

Scott M. Fedor

Composer / Roto Artist

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Software

Compositing Software:	After Effects (expressions - novice level) Nuke (python - novice level)
Roto/Paint Software:	Mocha Silhouette Roto Photoshop
Additional Software:	XSI (ICE - novice level) pfTrack Illustrator Red Cine Final Cut Pro

Film Experience

Segmented (short film, dir. Dorian Weinzimmer - Flashpoint Studios - US - 2009)

- Vfx Advisor
- Compositing, Roto/Paint

Heart of the Gorgon (short film, dir. Christopher Janonis - Team Zooid - US - 2009)

- Vfx Supervisor and Art Lead
- Compositing, Matte Painting, Roto

Kaydara (film, dir. Savitri Joly-Gonfard & Raphael Hernandez - Seth Ickerman Studio - France (telecommute) - 2009)

- Rotoscope Artist

Make Me (short film, dir. Billy Carton - Star Farm Productions - US - 2008)

- Compositing

The Intruder (short film, dir. Mikael Kreuzriegler - Flashpoint Studios - US - 2008)

- Compositing

ASID Award Show 2008 (Chicago - Fall 2008)

- Textures and Lighting

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Shot: Future Street Corner

Studio: Personal

Role(s): Creative Designer, Composer, Roto

Software Used: RedCine, After Effects, Mocha, Photoshop, Illustrator, XSI, Final Cut

Note: This is actually 9 shots in one as there are 8 custom made video billboards, each offering a unique challenge.



Shot: The Intruder (2008)

Studio: Flashpoint Studios

Role(s): Composer

Software Used: After Effects, Photoshop

Note: The shot of the actress originally was cropped so that both arms were missing. A composite was made from separate footage to add back her right side.



Shot: Red Dwarf

Studio: Personal (footage courtesy fxPHD)

Role(s): Composer

Software Used: After Effects

Note: Required greenscreen keying, tracking, marker removal paint. Transparent, motion-blurred debris added to the challenge.



Shot: Segmented (2009 - Post Production)

Studio: Flashpoint Studios

Role(s): Composer

Software Used: After Effects

Note: The director requested an effect that would seamlessly pull the viewer out of the original room and into the room with the security tv.



Shot: 3D Woods

Studio: Personal (footage courtesy fxPHD)

Role(s): Composer

Software Used: Nuke

Note: A personal practice piece exploring 3D compositing and Stereoscopic finishing.



Shot: Segmented (2009 - Post Production)

Studio: Flashpoint Studios

Role(s): Roto/Paint

Software Used: Nuke

Note: Painted out the practical efx that glued the spikes in place to make the actors hands look smooth and natural again.



Shot: Kaydara (2009 - Post Production)

Studio: Seth Ickerman Studio - France

Role(s): Roto

Software Used: After Effects

Note: A fun bit of roto with blowing hair, flapping trench coat jacket, and a fast moving sword. All work was done remotely and transmitted.



Shot: Segmented (2009 - Post Production)

Studio: Flashpoint Studios

Role(s): Roto/Paint

Software Used: Nuke

Note: Painted out the practical efx that glued the piercings on and blended it so the piercings look transdermal.



Shot: Survivor

Studio: Personal (footage courtesy fxPHD)

Role(s): Roto/Paint

Software Used: After Effects

Note: The concept of the show claimed that the contestants were in isolation, so all signs of habitation had to be painted out.



Shot: Survivor

Studio: Personal (footage courtesy fxPHD)

Role(s): Roto/Paint

Software Used: After Effects, Mocha

Note: Mocha was used to stabilize the shot. Roto was interesting, as there are many moving objects passing in front of the painted area.