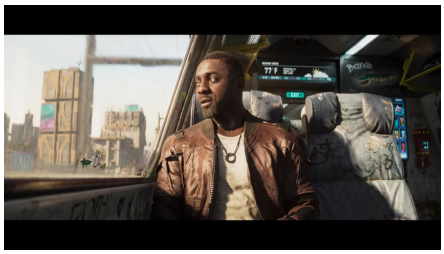
BREAKDOWN — MASTER REEL 2026

Benjamin Brenneur · 18 plans · 93 s avec le carton · incrustation option B

Texte relevé tel quel. Timeline de référence : MASTER_v2.

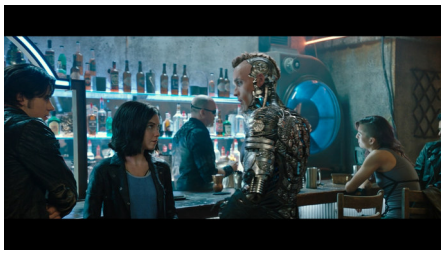


01 à 0:00 · 6:05 · CRTR 1

CYBERPUNK 2077: PHANTOM LIBERTY

Goodbye Kansas · 2023 · Head of Motion Edit · Lead Motion Edit

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



02 à 6:05 · 4:23 · PERF 8

ALITA: BATTLE ANGEL

Weta Digital · 2019 · Senior Motion Editor

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



03 à 11:04 · 5:08 · PERF 11

THE HOBBIT: AN UNEXPECTED JOURNEY

Weta Digital · 2012 · Senior Motion Editor

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



04 à 16:12 · 3:00 · PERF 23 PLATEAU

SECRET LEVEL: THE COMPANY WE KEEP

Goodbye Kansas / Blur · 2024 · Head of Motion Edit · Lead Motion Edit

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



05 à 19:12 · 5:20 · PERF 21

AVATAR: FIRE AND ASH

Wētā FX · 2025 · Senior Motion Editor

motion edit: retargeting, integration, full body performance-editing + bow and string animation



06 à 25:08 · 4:01 · PERF 13

THE ADVENTURES OF TINTIN

Weta Digital · 2011 · Senior Motion Editor

motion edit: retargeting, integration, full body performance-editing + props animation



07 à 29:09 · 5:21 · PERF 22

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 + props animation

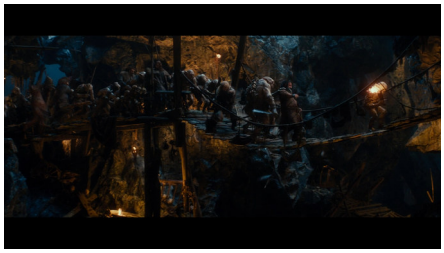


08 à 35:06 · 7:01 · PERF 6

AVATAR

Weta Digital · 2009 · Senior Motion Editor

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



09 à 42:07 · 3:04 · ACTN 14

THE HOBBIT: AN UNEXPECTED JOURNEY

Weta Digital · 2012 · Senior Motion Editor

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



10 à 45:11 · 2:12 · ACTN 30

AVATAR: FIRE AND ASH

Wētā FX · 2025 · Senior Motion Editor

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



11 à 47:23 · 5:17 · PERF 17 PLATEAU

SKULL AND BONES

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

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



12 à 53:16 · 4:12 · CRTR 7

THE BFG

Weta Digital · 2016 · Senior Motion Editor

motion edit: retargeting, integration, full body performance-editing + props animation



13 à 58:04 · 3:01 · ACTN 20

THE ADVENTURES OF TINTIN

Weta Digital · 2011 · Senior Motion Editor

motion edit: retargeting, integration, full body performance-editing + props animation



14 à 61:05 · 4:01 · ACTN 1

GOD OF WAR RAGNARÖK

Goodbye Kansas · 2022 · Head of Motion Edit · Lead Motion Edit

motion edit: retargeting, integration, full body performance-editing + props animation



15 à 65:06 · 4:11 · ACTN 41 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 + props animation



16 à 69:17 · 6:11 · CRWD 18 FOULE

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



17 à 76:04 · 5:20 · ACTN 6 FOULE

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 + props animation

keyframe: Beorn and impacts by Ludovic Chailloleau
(pas de moi)



18 à 82:00 · 8:00 · CRWD 23 FOULE

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)

CE QUI NE TIENT DANS AUCUN PLAN

Le travail de plateau chez Weta Digital n'est rattachable à aucun plan de ce reel : les captures accompagnées ne sont pas celles des plans ensuite montés. Ça se dit ici, ou ça disparaît.

> **Stage work — Weta Digital, 2008–2020**
>
> Regularly on the in-house motion capture stage, assisting animation directors with complex captures, on what the system could and could not deliver, and helping them validate their needs and their results before the shoot. This work does not map to the shots in this reel: the captures I supervised are not the shots I later edited.

LE TAG PLATEAU

Il ne va que sur les plans dont Benjamin a dirigé la capture :

04 Secret Level · 11 Skull and Bones · 15 Game of Thrones: War for Westeros

The BFG en est sorti. Le travail de plateau sur ce film est réel, mais le plan retenu dans le reel n'en vient pas : il relève du paragraphe ci-dessus, pas d'une ligne de plan.

ATTRIBUTIONS À D'AUTRES

17 Beorn et les impacts — Ludovic Chailloleau

18 les héros — département animation

Elles restent : dire ce qui n'est pas de soi est ce qui rend crédible tout le reste.