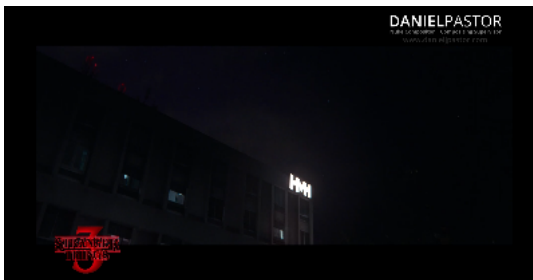




00:00 Green Screen Key, 3D Grass Hill Background Extension, Nuke Particle Bug Effects, Mist and Fog Element Integration



00:02 - 00:06 Multi Pass CG, Depth Fog, Cell Energize Effect



00:06 - 00:08 2.5D Hospital Set Extension, 3D Projections, Hospital Matte Painting, Set Equipment and Lighting Removal



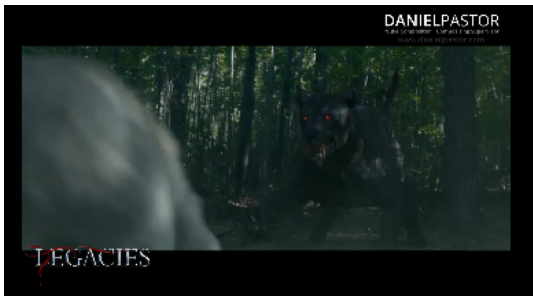
00:09 - 00:15 3D Set Extension, Blue Screen Key, 2D Dirt and Grunge Integration, Marker Removal



00:15 - 00:17 3D Blood FX Integration, 2D Camera Blood, Paint Cleanup, Reflection Removal.



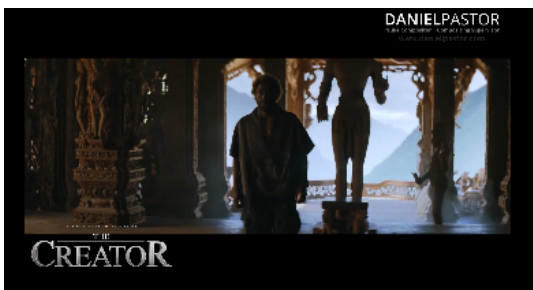
00:18 - 00:23 3D Creature Character Integration, Matte Creation, 2D Atmosphere, 2D Mouth Goo and Eye Glow Effect



00:24 - 00:27 3D Creature Character Integration, 2D Atmosphere, CG Relighting, 2D Mouth Goo



00:28 - 00:30 CG Fire FX and CG Wet Ground Integration, 2D Rain and Wetting, 2D Atmosphere, CG Helicopter Blade Integration, 2D Distant Helicopter and Search Light Animation.



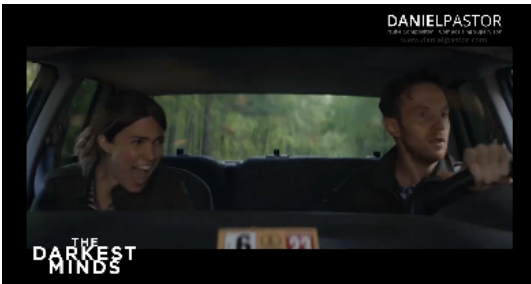
00:31 - 00:32 2D Background Extension, Alternative BG Keying and Matte Creation



00:34 - 00:38 CG Billboard Integration, Fog/Atmosphere Integration, Roto Mattes.



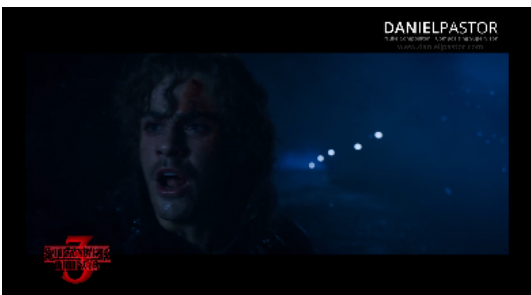
00:38 - 00:41 Nuke Particle Floating Lanterns, Procedural Lantern Animation



00:41 - 00:43 Nuke Particle Leaves, 2D Smoke and Atmosphere



00:45 - 00:48 2D Muzzle Flash, 2D Fire Enhancements, Combo Nuke Particle and 2D Element Floating Embers.



00:48 - 00:53 CG Vine Integration, Nuke Particle Floating Spores, 2D Atmosphere and Fog



00:56 - 01:02 CG Digi Double Integration, Clean Plating, 2D Smoke and Sparks, Wire Removal



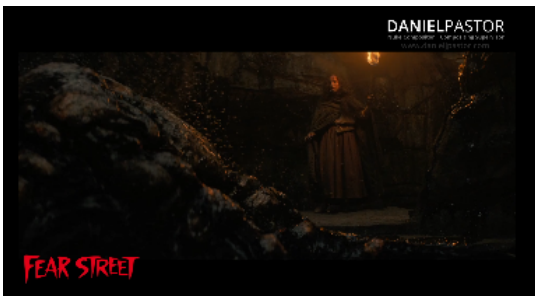
01:03 - 01:05 CG FX Blood Integration



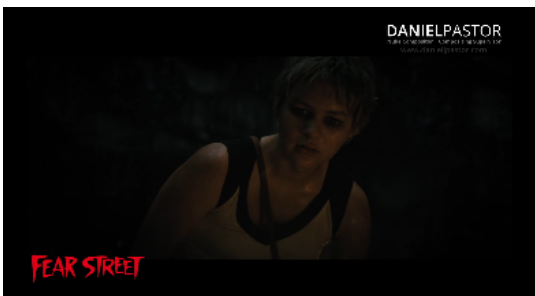
01:06 - 01:08 CG Digi Double Integration, Wire Removal, CG Blood.



01:09 - 01:15 Multi-Pass CG Tree Integration, Matte Creation



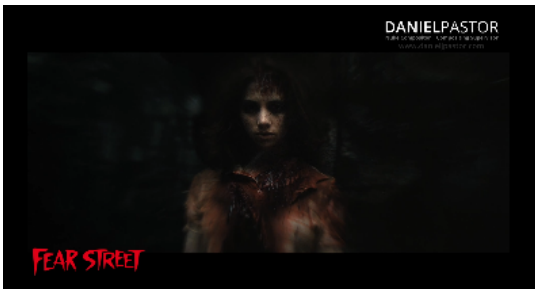
01:16 - 01:17 CG Heart and Flies Integration, Nuke Particle Flies, 2D Wall Goo Effect



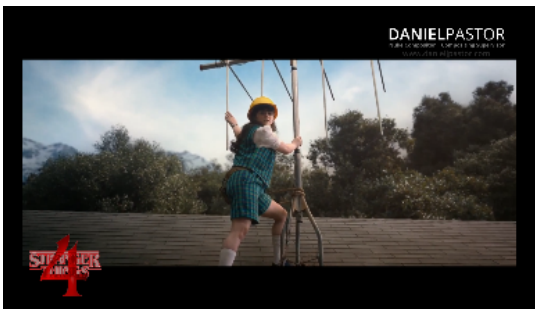
01:17 - 01:18 Nuke Particle Flies, 2D Wall Goo Effect



01:19 - 01:20 CG Heart and Floor Integration, Nuke Particle Flies, 2D Wall Goo Effect



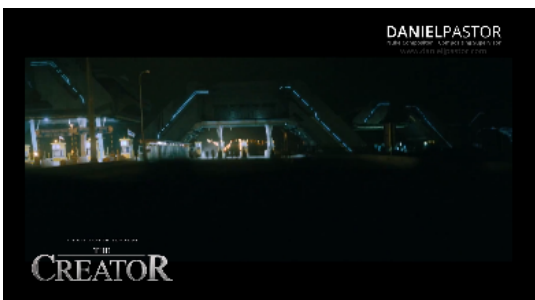
01:20 - 01:21 2D Gore Enhancement, 2D Wall Goo Effect



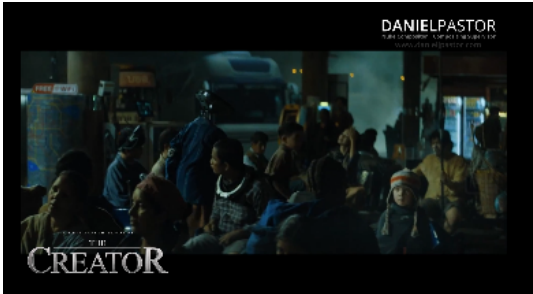
01:24 - 01:28 Blue Screen Keying, Marker Removal, CG Tree Integration



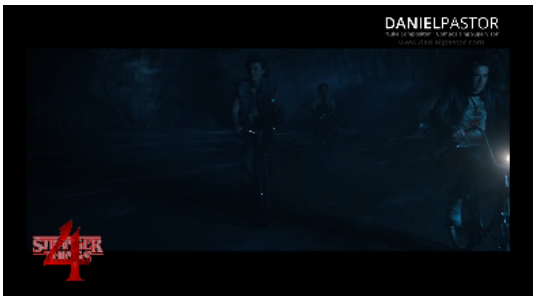
01:28 - 01:31 Nuke Particle Snow FX, BG Atmosphere and Grading



01:34 - 01:35 CG Security Gate Integration, Set Lighting Removal, 2D Lighting Effects



01:36 - 01:39 CG Robot Enhancement  
Integration, Futuristic Bus Matte Painting  
Integration, Matte Creation, Paint Cleanup



01:41 - 01:45 Nuke Particle Spore FX, 3D  
Tracking, Set Lighting Equipment Removal,  
2D Fog and Atmosphere