track, layout
- 20            **SHOCKWAVE INTERIOR**, facial softmod and track for shadows and interaction
- 21            **TEMPLE SITE**, camera, set recon & layout
- 22            **WHEELS & BRAINS CANOPY**, canopy model and animation for reflections
- 23            **SAM & BRAINS**, camera, hand track, shirt track

### **TRON: LEGACY**, 2010, (*Maya, Track, Nuke*), PACE rig

- 24            **LIGHTBIKE**, head track for face array.
- 25 - 32      **LIGHTJET SEQUENCE**, FG/BG stereo tracks, object tracks for CG guns and jet
- 33            **DISC GAME**, camera, disc track, helmet track
- 34            **ARM DEREZ**, camera, disc track, arm track
- 35 - 36      **RECTIFIER**, cameras for FGs and BGs, CG head replacements.
- 37 - 38      **PORTAL ENTRANCE**, cameras for set extensions
- 39 - 44      **FINAL FIGHT**, cameras, CG head replacements, disc tracks, collar tracks.

### **THE SORCERER'S APPRENTICE**, 2010, (*Maya, SynthEyes, Nuke*)

- 45            **LIVING ROOM**, camera track. For dynamics
- 46 - 49      **DRAGON SEQUENCE**, cameras for confetti, set extensions and dragon
- 50            **CANE**, cane track for light effects and dynamics

### **FANTASTIC FOUR**, 2005, (*Maya, SynthEyes, Boujou, Shake*)

- 51 - 54      **JOHNNY STORM**, cameras, cloth and character matchmoves for dynamics
- 55 - 58      **FIGHT SEQUENCE**, cameras, character matchmoves for dynamics

### **HELLBOY**, 2004, (*Maya, MatchMover, After Effects*)

- 59            **PORTAL**, cameras for interactive light and dynamics.

### **CONSTANTINE**, 2005, (*Maya, Boujou, Shake*)

- 60 - 62      **HOSPITAL SEQUENCE**, cameras, character matchmoves for glass collisions