TIM CARRAS
visual effects supervisor

Ender's Game
Lionsgate / Summit
2013

Futuristic UI graphics matchmoved and projected. Sped up for reel; original shot was a slow 11-second push in.

Limitless
Relativity
2011

Eddie and balcony greenscreen composited with stitched NYC panorama; distant airplane, helicopter and window reflections added.

Riddick
Universal
2013

CG planets and volumetric effects; nebula BG dimensionalized from concept art; Riddick and viewport greenscreen composited. A personal favorite of director David Twohy.

Gods of Egypt
Lionsgate / Summit
2016

Set extended with 2.5d painted rooftops; Bek and Zaya greenscreen relit and composited; horses rotoscoped and composited with CG yoke; CG arrow added; blood pool removed and animated back; camera shake added.

Gods of Egypt
Lionsgate / Summit
2016

Set extended with 2.5d painted rooftops, midground plate, distant CG pyramid and palace; CG dust plumes; Bek and Zaya greenscreen relit and composited; camera shake and lens flares added.

Gods of Egypt
Lionsgate / Summit
2016

Set extended with CG roofs, buildings, palm trees, and dust plumes; matte painting in distance. Stunt performers' faces replaced.

Gods of Egypt
Lionsgate / Summit
2016

Set extended with 2.5d painted rooftops and CG obelisk; Bek and Zaya greenscreen relit and composited; horses rotoscoped and composited with CG yoke; CG arrow added; camera shake added.

Gods of Egypt
Lionsgate / Summit
2016

Matte painting for distant mountains and canopy; birds added; CG midground and foreground trees and riverbank; bluescreen set matchmoved, keyed and composited; Bek removed, resized, and replaced.

Sleepy Hollow
Fox Television
2015

CG jewel and particle effects; plates morphed together to simplify and shorten movement.

Sleepy Hollow
Fox Television
2015

Skin texture patches tracked, animated, and composited; tracking markers removed.

Sleepy Hollow
Fox Television
2015

Skin texture patches tracked, animated, and composited; tracking markers removed.

Earth to Echo
Relativity
2014

Animatronic reference puppet removed and replaced with CG animated robot.

Earth to Echo
Relativity
2014

Animatronic reference puppet removed and replaced with CG animated robot.

Ender's Game
Lionsgate / Summit
2013

Futuristic UI graphics animated, dimensionalized and composited with roto holdouts for Graff. Anderson plate enhanced with stars and integrated into graphics.

Ender's Game
Lionsgate / Summit
2013

CG floating food pack built from scratch, animated, lit, composited. Zero-G camera drift animated.

Ender's Game
Lionsgate / Summit
2013

CG fluid vomit and drool simulated, lit, composited. Zero-G camera drift animated.

Ender's Game
Lionsgate / Summit
2013

CG fluid vomit simulated, lit, composited. Zero-G camera drift animated.

Ender's Game
Lionsgate / Summit
2013

CG fluid vomit and floating food pack, lit, composited. Wires and harness removed from Graff. Zero-G camera drift animated.

Ender's Game
Lionsgate / Summit
2013

Greenscreen replaced with (much darker) sim cave environment. Ender's eyes sharpened.

Ender's Game
Lionsgate / Summit
2013

Futuristic UI graphics animated, dimensionalized, tracked, and composited with roto holdouts for Ender.

Ender's Game
Lionsgate / Summit
2013

Futuristic UI graphics animated, dimensionalized, tracked, and composited with roto holdouts for soldiers.

A Perfect Getaway
Relativity
2009

Live-action cliff elements tracked and projected onto proxy geometry; trail extended; atmosphere enhanced.

A Perfect Getaway
Relativity
2009

Matte painting with cloudburst and animated rainfall; ocean relit.

Mirror Mirror
Relativity
2012

Set extended; snow particle fx added.

Mirror Mirror
Relativity
2012

Set extended; snow particle fx, sleigh ornament and glass reflection added.

The Best of Me
Relativity
2014

CG train and crossing arm designed, animated, lit and composited; Dawson and truck greenscreen keyed and composited in foreground.

Hot Pursuit
MGM
2015

Background plates selected, retimed, and perspected; foreground keyed and composited with complex reflections retained; tracking markers removed. Part of an extensive chase sequence of similar shots.

Hot Pursuit
MGM
2015

Background plates selected, retimed, and perspected; foreground keyed and composited with complex reflections retained; tracking markers removed.

Hot Pursuit
MGM
2015

Background plates selected, perspected, and stitched; foreground keyed and composited with fine grating pattern and bouncing hair; tracking markers removed.

Hot Pursuit
MGM
2015

Background plates selected, perspected, and stitched; foreground keyed and composited with complex reflections retained; tracking markers removed.

Hot Pursuit
MGM
2015

Background plates selected, perspected, and stitched; bus travel simulated from stationary plates; foreground keyed and composited with complex reflections retained; tracking markers removed.

Oculus
Relativity
2013

Rig removed; mirror content painted and composited; moving dust and debris replicated. Sped up for reel; original shot was a slow 23-second dolly in.

Oculus
Relativity
2013

Full CG shot; simulated blood with digital mirror surface and environment.

Oculus Relativity 2013	Simulated blood with digital mirror surface and content, live-action mirror frame. Animated frost effect to accent text.	
Riddick Universal 2013	Portal effect designed, animated, and composited with roto holdouts for Riddick. Moving background synthesized from set photos and static greenscreen soldier elements.	
Riddick Universal 2013	Ship asset from *The Chronicles of Riddick* modernized, retextured, animated, lit, and composited with nebula BG dimensionalized from concept art; Riddick / Vaako / viewport greenscreen composited.	
Riddick Universal 2013	Takeover from another vendor's mockup; animation refined, nebula BG dimensionalized from concept art; all lighting and compositing.	
Riddick Universal 2013	Matte painting projected; foreground keyed and composited.	
Riddick Universal 2013	Matte painting projected; foreground keyed and composited.	
Riddick Universal 2013	Matte painting projected; foreground keyed and composited; blood spray and exit wound added.	
Riddick Universal 2013	Matte painting projected; foreground keyed and composited; blood spray and exit wound added.	
Riddick Universal 2013	Ferrofluid map surface & planets built from scratch in Maya, based on reference from *The Chronicles of Riddick*. FG Riddick & table greenscreen composited on BG plate pulled from *Chronicles*.	
Safe Haven Relativity 2013	Fireworks and CG buoy added.	
Safe Haven Relativity 2013	CG falling embers added; fire element enhanced; camera move adjusted and retimed.	

TIM CARRAS
visual effects supervisor

Safe Haven
Relativity
2013

Eaves fire and window fireball added; rig removed.

Safe Haven
Relativity
2013

Fire added.

Safe Haven
Relativity
2013

Fire added; rafter tails and eaves painted and relit.

Safe Haven
Relativity
2013

Fire and heat distortion added.

The Fighter
Relativity
2010

Crowd replication; video treatment.

The Fighter
Relativity
2010

Crowd replication; video treatment; motion graphics.

Limitless
Relativity
2011

CG building and city street with animated traffic.

Limitless
Relativity
2011

Eddie and balcony greenscreen composited with stitched NYC panorama; window reflections added. Part of an extended sequence of similar shots.

Limitless
Relativity
2011

Infinite Fractal Zoom sequence edited, laid out, and composited from NYC plates, custom motion graphics, CG brain interior, and satellite & aerial imagery. Traffic animated. Main titles designed and animated.