

VFX Mission Possible Checklist

General reference:

- **Set:**
 - Set scan
 - Set measurements
 - Scanning/Measurement of props that interact with CG
- **Per shot:**
 - Clean plate (worst case scenario leave camera rolling at the end of a take)
 - Witness camera
 - Spheres (chrome, grey, white)
 - Colour/Tone charts
 - Clapper in shot before rolling
 - Lens data
 - Lens distortion grid (per lens)
- **Per setup:**
 - HDRI
 - Ricoh Theta
 - Photos (wide lens or chrome ball)
 - Use shooting camera
 - If no HDRI, some photos for reflections
 - Witness camera

Tracking:

Camera:

- Parallax! Can you push it pre or post roll?
- Is there an abundance of natural tracking markers? If not...
- At least 8 markers in shot at all times
 - Are they well spaced out
 - Are they in focus? Is there a focus pull?
 - Will they get blurred as the camera moves?
 - Are they clearly visible?
 - Are they easy to paint out?
 - Are they on objects that won't move/rock/shake?
- Can you shoot at higher res?

Object

- Are there at least 8 markers visible in the key frames?
- Are they clearly visible?
- Are they easy to paint out?
- Are the markers subject to any secondary movement? (e.g facial expression)
- Is the movement subtle? Can you exaggerate it pre or post roll?

- Could the movement be captured on a witness camera, or as a stand-alone take?

Chroma:

- Is there a conflict of colour between the screen and the object being separated?
 - Can it be roto'ed?
- Is there any post processing/image sharpening happening after filming?
- Do you have a plan of how to replace the chroma areas?
- Is the screen the smallest size possible?
 - Is there any chance of the person or object moving outside of the screen area?
Check good takes to see if this has happened.
- Is the screen flatly lit? Can you light the screen separately?
- Can you shoot at higher res?

Plan change checklist:

- Do you have a new plan?
- Does it require magic?
- Can you shoot a safe version?