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## The Summoning – Shot Breakdown

Shot	Screenshots	Software	Description
All		Maya, Nuke, Python	<ul style="list-style-type: none"><li>• Create a script to build the root rig. (seen in shot 4 and 5)</li><li>• Automated system to rig the creature. (seen in shot 7, 9)</li><li>• Some scripts to help in overall workflow and rendering process.</li><li>• Conceptualised the idea with the rest of the team.</li><li>• In charge of data acquisition during filming.</li></ul>
5		Maya, Nuke	<ul style="list-style-type: none"><li>• Did the lighting, rendering and compositing.</li><li>• Dynamics by Michael Sun.</li></ul>
6		Maya, Nuke	<ul style="list-style-type: none"><li>• Did the lighting, rendering, rotoscoping, and compositing.</li></ul>
7		Maya, Nuke	<ul style="list-style-type: none"><li>• Create blendshapes on the creature to have the grow effect.</li><li>• Animation done by Ignasi Duelo.</li><li>• Did the lighting, rendering, rotoscoping, and compositing.</li></ul>

8 and 8a		Maya, Nuke	<ul style="list-style-type: none"> <li>• Did the lighting, rendering and compositing.</li> </ul>
9 and 9a		Maya, Nuke	<ul style="list-style-type: none"> <li>• Create blendshapes on the creature to create the grow effect.</li> <li>• Animation done by Ignasi Duelo.</li> <li>• Did the lighting, rendering, rotoscoping, and compositing.</li> </ul>
11a		Maya, Nuke	<ul style="list-style-type: none"> <li>• Rig the face using spline-based system developed by Charles Looker.</li> <li>• Animate the face to match the life action footage.</li> <li>• Modeled, rigged and textured the roots.</li> </ul>

*All models done by Margit Gassner*