

Meantime Productions 2010 Showreel  
Production Notes

Backing Music: “*Slow Burn*” By Lance W. Crane, Featuring Pete Evans-lead guitar.

**Sequence/Vendor: Meantime Artist: Production Notes**

Flying Logo Intro:	Pete Evans	Custom intro, commissioned for the 2010 Showreel by Meantime Production. Opener is comprised of custom assets (Flying Logo, Title) and clips from McGruders Garage, IMPS – The Relentless, Hellboy, and Afterworld. While these images were created or realized by Pete Evans, they remain the property of their respective owners.
Meantime Productions, Inc.		
Linkin Park: POA	Pete Evans	Initially contracted by Radium, Santa Monica to assist in the creation an animatic version of the music video, under the supervision of Andrew Orloff and Emile Smith, artist went on to create many of the final CG assets, including the giant 2-legged walkers, the Flyers, the landing craft, and several of the Demon weapons. Artist created nearly 60% of the animatic, and those animatic versions are represented accurately in the final version. Additionally, Artist created the walk cycle for the 2-legged walkers, and took the shots displayed in the demo, along with several others to pre-final level of completion. Additional post processing in the form of snow, color timing, bloom, and lens flares, was created by Emile Smith.
Radium, Santa Monica		
IMPS – The Relentless	Pete Evans	Joining with Blacksheep in early 2000, MP, through artist Evans created nearly all the digital assets used in the production of IMPS – Chapter 1. Assets not originally created by the artists were aquired via on-line repositories, and then modified and in nearly all cases, re-worked to boost quality. Artist composed, composited, and completed all the fully CG shots, created all titles and title effects, and created all live action/CG composites as well. Blacksheep rewarded this effort by giving the artist a “Visual Effects Director” credit, in the opening title sequence. The artist's work and Meantime Productions' partnership with Blacksheep Productions continues, as we move to completion on IMPS – Chapter 3 “Downtime”.
Blacksheep Productions		

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Hellboy	Pete Evans	<b>Shot 1 and 2 – Hellboy's Den.</b> Artist replaced actor Ron Perlman's legs with CG “demon legs” and hooves, and also added a tail. Shots required camera tracking and extensive rotoscoping to paint out the real legs, and composite the digital body parts.
Eden FX		<b>Shot 3 – Truck cab.</b> Artist replaced the original exterior environment with a digital one that featured a heavily snow covered landscape, and a more dramatic sky. This was accomplished with extensive rotoscoping, camera tracking and digital asset creation in the form of the truck windshield, driver's side window and the windshield wiper.
		<b>Shots 4, 5 and 6. - Museum sequence.</b> Added laser beams to the glass case in the museum. This was accomplished through camera tracking , digital asset creation (laser beams), and compositing.
Command and Conquer –Pete Evans X		These clips are still renders and animated renders of hi-res models and component assemblies created by artist for EA games, utilizing provided artwork and other references, under the direction of Duane Loose.
EA Games		EA was provided with the final hi-res digital asset, complete orthographic and perspective renders of the asset, and animated “articulation studies” for the more complex assemblies. The hi-res assets were scanned to generate normal maps for the creation of highly detailed low res assets for the game. The game was taken off EA's production roster 2 years after artist delivered the assets to EA.
Gemini Division		Gemini Division, an Internet based series, was the second project that artist worked on for this vendor – the first being “Afterworld” (which is not represented in this reel) Artist assisted with the creation of the production process and look of the final production shots. A sample episode was created from scratch under an incredibly demanding schedule for Sony. To realize the final product, Actors were filmed in front of green screens, and then composited into fully digital backgrounds and environments. Artist created most of the digital environments and assets utilized in the first five episodes of Gemini Division, and also
Electric Farm Entertainment		

produced many of the final production shots. Artist worked directly under the supervision and creative control of Duane Loose.

## **Sequence/Vendor Meantime Artist: Production Notes**

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Mc Gruder's Garage	Pete Evans, Dave Max	Utilizing character workups created by Dave Max, artist Evans modelled, textured, rigged and animated the "Pops McGruder" digital asset, for this "sizzle" piece. 3-O provided the HD footage, and artist Evans completed the compositing. Evans also created the Auto Body shop model and the landscape, populating it with assets pulled from the Web, and other props from the Meantime vault. Evans lit and animated the final title sequence.
Meantime Productions, for 3-O Entertainment, LLC		