

Jackie Osterday

Lighting & Compositing Artist

5395 N. Hillbrooke Trace
Alpharetta Ga, 30005
(678) 231-4039
josterFX@gmail.com
www.jackieosterday.com

Breakdown Sheet



Nighttime Archways: Autodesk Maya, Mental Ray, Photoshop, Nuke

I was inspired from a photograph for this piece and then altered the mood and lighting. This is the alteration. I modeled and lit the environment in Maya. The bike was taken from online. The final compositing was done in Nuke.



My Earrings: Autodesk Maya, Mental Ray, Photoshop, Nuke

This set of earrings is from own jewelry collection. The match to live was pre-planned for composition and movement of the earring on the right. A chrome ball was also shot for the reflections in the metal. The earring was modeled in Maya, rendered in multiple passes and then composited in Nuke. I was responsible for all elements of this piece.



Meddin Studios: Autodesk Maya, Mental Ray, Boujou, Nuke

This live action integration was shot on the RED on a motion control head. The movement was made first then recorded to repeat once over 3 minutes. The tracking was done in Boujou and then modeled in maya. The sign was lit in maya using an RGB technique. The final composite was done in Nuke. I was responsible for all aspects of this project.



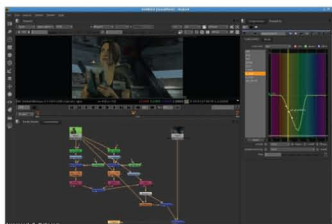
The Space Jockey Pursuit: Nuke

This is one of two shots within a driving montage. The foreground plate was originally recorded to match the background plate. All of the compositing was done in Nuke. I was responsible for all the compositing in this shot.



Gemini: Nuke

This hair composite was recorded on the Sony F3 on the Gemini Solid State Drive. It is an example of a well lit green screen. The compositing was completed in Nuke. I was responsible for all the compositing.



Keying in Nuke: Python, Nuke

This script was written with Python with a text editor and then executed in Nuke. The script runs based on footage selected from user input. The final product shown on screen is one of the shots I received from the Decktechs Television Pilot. I was responsible for all aspects of this project.



Decktechs: Boujou, Nuke

This is one of six shots I received for the Television Pilot. First, I tracked the shot in Boujou. I was given the background pre-lit. Then matched the foreground character's lighting to the background. The shadow was pulled from the original green screen plate and then integrated. All the compositing was done in Nuke. I was responsible for all the tracking and compositing.