

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>



I have been working for several years in the film & television post production industry. I am currently working as a Hong Kong based freelance artist that is expanding globally. I am available for compositing & editing work.

Education

Charles Sturt University, Australia - BA Television Production, 2000-2002

Skills (listed in strength)

Nuke 6, Nuke X

Shake 4.5, Final Cut Studio, Photoshop CS2, After Effects, Flame 8.5, Lightwave 3D, Motion, Syntheyes 07.

Unix shell scripting, python scripting

Employment

Animal Logic - 2009/2010- Nuke compositor

Suck Punch - Warner Bros

Finito Films - 2007/2008 - Shake compositor / Final Cut Pro editor

Online artist - tv work for thailand, regional and global

Animal Logic - 2006 - Shake compositor

300 - Warner Bros

Hive Studio - 2006 - Shake Compositor

Michelin TVC

The Money Shot - 2006 - Shake Compositor & Final Cut Studio editor

"Speaking In Tongues with John Safran & Father Bob" - Television series - SBSI Australia.

Hypnotic - 2005 - Final Cut Studio Editor on "Streets" corporate video

Photon VFX Australia - 2005 - Shake Compositor

"House of Wax" - feature film for Warner Brothers Pictures.

Photon VFX New Zealand - 2004 to 2005 - Shake Compositor

"Hercules" - mini series for Hallmark Entertainment for NBC.

Compositing on various sequences - assembling green screen plates, temp comps, to final composites.

Emerald City Design - 2003 to 2004 - Shake Compositor, Flame Operator & FCP editor

A Sydney based digital production company doing mainly high-end TVC work. As compositor my tasks included roto, tracking, colour correction, morphing/warping, keying, paint, project/artist supervision, working with clients and helping budget shots. I also was the inhouse Final Cut Studio editor for quick turnaround I also did some 3D work in lightwave 3d.

Puzzle Media / ABC - 2003 - After Effects Compositor

"Selling Success" documentary series - opening title sequence.

Film & Television work

"300" - feature

"House of Wax" - feature

"Hercules" - telemovie

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>

Commercials & Music Video work

"Water" - Blue King Brown – Music Video - Rootslevel - freelance.
"Mistaken Identity" – Music Video - Delta Goodrem - Emerald City Design
"Landspeed Records" - TVC - Sampoerna Indonesia - Emerald City Design
"PriceChase" - TVC - Holden Barina - Emerald City Design
"Red Ribbon Girl" - TVC - Optus Cirque de Soleil sponsorship - Emerald City Design
"Flat World" – TVC – Smith's Crisps - Emerald City Design
"Making the World Smaller 2" - TVC - Singapore Airlines - Emerald City Design
"007 Launch" - TVC - Telkom - Emerald City Design
"Flying Senses" - TVC - Muller Fruup - Emerald City Design
"The Mint's Dew" - TVC - Djarum - Emerald City Design
"Flat World" – TVC – Smith's Crisps - Emerald City Design
"Horse&Zebra" – TVC – Optus - Emerald City Design
"Dreams" – TVC – Sony Iran - Emerald City Design
"Dreaming of a Convertible" – TVC – Nescafe - Emerald City Design
"The Challenge" – TVC – Rexona - Emerald City Design
"Closeup" – TVC – Closeup Toothpaste Indonesia - Emerald City Design
"What If?" – TVC – Nokia - Emerald City Design
"Hoodies" – TVC – Bonds - Emerald City Design
"The 2004 Annual" – TVC – Ministry of Sound - Emerald City Design
"Eyecare, Lifestyle, Massage, Pamper" – 4 x TVCs – HCF Australia - Emerald City Design
"African Summer" – TVC – Freedom Furniture - Emerald City Design
"Making the World Smaller" – TVC – Singapore Airlines - Emerald City Design
"Babies" – TVC – Telstra Bigpond - Emerald City Design
"Marine Biology" – TVC – Telstra Bigpond - Emerald City Design
"Trawler" – TVC – Telstra Bigpond - Emerald City Design
"My love is a kite" – Music Video - Emerald City Design

References

Lindsay Adams
2d TD Animal Logic
breadboi@mac.com
+61 402018807

Chad Malbon
Visual FX Producer
chadly72@hotmail.com

Alex Fry
Lead Composer Rising Sun Pictures
puppeteer@mac.com
+61 411271113

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>



“Hercules” – SD - Shake

Crowd duplication – mattes and grade. Matte painting for BG and set extension.



“Hercules” – SD - Shake

BG plate created from a few SD plates shot at scene. Actors shot on bluescreen. Animated in Shake, CG wings tracked in. Light play / interaction of CG wings onto Actors. Fog added.



“Hercules” – SD - Shake

BG plate created from a few SD plates shot at scene. Actors shot on bluescreen. Animated in Shake, CG wings tracked in. Light play / interaction of CG wings onto Actors. Fog added.



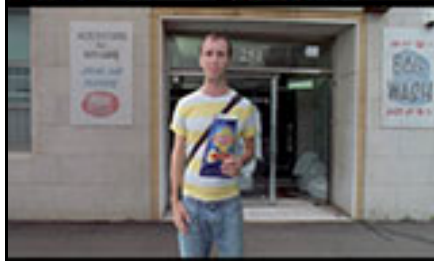
“House of Wax” – 2k - Shake

Debris and smoke elements added.



“Flat World” – PAL - Shake

CG elements comped in shake. BG people were tracked in with shake.



“Flat World” – PAL – Flame & shake

BG shot on locaton. Matte pulled in shake of fg talent. Animated by 3d department.

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>





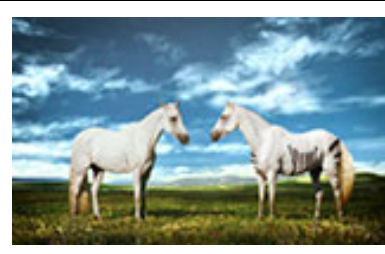


	<p>“Hercules” – SD - Shake Splashes added, CG feathers comped, feather arrows tracked on.</p>
	<p>“Hercules” – SD - Shake Lightning added using Sapphire spark, additional glows, interaction of original light source and lightplay created using Shake’s pixel analyser. Additional fire. Grade down. Shadows added</p>
	<p>“Hercules” – SD - Shake Rig removed. Plate given some animation to remove the static look. Spray added. Water comped on sides of boat</p>
	<p>“Landspeed Records” – PAL – Shake & Lightwave These shots required a total build. I modeled / textured / animated / rendered the car in Lightwave, and comped in Shake. Particles were also created in Lightwave.</p>
	<p>“Making the world smaller” – HD – Shake CG snowflakes comped over photogrammetry (matte painting projected onto cg).</p>
	<p>“Making the world smaller” – HD - Shake BG plate is a matte painting. The creek was shot on dv. Parallax created by making fake fg, mid and bg layers and scaling them in ratio. The deer was shot on greenscreen. CG snowflakes. Mist and bg snowflakes were from an fx reel.</p>

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>

	<p>“Making the world smaller” – HD -Shake Deer shot on greenscreen. BG is a matte painting. CG snowflake. Waterdrop animation created from a still of a CG waterdrop. Displaced and animated over the deer. Camera move in shake.</p>
	<p>"Making the World Smaller 2" – HD – Flame Talent shot on bluescreen, comped in flame. Blemish removal and lips slightly enlarged.</p>
	<p>“Mini Cooper” – PAL -After Effects I created a 3D model of the 2003 BMW Mini Cooper. Rendered using HDR images and Radiosity. Created in Lightwave. Graded in After Effects.</p>
	<p>“Mini Cooper” – PAL - Shake Footage tracked in ICARUS (PFTrack) and motion data exported to Lightwave. Mini modelled in Lightwave. HDR image assembled in HDR Shop and used as light source in Lightwave. Elements composited and final graded in Shake.</p>
	<p>“Horse & Zebra” – PAL – Shake & Flame The horse was shot at a small zoo. Horse was roto-scoped in shake. Bg and FG is a matte painting. BG sky animated in flame. FG grass elements were shot on blue screen. The stripes are from a zebra that was shot on location. The stripes were revealed through a bunch of mattes and were tracked & displaced</p>
	<p>“Mistaken Identity” – SD - Shake Shot against blue screen. Matte Painting tracked in. Grade down.</p>
	<p>“Red Ribbon Girl” – PAL – Shake Animals shot at a local zoo. Roto in Shake, comp in Shake. It was great comping test with artificial lighting. A generic matte painting was created of the inside of a circus tent. Light play was created and interacted with the animals in Shake. Focus effects and grade done in Shake as well.</p>

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>

	<p>“Telstra Bigpond mnemonic” – HD - Shake CG water bg. Bigpond logo animated and displaced in Shake. Edge rays created in Flame and comped in Shake.</p>
	<p>“Babies” – PAL - Shake BG sky and mid-ground walls and grass are a matte painting. 16 baby takes were shot on greenscreen. Waves and sand are from live plates. FG reflection created from live plate.</p>
	<p>“Marine Biology” - HD – Shake Matte painting BG. CG wave. BG dust elements from an fx reel. Clumps of grass shot against blue screen. Penguins shot at a zoo and had to be rotoscoped. FG dust elements are from an fx reel.</p>
	<p>“Marine Biology” - HD – Shake The fg people were shot on green screen. BG sky is a matte painting. The surfer was shot on location. The stone path was shot on another location.</p>
	<p>“Trawler” – HD - Shake CG bugs comped onto live BG plate.</p>
	<p>“Trawler” – HD - Shake CG bugs comped onto live BG plate.</p>

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>



“Trawler” – HD - Shake

CG UFO comped onto live BG plate. Glows and grade.



“Dreaming of a convertible” – SD - Flame

Multi-pass rendered CG elements comped in Flame BG sky and glow comped



“2004 Annual” – PAL – Shake

Graphics tracked and displaced onto talent in shake.



“PriceChase” – PAL – Shake

Car shot at a small shipping dock in Sydney and made to look like a large shipyard. Roto and comp in Shake.



“Hercules” – SD - Shake

Leg rig removed. Stabilised



“Hercules” – SD - Shake






Leg rig removed. Stabilised

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>

	<p>“Hercules” – SD - Shake Actors shot on bluescreen. Animated in Shake, CG wings tracked in. Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake FG arrows comped, additional dust elements added</p>
	<p>“Hercules” – SD - Shake Actors shot on bluescreen. Animated in Shake, CG wings tracked in. Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake Actors shot on bluescreen. Animated in Shake, CG wings tracked in. Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake Actor shot on bluescreen. Animated in Shake, CG wings tracked in. CG arrow animated. Blood added. Branch warped for bend. Shadow added onto branch Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake Splashes and CG arrows added. Arrows tracked to actors back.</p>

Adam Teale

Digital Compositor

ateale@mac.com

<http://adamteale.com>

	<p>“Hercules” – SD - Shake Actor shot on bluescreen. Animated in Shake, CG wings tracked in. CG arrow animated. Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake Actor shot on bluescreen. Animated in Shake, CG wings tracked in. CG arrow animated. Blood added. Branch warped for bend. Shadow added onto branch Light play / interaction of CG wings onto Actors. Fog added.</p>
	<p>“Hercules” – SD - Shake Actor and boat shot on bluescreen. Clean plate of hole in boat painted up. Camera move and shake added. Dust elements/debris comped.</p>
	<p>“Hercules” – SD - Shake Actor shot on bluescreen. Animated in Shake, CG wings tracked in. CG arrow animated. Blood added. Branch warped for bend. Shadow added onto branch Light play / interaction of CG wings onto Actors. Fog added</p>
	<p>“Hercules” – SD - Shake CG arrows tracked in, blood comped on. Comped into water</p>
	<p>“Hercules” – SD - Shake CG Hydra comped in behind flames. Additional flames added, blood added. Log elements comped to react with CG element landing on it.</p>

Adam Teale

Digital Composer

ateale@mac.com

<http://adamteale.com>



“Hercules” – SD - Shake
CG Hydra Head. Splashes comped.



“Hercules” – SD - Shake
Apple and arrow animated. Sky is a photo.



“Hercules” – SD - Shake
BG matte painting. Centaur comped – horse pass and man pass tracked in. Graded – shadows added. Flames added to torches.