

SUZY BROWN

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REEL: www.suzybrown.com, click on "DigEFX"

SKILLS: Matte Painting, Texture Painting, Animated Paint Fixes, Roto

SOFTWARE: Photoshop, Body Paint, Studio Paint, Maya, Matador, Elastic Reality, Silhouette, Amazon Paint, Final Cut Pro

SHOT LIST

SURF'S UP!

Texture Painter: Baby Cody and Cody Maverick, shell necklace, Chicken Joe (team painter), foliage

CHUBB CHUBBS 2

Concept Artist: Developed the look of the fly and intergalactic road map

GHOST RIDER

Texture Painter: Color "burn & char" map, color map for devil's horns, wrinkle maps for leather outfit

Matte Painter: Deteriorating wooden door, enhancements to decaying wall and road, set extensions

Animated Paint Fixes: The CG horse that replaced the real one was smaller. I did a lot of frame-by-frame painting.

BEWITCHED

Texture Painter: Roman arches, columns, marble floors, etc.

SPIDERMAN 1

Texture Painter: Spider (bump map), large crane, rooftop props, flag

Matte Painter: Building extensions

THE POLAR EXPRESS

Texture Painter: Many objects in boy's bedroom, i.e., globe, hubcap, wooden furniture, rug, photos, toys, drapes, bedding, etc.

<u>CHARLIE'S ANGELS 2</u>	Texture Painter: Army tank, shell, helicopter
<u>CHUBB CHUBBS 1</u>	Texture Painter: Various characters
<u>HARRY POTTER 1</u>	Texture Painter: Neville, school uniform (robe, sweater, shirt, scarf, pants), various Quidditch players, the clothing and faces of the entire crowd at Quidditch match
<u>T-REX: BACK TO THE CRETACEOUS, 3D</u>	Texture Painter: Baby T-Rex
<u>AS GOOD AS IT GETS</u>	2D Animated Paint Fix: Restored waitress by removing wide scratch down the center of her body that obliterated large portions of her face (nose, eye, part of her mouth).
<u>CONTACT</u>	<p>2D Paint: "Prettied up" still frames of galaxies, eliminating, adding, rearranging elements, enhancing colors. Provided 2D maps for displacement use.</p> <p>Paint Fix: Painted out Jodie's rig, smoothed her clothing</p> <p>Morph: Jodie's face from adult to child and back again</p>
<u>ANACONDA</u>	2D Paint and Roto Lead: Trained new artists in paint and roto, did various paint fixes, roto, rig removal, hold-out and reveal mattes
<u>MICHAEL</u>	<p>Matte Painter: Extended background, added brick wall, used warping, cutouts and paint fixes to marry 2 backgrounds</p> <p>Roto: Freehand roto to create the shadows of dancers</p>
<u>THE GHOST AND THE DARKNESS</u>	<p><u>Lion running across bridge:</u> Matte Painter: Set extensions, bridge 2D Paint Fix: Chicken removal (lion bait) and freehand replacement of missing lion parts</p> <p><u>Lion at bottom of tree:</u> 2D Paint Fix: Chicken removal and lion restoral</p> <p><u>Lion climbing tree:</u> Matte Painter: Added and rearranged tree limbs to match lion's movements</p> <p><u>Men with guns by termite hills:</u> Matte Painter: Created termite hill, new sky</p>

Lion walking on rocks:

Matte Painter: Rearranged rocks to match lion's gait

Lion landing:

2D Paint Fix: Removal of leash and trainer's hand

Matte Painter: Repaired ground where lion lands to give appearance of hard surface

Lion jumping on man:

2D Paint Fix: Freehand animation of missing lion parts (see upper right bluescreen image); repositioned lion's left paw

Lion jumping on woman:

2D Paint Fix: Tail replacement, various paint fixes, including changing highlights on lion

Roto: Roto'd woman

Flames in lion's eye:

Roto: Roto'd flames