Megan Dolman
2021 Layout and Motion Capture Reel Breakdown
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Star Wars, The Last Jedi	**"Kylo vs. Luke"** 4 shots. (00:04:00 - 00:15:00) Live action camera match, CG camera animation, facial and body matchanim for Kylo and Luke, saber matchanim. Layout and blocking of all bg moveable assets including AT-M6s and Kylo's Command Ship. This BG setup was matched to storyboards and used throughout the sequence. *Software*: ILM Proprietary software "Zeno" and Maya.
Solo, A Star Wars Story	**"Train Battle"** 6 shots. (00:15:00 - 00:27:00) Lead layout artist in the San Francisco office coordinating with the Layout Supervisor and London team. Placement of train tracks in 3D mountain space, placement and animation of cg train. Live action camera match, cg camera animation and extension of plates, matchanim of all Troopers and blocking of Beckett digidouble. *Software*: Zeno and Maya.
Dr. Strange	**"Dr. Strange in Mirror Dimension"** (00:27:00 - 00:32:00) Live action camera, Dr. Strange and Mordo matchanim for reflections. **"The Zealots Chase"** 2 shots. (00:32:00 - 00:36:00) Multiple plate setup requiring 3D compositing. Multiple Live action cameras, plates projected onto matched camera cards, cameras and cards integrated and animated within 3D space, matchanim for all characters. **"Into the Kaleidoscope"** 2 shots. (00:36:00 - 00:39:00) Integration of previs elements. CG camera and studio assets parented, scaled properly and matched to previs animation. (Previs work performed by The Third Floor) Matchanim of Ancient One and placement of digidoubles. **"Strange and Mordo Pushed Back"** (00:39:00 - 00:41:00) Multiple plate setup requiring 3D compositing. Several live action cameras, plates projected onto matched camera cards, cameras and cards integrated within 3D space. *Software*: Zeno and Maya.
Real Steel	**"Midas Victory"** (00:41:00 - 00:43:00) Mocap cleanup and keyframe character animation on Midas. **"Atom and Max"** (00:43:00 - 00:45:00) Keyframe character animation for Atom. **"Atom vs. Zeus"** (00:45:00 - 00:47:00) Mocap cleanup and additional keyframe character animation on Atom and Zeus. **"Atom vs. Metro"** (00:47:00 - 00:49:00) Keyframe character animation for Atom. Mocap cleanup for Metro.

Real Steel (cont.)	**"Noisy Boy Test"** (00:49:00 - 00:51:00) Keyframe character animation for Noisy Boy. *Software:* Digital Domain proprietary software "Track", Maya and Maya Layers (similar to MotionBuilder).
Ready Player One	*In addition to cameras and facial solves, worked hand-in-hand with animation engineers and technical directors, providing daily feedback and input for facial motion capture pipeline.* **"Parzival Confronts Sorrento and I-R0k"** (00:51:00 - 00:53:00) Line up and solve of several facial capture cameras and witness cameras. Facial capture solve, clean up, fine tuning and retargeting on I-R0k. **"Parzival & Art3mis"** 2 shots. (00:53:00 - 00:58:00) Line up and solve of several facial capture cameras and witness cameras. Facial capture solve, fine tuning and retargeting on Parzival and Art3mis. *Software:* Zeno, Maya and Nuke.
The Irishman	*All facial capture and animation to final, no animation dept for this show. Worked hand-in-hand with multiple department heads including comp, lighting and technical development to adjust and and fine-tune Flux pipeline.* **"Talking Heads"** *4 shots.* (00:58:00 - 01:07:00) Facial capture and retargeting on Frank, Russell, Frank and Hoffa respectively using lighting and texture system (Flux camera rig) based in Nuke. Cleanup and additional animation when needed. *Software:* Zeno, Maya and Nuke.
Terminator Genisys	**"San Francisco Goes Down"** 2 shots. (01:07:00 - 01:17:00) Lead Layout artist providing guidance, training and direction to team. Live action camera, CG camera and layout of all vehicle and movable set assets. *Software:* Zeno, Maya
Battlefront II Commercial	**"Light vs. Dark"** 5 Shots. (01:17:00 - 01:27:00) Responsible for the entire commercial's camera layout from previs to final. As lead layout artist, worked directly with VFX Supervisor and combined live-action plates, CG cameras and layout of 3D assets to match project storyboards. Blocking and blocking-plus of many prominent ships and digidouble background characters. *Software:* Zeno, Maya

Captain America: Civil War	*In addition to work listed below, responsible for piece-by-piece assembly of the entire Leipzig Airport and tarmac asset using reference photos. Pieces used for Leipzig asset came individually out of modeling.* **"Spiderman Entrance"** (01:27:00 - 01:31:00) Live action camera, matchanimation and Spiderman animation blocking. **"Cap Reacts"** (01:31:00 - 01:32:00) Live action camera. **"Spiderman Swings"** (01:32:00 - 01:33:00) Live action camera, cg camera, live action camera to cg camera handoff and Spiderman animation blocking. *Software:* Zeno, Maya
Avengers: Age of Ultron	**"Quicksilver Stumbles"** (01:33:00 - 01:35:00) Two separate live action cameras matched, aligned, timed and then animated to achieve the goal of foreground violently lifting. Shot finaled out of layout. Won ILM award for first final on the show. **"Sokovia Lifts"** (01:35:00 - 01:37:00) CG camera and placement within 3D Sokovia environment asset. Animation of city lifting off. **"Cap on Bridge"** (01:37:00 - 01:40:00) Live action camera, CG camera, placement of cameras within 3D environment, matchanimation of Cap to add his shield. *Software:* Zeno, Maya
Avengers: Infinity War	**"Falcon Dusted"** (01:40:00 - 01:42:00) Live action camera, Falcon matchanimation. **"Avengers Preparing"** (01:42:00 - 01:46:00) Live action camera. Cap, Antman and War Machine matchanimation. **"Cap and Black Panther"** (01:46:00 - 01:49:00) Cap and Black Panther matchanimation. Cap match done to add shields on arms and Black Panther replaced by CG digidouble. **"Thor Lifts Stormbreaker"** (01:49:00 -01:51:00) Live action camera, CG camera, Thor and Stormbreaker matchanim used for CG Thor below the neck. *Software:* Zeno, Maya