

COMPOSITING DEMOREEL BREAKDOWN

"HOUDINI" - TV series - Uli Edel



FULL CG SHOT

I assembled the cg passes of the bridge and the massive and comped together with the Matte Painting.

"TERMINATOR: GENISYS" - movie - Alan Taylor



KEYING, SET EXTENSION, CG CHAMBER, COMPOSITING

First i've keyed the people shot on green screen. Then i've assembled the cg passes of the chamber. I've also added a feeling of atmo comping together cg passes and 2d elements.

"COLETTE" - movie - Milan Cieslar



FULL CG SHOT

I assembled the cg passes of the bridge and the massive and comped together with the Matte Painting.

"COLETTE" - movie - Milan Cieslar



3DTRACK, ROTO, COMPOSITING

I undistorted the camera then tracked in pftack and imported the solved camera in nuke.

I replaced the volcano, added the painted crater and the bombs. Then I redistorted the camera. Color correction completed the shot.

COMPOSITING DEMOREEL BREAKDOWN

"COLETTE" - movie - Milan Cieslar



ROTO, SET EXTENSION, CG BARRAKS, CG CROWD DUPLICATION, MATTE PAINTING, COMPOSITING

After i have roto-scoped the shot i assembled the cg passes of the barracks and of the massive then i comped all together with the Matte Painting.

"A GOOD DAY TO DIE HARD" - movie - John Moore



PREP, KEYING, SET EXTENSION, CG BUILDINGS, MATTE PAINTING, COMPOSITING

I removed the camera rigs and keyed the green screen. Then i assembled the cg passes of the buildings and comped all together with the matte painting.

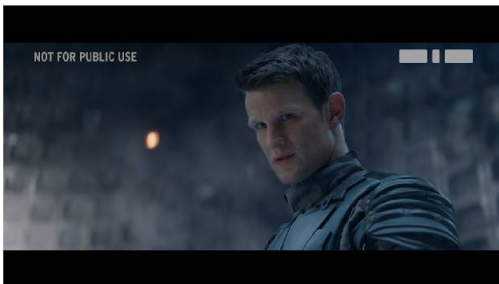
"Last Ship" -TV series - Michael Bay executive producer



PREP, SET EXTENSION, COMPOSITING

The goal in this shot was to replace the real boat with a cg war ship and to comp the mattepainting. First i cleaned the shots from the real boat. For this i used a projected frame hold of the cleaned sky in a 3d scene, then i got from cg department a layer of cg ocean so i could use it to cover the real ocean. Then i comped cg boat and mattepainting.

"TERMINATOR: GENISYS" - movie - Alan Taylor



PREP, KEYING, SET EXTENSION, CG CHAMBER, MATTE PAINTING, COMPOSITING

Removed the markers going through the hairs. I've pulled the key which was quite complicated since half of the head was not on green screen. I've done relighting 2.5d on the cg background to make it more interesting. Then i comped all together with the matte painting (damaged bg). I've added also some 2d elements like sparks and smokes.

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"TERMINATOR: GENISYS" - movie - Alan Taylor



KEYING, COMPOSITING

Here i've pulled the key and after assembling all the cg passes i've comped all together. Also i've added some 2d elements to create atmo.

"PALO ALTO" - movie - GIA' COPPOLA



PREP, CG CARS, COMPOSITING

The goal in this shot was to remove some real cars and to comp the cg cars. To make my work easier i first created a clean plate then i added the real cars needed and then i comped the cg cars

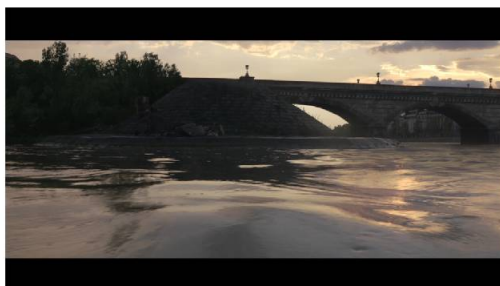
"TERMINATOR: GENISYS" - movie - Alan Taylor



COMPOSITING

I've comped the cg cars, integrated the characters. Added volumetric lights which i've created in nuke. Then also added to the lens some water drops.

"IN SECRET" - movie - Charlie Stratton



COMPOSITING

The goal was to integrate the matte paintings and to move the construction where people are standing more on the left.

COMPOSITING DEMOREEL BREAKDOWN

"ADORE" - commercial -



FULL CG SHOT

I assembled the cg passes of the earth and the iss. Also created the background

"THE PHILOSOPHERS" - movie - John Huddles



3DTRACK, ROTO, MATTEPAINTING, COMPOSITING

I tracked the camera in pftack and imported the solved camera in nuke. I replaced the sky with a new one painted in photoshop. I animated it trough a noise distortion and mapped on a 3dsphere. After that i replaced the volcano with a new one taken from another footage and then i painted the crater. Added footages of the lava on volcanos and the fire upon the city. I projected all the layers on 3d cards.

"DIAZ, Don't clean up this blood" - movie - Daniele Vicari



MODELLING, LIGHTING, TEXTURING, 3DTRACK, ROTO, COMPOSITING

I modeled the buildings. I tracked the camera in pftack and imported it in 3dstudiomax. I lighted the scene with vray and rendered out the frames. I imported it in nuke and assembled the passes. Color correction completed the shot.