BREAKDOWN — REEL CRWD

Benjamin Brenneur · 23 plans · 157 s · timeline CRWD_v2

Corrigé et validé par Benjamin le 05/10/2026 sur le PDF annoté. Texte relevé tel quel.



01 à 0:00 · 21:02

WAR FOR THE PLANET OF THE APES

Weta Digital · 2017 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



02 à 21:02 · 9:04

VALERIAN AND THE CITY OF A THOUSAND PLANETS

Weta Digital · 2017 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing + props for some of the secondary characters and background

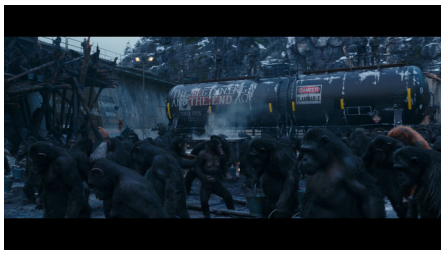


03 à 30:06 · 5:08

AVATAR

Weta Digital · 2009 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



04 à 35:14 · 10:09

WAR FOR THE PLANET OF THE APES

Weta Digital · 2017 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



05 à 45:23 · 4:08

DAWN OF THE PLANET OF THE APES

Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing

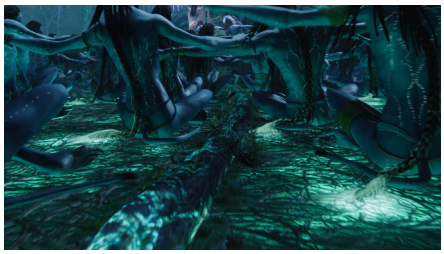


06 à 50:07 · 4:10

DAWN OF THE PLANET OF THE APES

Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



07 à 54:17 · 4:23

AVATAR

Weta Digital · 2009 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



08 à 59:16 · 4:10

DAWN OF THE PLANET OF THE APES
Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



09 à 64:02 · 6:22

HAPPY FEET
Animal Logic · 2006 · Motion Editor

motion edit: retargeting, integration, full body performance-editing



10 à 71:00 · 6:21

THE HOBBIT: AN UNEXPECTED JOURNEY
Weta Digital · 2012 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



11 à 77:21 · 2:02 PLATEAU

SHŌGUN
Goodbye Kansas · 2024 · Head of Motion Edit · Lead Motion Edit

motion edit supervisor on stage
crowd: integration, composition
motion edit: retargeting, integration, full body performance-editing



12 à 79:23 · 10:04

THE HOBBIT: AN UNEXPECTED JOURNEY
Weta Digital · 2012 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



13 à 90:03 · 3:09

THE HOBBIT: THE DESOLATION OF SMAUG
Weta Digital · 2013 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



14 à 93:12 · 4:12 PLATEAU

TOTAL WAR: PHARAOH — ANNOUNCE TRAILER
Goodbye Kansas · 2023 · Head of Motion Edit · Lead Motion Edit

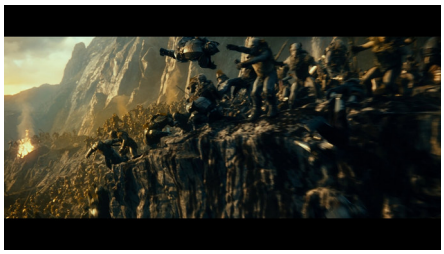
motion edit supervisor on stage
crowd: capture planning, actor direction, preparation, blend, loop and placement
motion edit: retargeting, integration, full body performance-editing



15 à 98:00 · 4:23

THE HOBBIT: THE BATTLE OF THE FIVE ARMIES
Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



16 à 102:23 · 7:04

THE HOBBIT: AN UNEXPECTED JOURNEY
Weta Digital · 2012 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



17 à 110:03 · 2:10 PLATEAU

SHŌGUN
Goodbye Kansas · 2024 · Head of Motion Edit · Lead Motion Edit

motion edit supervisor on stage
crowd: integration, composition
motion edit: retargeting, integration, full body performance-editing



18 à 112:13 · 6:11

THE HOBBIT: THE BATTLE OF THE FIVE ARMIES
Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography, 1200+ characters + props in Nuance
motion edit: retargeting, integration, full body performance-editing + props animation



19 à 119:00 · 2:20

THE HOBBIT: THE BATTLE OF THE FIVE ARMIES
Weta Digital · 2014 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



20 à 121:20 · 3:08 PLATEAU

GAME OF THRONES: WAR FOR WESTEROS
Goodbye Kansas · 2025 · Head of Motion Edit · Lead Motion Edit

motion edit supervisor on stage
crowd: capture planning, actor direction, preparation, blend, loop and placement
motion edit: retargeting, integration, full body performance-editing



21 à 125:04 · 3:15

AVENGERS: ENDGAME
Weta Digital · 2019 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



22 à 128:19 · 6:00

AVENGERS: ENDGAME
Weta Digital · 2019 · Senior Motion Editor

crowd: integration, composition, choreography
motion edit: retargeting, integration, full body performance-editing



23 à 134:19 · 17:05

AVENGERS: ENDGAME
Weta Digital · 2019 · Senior Motion Editor

crowd: integration, composition, choreography of the battle scene
crowd motion edit: retargeting, integration, full body performance-editing + props animation

heroes: animation department
(pas de moi)

POINTS TRANCHÉS

Corrections relevees sur ton PDF annote du 05/10 :

02 Valerian — ligne motion edit completee (« + props for some of the secondary characters and background »).
09 Happy Feet — ligne crowd barree : il ne reste que la ligne motion edit.
11 et 17 Shōgun — Head of Motion Edit · Lead Motion Edit, motion edit supervisor on stage, et « crowd: integration, composition » (choreography barre).
14 Total War: Pharaoh et 20 Game of Thrones — ligne crowd remplacee par « crowd: capture planning, actor direction, preparation, blend, loop and placement », plus motion edit supervisor on stage.

Deux choses que j'ai comblees moi-meme, a me confirmer :
Shōgun — tu as donne le poste mais pas le studio. J'ai mis Goodbye Kansas, 2024, d'apres ton export Zerply (« Shogun 2024, Head of Motion Edit »).
13 The Hobbit: The Desolation of Smaug — tu ne l'as pas corrige, je le tiens donc pour valide : Weta Digital, 2013, Senior Motion Editor.

Tag PLATEAU sur les 4 plans ou tu as ecrit « sup on stage » : 11 et 17 Shōgun, 14 Total War: Pharaoh, 20 Game of Thrones.

LE REGISTRE

Les 23 lignes viennent de Benjamin. Aucune déduction ne subsiste.
L'ambre est la couleur de l'incrustation du reel : elle est la même dans les 5 documents.

Registre : retargeting · integration · full body performance-editing · props animation · motion edit prep · editing · blend · placement · extraction of performance · composition and choreography · keyframing · motion edit supervisor on stage
« crowd », jamais « cycles ». Le travail effectué, jamais un problème résolu.