REBELS

Christopher Hosken, Felix Wright, Harvey Hamilton, Timothy Courtice

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INTRODUCTION

In the midst of a revolution against an oppressive government, a group of robots discover a powerful force that could help them win the war.

THE REBELS TEAM

Christopher Hosken

Tech Lead
Generalist TD

Felix Wright

Compositing Lead
VFX Generalist

Harvey Hamilton

Animation & Lighting Lead
CG Generalist

Timothy Courtice

Asset Lead
VFX Generalist

With external artists for concept art and music.

1 CURRENT PROGRESS

What we were able to accomplish over the Summer

WHAT WE HAVE DONE

1

Pipeline

Set up a working NCCA labs pipeline

2

Filming

Filmed footage and gathered onset data

3

Concept & Assets

Modelled Assets and processed Scans

OUR PIPELINE

Microsoft Teams & OneDrive

25TB cloud storage using Microsoft Teams

Houdini & USD

Houdini centric pipeline revolving around USD

Houdini Solaris Rendering

We can choose any USD engine (Karma/Arnold)

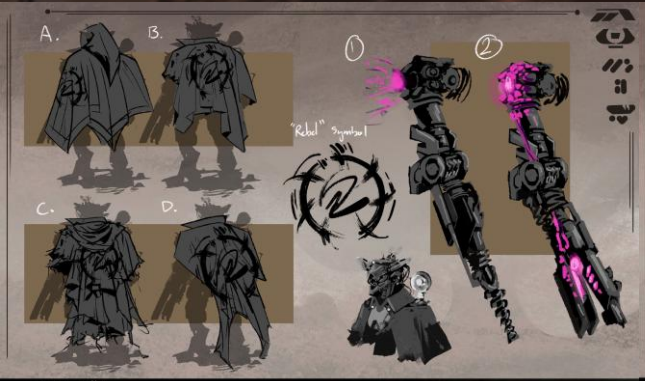
Nuke & DaVinci Resolve

Nuke for compositing with Resolve for final edit

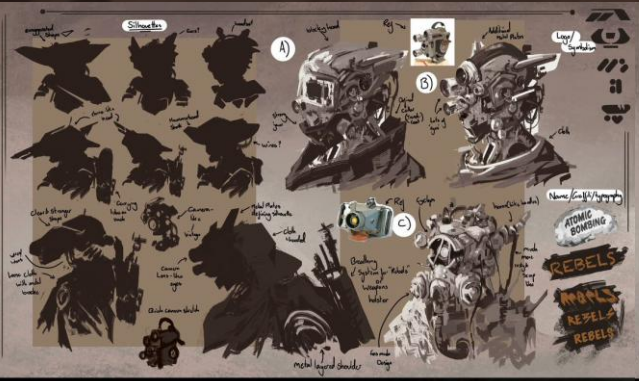
FILMING & ONSET

ONS3T DATA

CONCEPTS



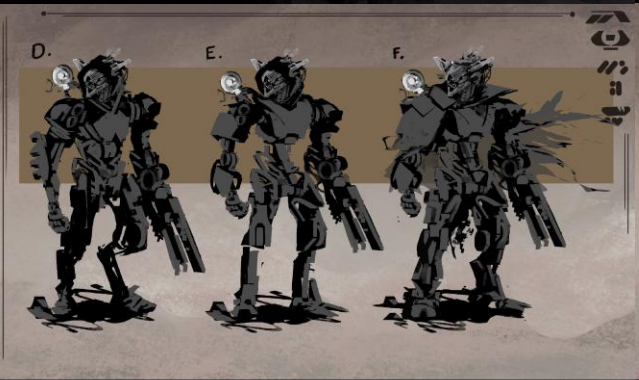
Arm and Cape development — Gabriel Drummond



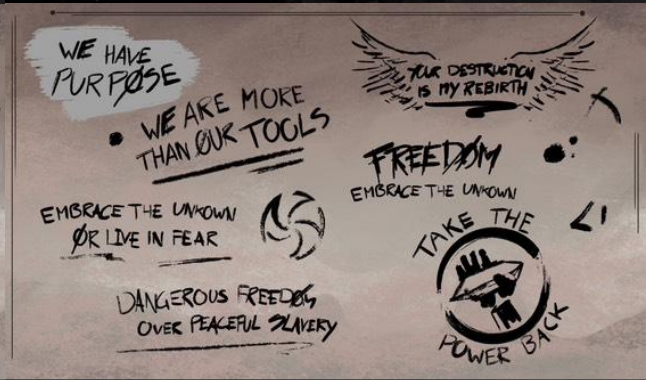
'Rebels' Robot Character Concept Initial Ideas — Gabriel Drummond

Developing full body concepts — Gabriel Drummond

Arm Concepts & Transformation — Gabriel Drummond



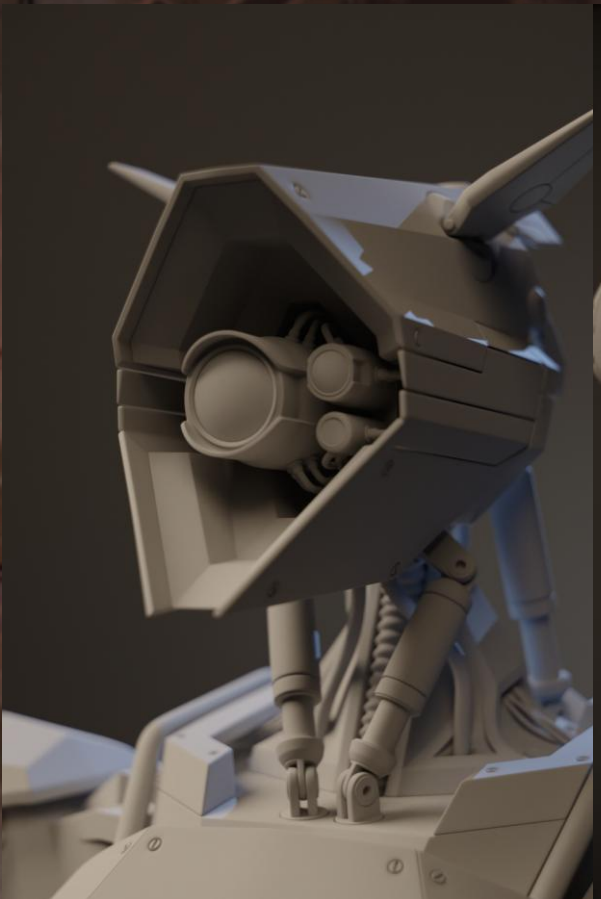
Full Body Concepts — Gabriel Drummond



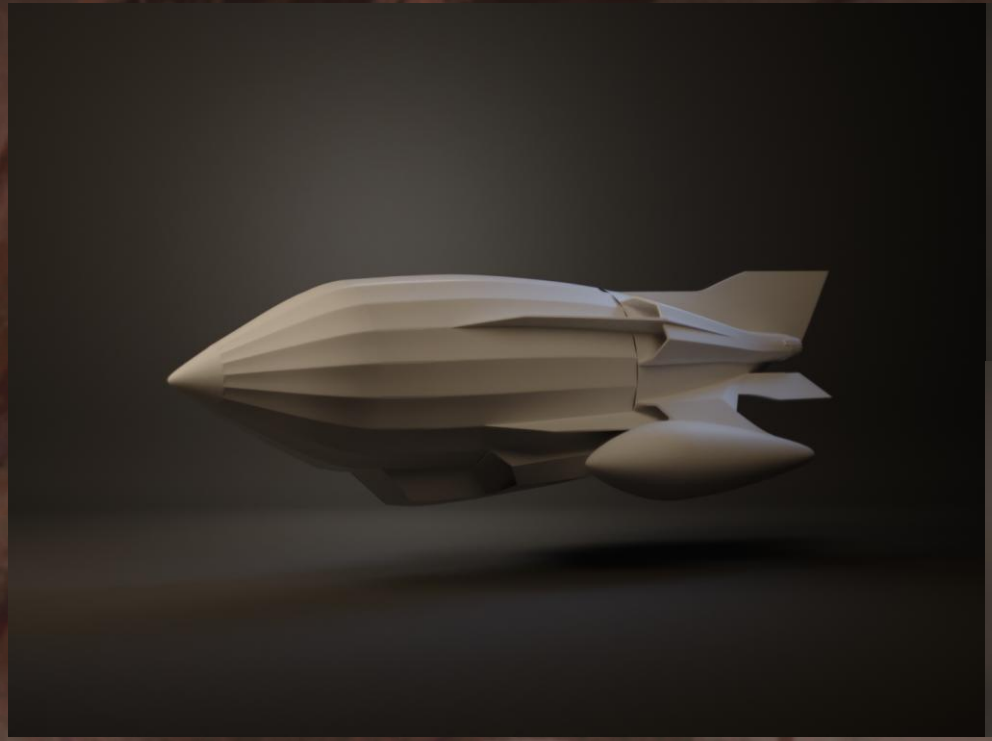
"Rebels" graffiti — Gabriel Drummond

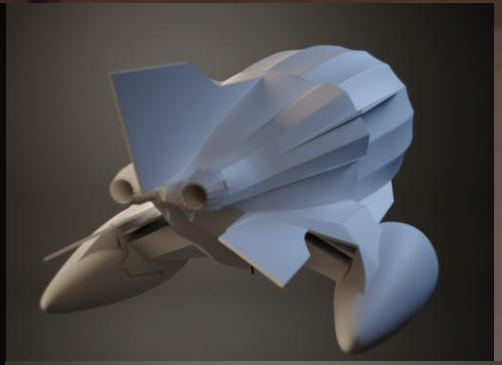
ASSETS

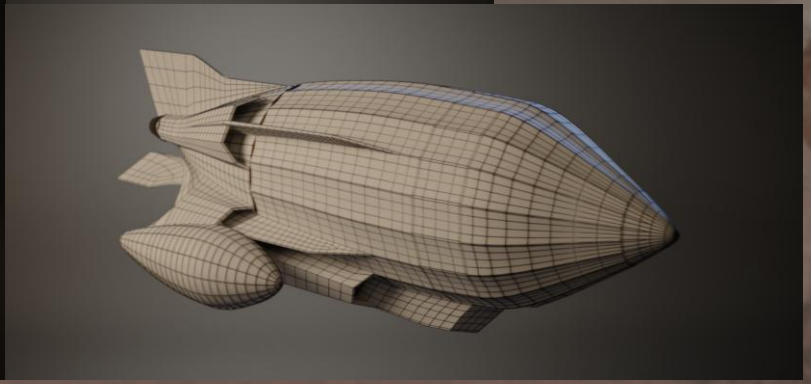
ROBOT ASSETS

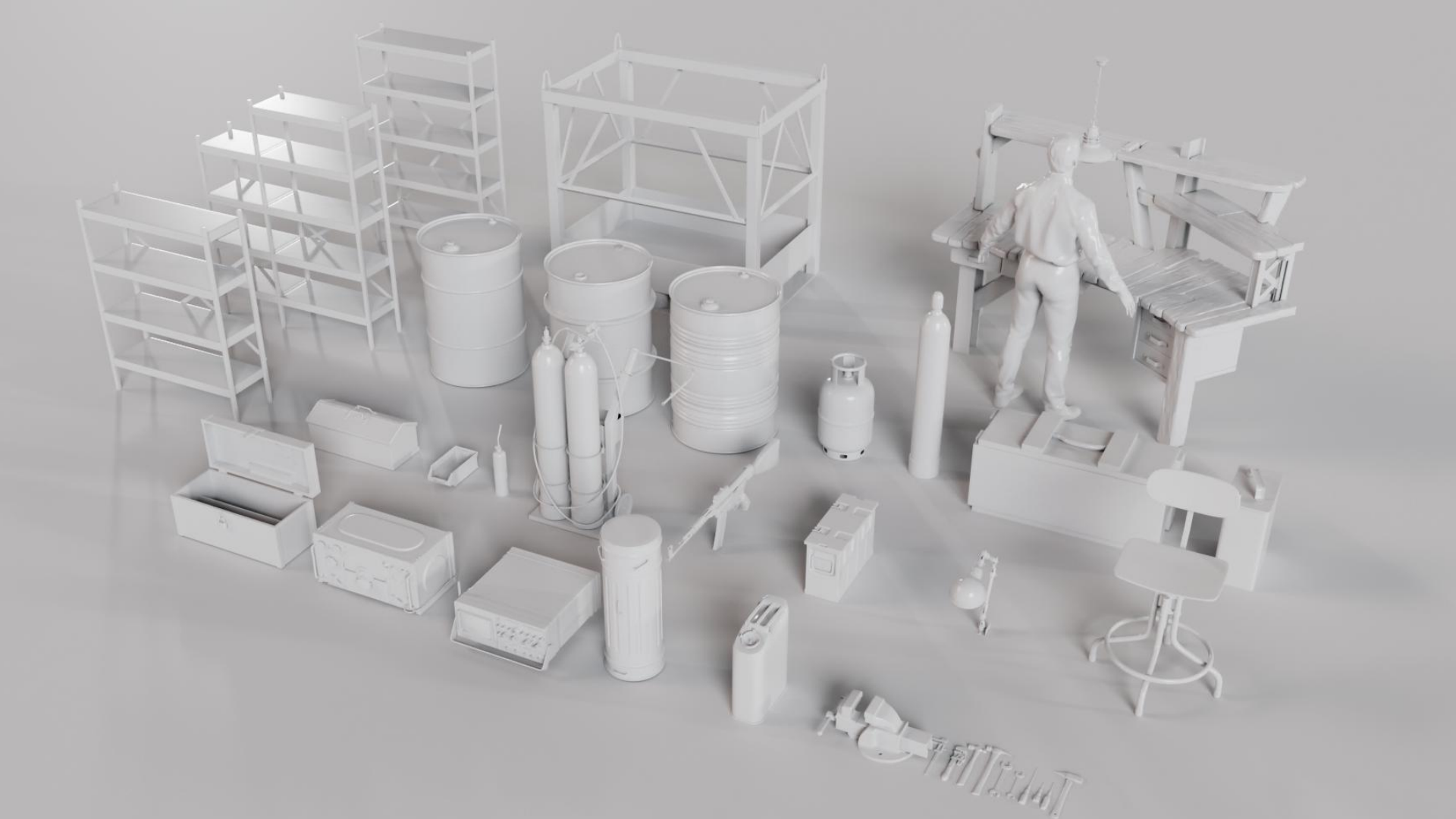


BLIMP









Rendering
Optix[

MOTION CAPTURE

LOOKDEV SCENE

2

FUTURE WORK

Our plans from now until May

WHAT WE WILL DO

Assets
Finish assets and set layouts

Animation
Animate using motion capture (AI) with cleanup

FX
Pyro, Cloth, and Rigid Body Destruction FX

Lighting & Render
CG and VFX Lighting, Rendering in Arnold

Rendering & Comp
CG Integration and Matte Paintings

Final Edit
Sound, Music, Colour Grade

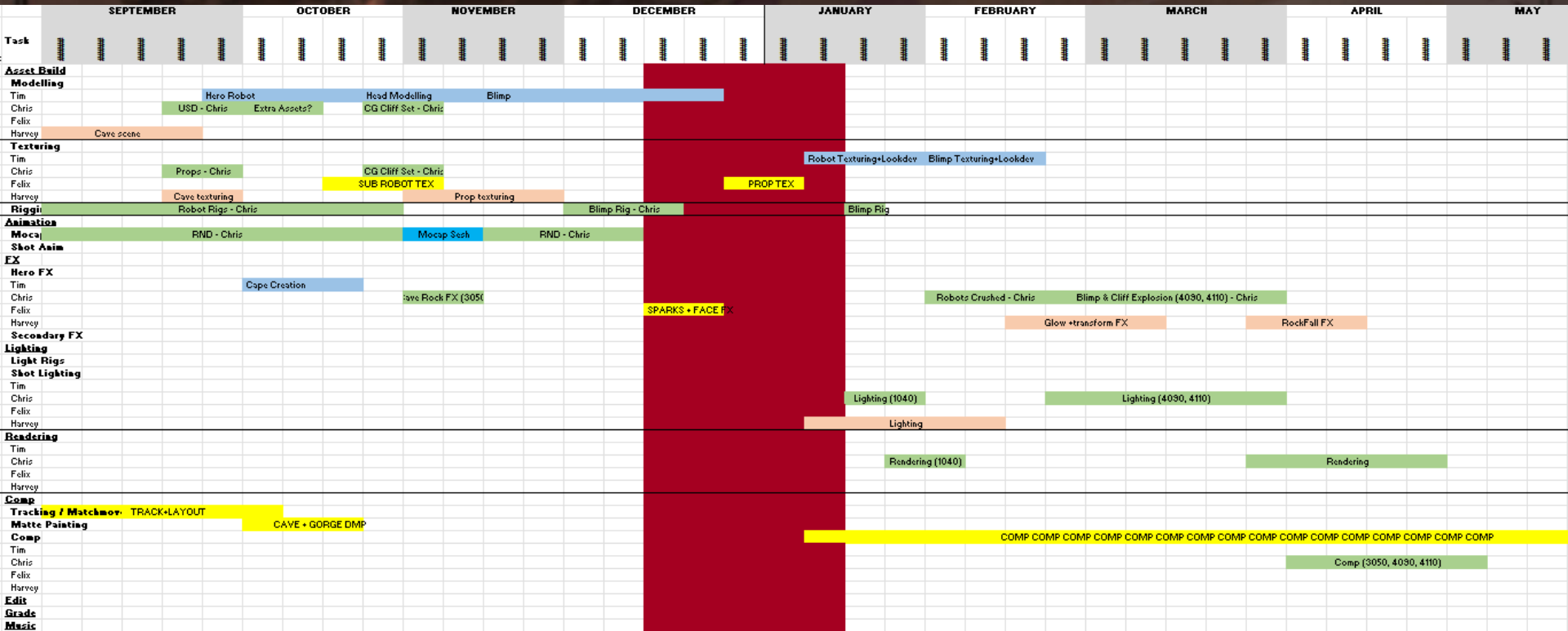
ASSET LIST

Type	Asset	Difficulty	Priority	Task	Artist	Notes	Progress
Hero Asset	Blimp	Hard	High	Modelling	Timothy Courtice		In Progress
Hero Asset	Blimp	Hard	Medium	Texturing	Timothy Courtice		Not Done
Hero Asset	Blimp	Hard	Medium	Lookdev	Timothy Courtice		Not Done
Hero Asset	Blimp	Medium	High	Rigging	Christopher Hosken		Not Done
Hero Asset	Luke	Hard	High	Modelling	Timothy Courtice		In Progress
Hero Asset	Luke	Hard	Medium	Texturing	Timothy Courtice		Not Done
Hero Asset	Luke	Hard	Medium	Lookdev	Timothy Courtice		Not Done
Hero Asset	Luke	Hard	High	Rigging	Christopher Hosken		In Progress
Hero Asset	Leia	Hard	High	Modelling	Timothy Courtice	Just Head	Not Done
Hero Asset	Leia	Hard	Medium	Texturing	Felix Wright		Not Done
Hero Asset	Leia	Hard	Medium	Lookdev	Felix Wright		Not Done
Hero Asset	Leia	Medium	High	Rigging	Christopher Hosken		In Progress
Hero Asset	Han	Hard	High	Modelling	Timothy Courtice	Just Head	Not Done
Hero Asset	Han	Hard	Medium	Texturing	Felix Wright		Not Done
Hero Asset	Han	Hard	Medium	Lookdev	Felix Wright		Not Done
Hero Asset	Han	Medium	High	Rigging	Christopher Hosken		In Progress
Hero Asset	Gorge	Hard	High	Modelling	Harvey Hamilton		Not Done
Hero Asset	Gorge	Hard	Medium	Texturing	Harvey Hamilton		Not Done
Hero Asset	Gorge	Medium	Medium	Lookdev	Harvey Hamilton		Not Done
Hero Asset	Cave Interior	Hard	High	Modelling	Harvey Hamilton	Inc Lights & Wiring	In Progress
Hero Asset	Cave Interior	Hard	Medium	Texturing	Harvey Hamilton	Inc Lights & Wiring	Not Done
Hero Asset	Cave Interior	Hard	Medium	Lookdev	Harvey Hamilton	Inc Lights & Wiring	Not Done
Hero Asset	Cave Interior	Hard	High	Layout	Harvey Hamilton		In Progress
Hero Asset	Crystal	Medium	Medium	Modelling	Christopher Hosken		Waiting Review
Hero Asset	Crystal	Medium	Medium	Texturing	Christopher Hosken		Not Done
Hero Asset	Crystal	Medium	Medium	Lookdev	Christopher Hosken		Not Done
Hero Asset	Workbench	Medium	High	Modelling	Harvey Hamilton	Inc Stool, Drawers, lamp	In Progress
Hero Asset	Workbench	Medium	Medium	Texturing	Harvey Hamilton		Not Done
Hero Asset	Workbench	Medium	High	Lookdev	Harvey Hamilton		Not Done
Background Asset Radio 001		Medium	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Radio 002		Medium	Low	Asset Creation	Timothy Courtice		Not Done
Background Asset Oscilloscope		Medium	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Tool Trays 001		Easy	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Tool Trays 002		Easy	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Tool Trays 003		Easy	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Vice		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Drill		Medium	Low	Asset Creation	Timothy Courtice		Not Done
Background Asset Hammer 001		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Hammer 002		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Hammer 003		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset L ruler		Easy	Low	Asset Creation	Felix Wright	Into Texturing	Not Done
Background Asset Screwdriver 001		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Screwdriver 002		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Screwdriver 003		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Spanner 001		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Spanner 002		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Spanner 003		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Caliper		Easy	Low	Asset Creation	Harvey Hamilton	Into Texturing	In Progress
Background Asset Oil Drum 001		Easy	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Oil Drum 002		Easy	Low	Asset Creation	Felix Wright	Into Texturing	In Progress
Background Asset Ammo Box 001		Easy	Low	Asset Creation	Timothy Courtice		Not Done
Background Asset Ammo Box 002		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Ammo Box 003		Easy	Low	Asset Creation	Felix Wright	Into Texturing	Not Done
Background Asset Grenade 001		Easy	Low	Asset Creation	Timothy Courtice		Not Done
Background Asset Grenade 002		Easy	Low	Asset Creation	Timothy Courtice		Not Done
Background Asset Gun 001		Medium	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gun 002		Medium	Low	Asset Creation	Felix Wright		Not Done
Background Asset Blowtorch		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gas Canister 001		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gas Canister 002		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gas Canister 003		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gas Canister 004		Easy	Low	Asset Creation	Felix Wright	Into Texturing	Not Done
Background Asset Gas Canister 005		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Gas Canister Casir		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress
Background Asset Welding Gun		Easy	Low	Asset Creation	Christopher Hosken	Into Texturing	In Progress

SHOT LIST

Shot	Shot Type	Description	Tracking	Cleanup	Layout	Animation	Hero FX	Sec FX	Lighting	Render	Comp	Final
1001	Clean	Broll Cliff face	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	
1002	VFX	Broll Flower	N/A	Felix Wright	N/A	N/A	N/A	N/A	N/A	N/A	Felix Wright	
1010	VFX	Graffiti Wall	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	Felix Wright	
1020	VFX	Card Drop	Harvey Hamilton	Felix Wright	Felix Wright	Felix Wright	N/A	N/A	Felix Wright		Felix Wright	
1030	VFX	Robots Playing Cards	Felix Wright	Felix Wright	Felix Wright	Harvey Hamilton	N/A	N/A	Felix Wright		Felix Wright	
1040	VFX	Robots Sitting Outside	Felix Wright	N/A	N/A	Harvey Hamilton	N/A	N/A	Christopher Hosken		Felix Wright	
1050	CG	Box Carry Slow Intro	N/A	N/A	Harvey Hamilton	Christopher Hosken	N/A	Timothy Courtice	Harvey Hamilton		Harvey Hamilton	
1060	CG	Welding Low Down	N/A	N/A	Harvey Hamilton	Felix Wright	Felix Wright	Felix Wright	Harvey Hamilton		Felix Wright	
1070	CG	Crystal Reveal	N/A	N/A	Harvey Hamilton	N/A	N/A	Timothy Courtice	Harvey Hamilton		Timothy Courtice	
1080	CG	Wide Behind Dust Shot	N/A	N/A	Harvey Hamilton	Felix Wright	N/A	Timothy Courtice	Harvey Hamilton		Harvey Hamilton	
1090	CG	Crystal Shaking	N/A	N/A	Harvey Hamilton	Christopher Hosken	N/A	Timothy Courtice	Harvey Hamilton		Timothy Courtice	
2010	VFX	Blimp Intro	Felix Wright	N/A	N/A	Timothy Courtice	Timothy Courtice	Timothy Courtice	Felix Wright		Felix Wright	
2020	VFX	Backing Away	Felix Wright	Felix Wright	N/A	Felix Wright	N/A	N/A	Felix Wright		Felix Wright	
2030	CG	Blimp Loading Missles	N/A	N/A	N/A	Timothy Courtice	N/A	Timothy Courtice	Timothy Courtice		Timothy Courtice	
3010	CG	Ceiling Shake	N/A	N/A	Harvey Hamilton	Harvey Hamilton	Harvey Hamilton	Harvey Hamilton	Harvey Hamilton		Harvey Hamilton	
3020	CG	Wide Behind Dust Shot	N/A	N/A	Harvey Hamilton	Timothy Courtice	Timothy Courtice	Timothy Courtice	Harvey Hamilton		Timothy Courtice	
3030	CG	Puts Crystal In Arm	N/A	N/A	Harvey Hamilton	Harvey Hamilton	N/A	Timothy Courtice	Harvey Hamilton		Harvey Hamilton	
3040	CG	Crystal Starts to Glow	N/A	N/A	Harvey Hamilton	Harvey Hamilton	Harvey Hamilton	Timothy Courtice	Harvey Hamilton		Felix Wright	
3050	CG	Ceiling Rock Falls	N/A	N/A	Harvey Hamilton	N/A	Christopher Hosken	Timothy Courtice	Harvey Hamilton		Christopher Hosken	
3060	CG	Luke Blocks Rock	N/A	N/A	Harvey Hamilton	Harvey Hamilton	Harvey Hamilton	Timothy Courtice	Harvey Hamilton		Harvey Hamilton	
4010	VFX	Blimp fires missiles	Felix Wright	Felix Wright	N/A	Christopher Hosken	Christopher Hosken	N/A	Felix Wright		Felix Wright	
4020	CG	Robots Crushed	N/A	N/A	Harvey Hamilton	Harvey Hamilton	Christopher Hosken	Christopher Hosken	Harvey Hamilton		Felix Wright	
4030	VFX	Blimp Speaking	N/A	N/A	N/A	N/A	N/A	N/A	Timothy Courtice		Felix Wright	
4035	CG	Luke Steps over camera	N/A	N/A	Harvey Hamilton	Harvey Hamilton	N/A	Felix Wright	Harvey Hamilton		Timothy Courtice	
4040	VFX	Foot Closeup	Felix Wright	N/A	N/A	Timothy Courtice	Christopher Hosken	Timothy Courtice	Timothy Courtice		Felix Wright	
4050	VFX	Luke Challenging Blimp	Timothy Courtice	N/A	N/A	Timothy Courtice	Timothy Courtice	Timothy Courtice	Timothy Courtice		Timothy Courtice	
4060	VFX	Luke Face Closeup	N/A	N/A	N/A	Felix Wright	Felix Wright	N/A	Felix Wright		Felix Wright	
4070	VFX	Luke arm transform	Felix Wright	N/A	N/A	Harvey Hamilton	Harvey Hamilton	N/A	Timothy Courtice		Felix Wright	
4080	VFX	Luke arm Shooting	N/A	N/A	N/A	Harvey Hamilton	Harvey Hamilton	N/A	Harvey Hamilton		Harvey Hamilton	
4090	CG	Blimp Explodes	N/A	N/A	Christopher Hosken	Christopher Hosken	Christopher Hosken	Christopher Hosken	Christopher Hosken		Christopher Hosken	
4100	VFX	Luke Face Reaction	N/A	N/A	N/A	Felix Wright	Felix Wright	N/A	Timothy Courtice		Felix Wright	
4110	VFX	Blimp Falling	Christopher Hosken	N/A	N/A	Christopher Hosken	Christopher Hosken	Christopher Hosken	Christopher Hosken		Christopher Hosken	

TIMELINE


SEPTEMBER
OCTOBER
NOVEMBER
DECEMBER
JANUARY
FEBRUARY
MARCH
APRIL
MAY
Task
Asset Build
Modelling
Tim
Hero Robot
Head Modelling
Blimp
Chris
USD - Chris
Extra Assets?
CG Cliff Set - Chris
Felix
Harvey
Cave scene
Texturing
Tim
Robot Texturing+Lookdev
Blimp Texturing+Lookdev
Chris
Props - Chris
CG Cliff Set - Chris
Felix
SUB ROBOT TEX
PROP TEX
Harvey
Cave texturing
Prop texturing
Riggi
Robot Rigs - Chris
Blimp Rig - Chris
Blimp Rig
Animation
Moca
RND - Chris
Mocap Sesh
RND - Chris
Shot Anim
FX
Hero FX
Tim
Cape Creation
Chris
Cave Rock FX (3050
Robots Crushed - Chris
Blimp & Cliff Explosion (4030, 4110) - Chris
Felix
SPARKS + FACE FX
Harvey
Glow +transform FX
RockFall FX
Secondary FX
Lighting
Light Rigs
Shot Lighting
Tim
Chris
Lighting (1040)
Lighting (4030, 4110)
Felix
Harvey
Lighting
Rendering
Tim
Chris
Rendering (1040)
Rendering
Felix
Harvey
Comp
Tracking / Matchmov
TRACK+LAYOUT
Matte Painting
CAVE + GORGE DMP
Comp
COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP COMP
Tim
Chris
Comp (3050, 4030, 4110)
Felix
Harvey
Edit
Grade
Music

THANK YOU!

Preferred Supervisors: Jeremy Hardin, Adam Redford