



GREG FORET LAYOUT REEL BREAKDOWN

2024 LAYOUT REEL BREAKDOWN

#	Timestamp	Role
1	00:00:07	Game of Thrones S07E07 A 2-plate stitch with CG takeover in between. Brought in both tracked camera and CG wall, and mocked up a few FG rocks as guide for the DMP department. Plus did the animation blocking of the dragon.
2	00:09:19	What If...? S02E04 - Layout Lead This episode was pulled from the first season (used to be S01E09). I did the character and camera blocking and as far as I know they remained the same after the shot was taken over by another studio.
3	00:15:20	Furiosa: A Mad Max Saga Blocked all assets and tracked camera in the master scene, on the right location (locators were provided by our Lead), then applied and backed retime and 2D rerack data/node (provided by Editorial and Comp, respectively).
4	00:19:12	See 3, although no master scene for this scene.
5	00:23:13	See 3
6	00:24:00	See 3
7	00:24:13	Full CG shot based off the Warboys' plate on the War Rig. Blocking of Mortiflyer and the bomb he drops.
8	00:25:01	Blocked out CG warRig with the plate's for wheels replacement. BG vehicles are CG.
9	00:25:12	See 8
10	00:26:00	Ground contact between CG wheels and CG background
11	00:26:23	Blocking CG bike on CG ground
12	00:27:11	Full CG shot. Blocking and animation of camera and War Rig. Bommy knockers done by CFX.
13	00:27:22	Camera track and bodytrack lined up on CG environment.
14	00:28:10	Complex shot: 2 camera tracks (the main one panning left, and Dementus' used as projection), the main vehicles and characters were bodytracked. I have made a mockup ground and followed up with Environment to make sure all vehicle wheels were in contact with the ground.
15	00:29:14	2-plate stitch and biker's bodytack ingest on CG ground.
16	00:31:07	Ground mockup for Environment.
17	00:33:04	I've roughly animated the veggies falling from the bike's saddlebag, and the 2 BG bikers were bodytracked and placed in position. Check for ground contacts. I've scaled up the drive shaft so it covers up the plate's.

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18	00:34:21	Bodytracks ingest. Animated the firesticks, and passed explosion spheres down to the FX team.
19	00:36:02	Combining 5 fixed cameras with their respective bodytracked CG characters. Blocked the bomb and car exploding. Then animated everything at 60 kph.
20	00:38:01	Combining 2 cameras filmed separately. In the end 2-3 artists worked on it but the car and War Rig couldn't work together in 3D space. This is a Comp cheat. 2 CG characters blocked in.
21	00:38:13	CG War Rig blocked and animated as to get in contact with the bodytrack of the car getting slammed against the gate.
22	00:38:23	Fast X Vin Diesel projection in the car. CG helicopters and BG cars were added on the highway.
23	00:40:22	2-plate stitch, CG car takeover, hooks and cables constrained to the car, BG cars added.
24	00:41:20	All cars CG except the hero one. Hooks added.
25	00:42:20	All CG vehicles.
26	00:43:07	Blocking the 2 front Mercedes cars, 2 helicopters and their back rotor hitting the last (objecttracked) Mercedes at tail of shot.
27	00:44:13	Devotion CG plane, tracers
28	00:45:01	See above
29	00:46:19	Blocked tracers and positioned camera on the correct path (master scene and locators provided by our Supervisor).
30	00:47:20	Tracers
31	00:48:20	Only the FG plane is real. The rest has been blocked out and I animated the 3 BG planes and the bombs dropping. I also provide the FX team with guide spheres hitting the bridge.
32	00:50:13	Shazam! Fury of the Gods Full CG shot. I've animated the main buildings and camera.
33	00:52:04	CG camera takeover and dragon chasing our hero.
34	00:53:09	Dune: Part Two Overlaying and animating ornithopters on helicopters.
35	00:54:12	Blocking the harvester behind our little plate guy.

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36	00:56:00	Not much credit to grab here. Just placing the camera in the environment and dispatched it for Crowd to do its magic.
37	00:56:17	Animated the worms and blocked out about 6 FG soldiers.
38	00:58:10	Animated camera and ship.
39	01:02:05	Overlord Setting up the master scene to keep continuity in speed and 3D space positioning of the aircraft fleet, tracers, and flaks. Also, full CG shot
40	01:04:07	Camera track ingest.
41	01:05:02	A 9-plate stitch 70 seconds long continuous shot. All tied together with CG camera takeovers.
42	01:09:20	Mowgli: Legend Of The Jungle Cameratrack ingest
43	01:10:11	See above
44	01:11:04	See above. Plus tiger blocking.
45	01:12:08	See above
46	01:13:15	The House With A Clock In Its Walls - Layout Lead
47	01:16:00	Prepared the clock's master scene for the artists.
48	01:17:11	Fantastic Beasts: The Crimes Of Grindelwald Cameratrack ingest, CG door placement.
49	01:18:06	Blocking of the sheets.
50	01:19:17	Cameratrack ingest
51	01:21:11	Valerian and the City of a Thousand Planets Previz ingest
52	01:23:20	See above. Plus Valerian's plate projection inside the cockpit.
53	01:25:00	Previz ingest
54	01:28:16	Game of Thrones S07E07 Blocking of the ragon.
55	01:30:12	Blocking

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56	01:32:16	Extrapolations S01E04 - Layout Lead Aircraft animation"
57	01:34:15	See above
58	01:36:12	Drone blocking
59	01:38:10	Extrapolations S01E02 Rough Layout
60	01:40:07	The Witcher: Blood Origin S01E04 Full CG shot, blocking
61	01:41:16	Blocking
62	01:42:07	3-camera setup with projection for each. Main roots laid out.
63	01:43:11	See above
64	01:47:22	What If...? S01E05 Rough and final layout
65	01:49:19	What If...? S02E04 - Layout Lead
66	01:52:11	What If...? S01E05 Rough and final layout
67	01:54:02	Ballerina Rough and final layout
68	01:58:10	Yellowbird Rough and final layout
69	02:03:05	Despicable Me 2 Environment and props artist
70	02:07:03	The Lorax Environment and props artist
71	02:17:00	Cats Cameratrack and rotoanim ingest.