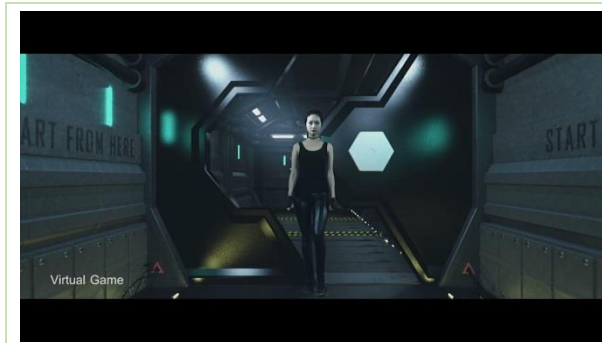


## Shot Breakdown



**Shot 1~3:** Virtual Game  
**Responsibility:** CG scene  
modeling/texturing/animating/lighting/rendering/compositing  
**Software Used:**  
Maya/Arnold/Nuke/Quixel/Boujou/Photoshop



**Shot 4~5:** ACROPHOBIA  
**Responsibility:** keying/tracking/compositing  
**Software Used:** Nuke



**Shot 6:** Virtual Game  
**Responsibility:** CG scene  
modeling/texturing/animating/lighting/rendering/compositing  
**Software Used:** Maya/Arnold/Nuke/Quixel/Photoshop



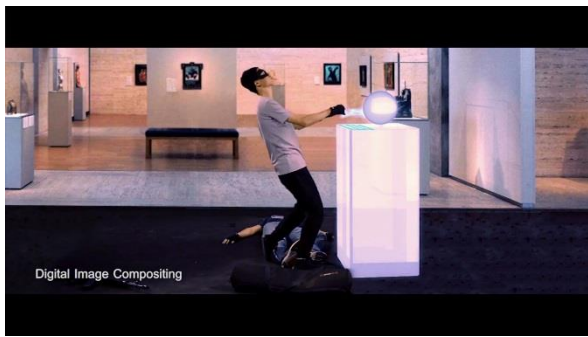
**Shot 7:** ACROPHOBIA  
**Responsibility:** keying/tracking/compositing  
**Software Used:** Nuke/Photoshop



**Shot 8:** Digital Image Creation  
**Responsibility:** keying/compositing/blood effect  
**Software Used:** Nuke/Photoshop



**Shot 9:** ACROPHOBIA  
**Responsibility:** keying/set extension/compositing  
**Software Used:** Maya/Nuke/Photoshop



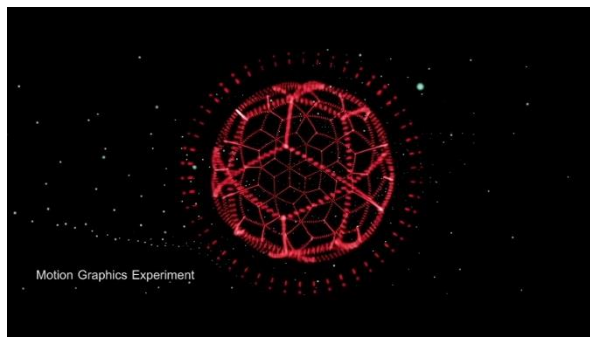
**Shot 10:** Digital Image Creation  
**Responsibility:** keying/compositing/electric effect  
**Software Used:** Nuke/After Effects/Photoshop



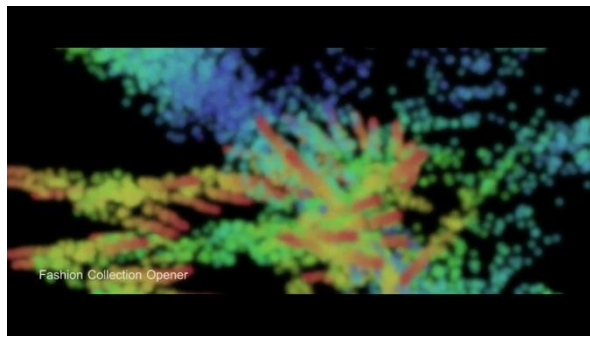
**Shot 11:** Virtual Game  
**Responsibility:** CG scene  
modeling/texturing/animating/lighting/rendering/compositing  
**Software Used:**  
Maya/Arnold/Nuke/Quixel/Boujou/Photoshop



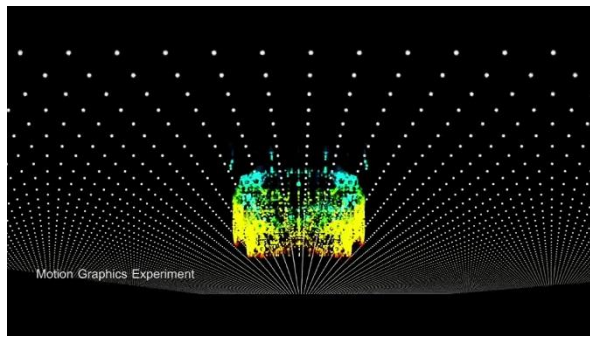
**Shot 12:** Digital Image Creation Breakdown  
**Responsibility:** keying/compositing  
**Software Used:** Nuke/After Effects/Photoshop



**Shot 13:** Motion Graphics Experiment  
**Responsibility:** particles/animating  
**Software Used:** After Effects/Trapcode Form



**Shot 14:** Fashion Collection Opener  
**Responsibility:** particles/animating  
**Software Used:** After Effects/Trapcode Particular



**Shot 15~16:** Motion Graphics Experiment  
**Responsibility:** particles/animating  
**Software Used:** Cinema 4D/After Effects/Trapcode Form



**Shot 17:** ACROPHOBIA  
**Responsibility:** keying/tracking/compositing  
**Software Used:** After Effects/Nuke/Boujou/Photoshop



**Shot 18:** Audi R8 Render & Compositing  
**Responsibility:** modeling/texturing/lighting/animating/camera projecting/rendering/compositing  
**Software Used:** Maya/V-Ray/After Effects/Photoshop