

Compositing reel 2020 - Shot breakdown.

All CG elements in the shots were created by other talented people. My responsibility was to combine and integrate the renders in the various shots.



Star Trek: Discovery Season 2

Client: Ghost VFX
Software: Nuke, Mocha

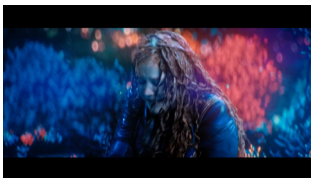
I paint-removed a practical light from set. I added the CG ceiling, flying character and flame effects as well as stock smoke elements and flares.



Star Trek: Discovery Season 2

Client: Ghost VFX
Software: Nuke

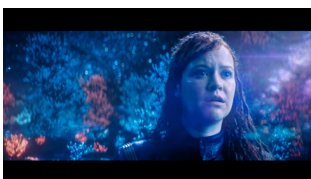
I keyed the actor and added background, CG visor, foreground hologram and small debris.



Star Trek: Discovery Season 2

Client: Ghost VFX
Software: Nuke

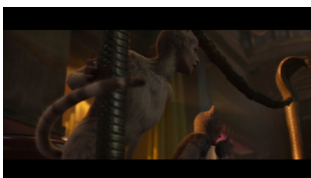
I keyed the actors and added background, particles and flares.



Star Trek: Discovery Season 2

Client: Ghost VFX
Software: Nuke

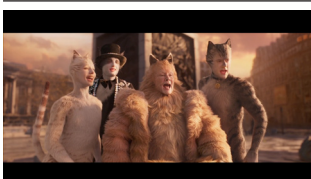
I keyed the actors and added background, particles, stock smoke and flares.



Cats

MPC
Software: Nuke, Mocha

I added the CG ceiling and the cat furs. I restored a BG character hand, as it was passing in front of a practical light. I also warped the CG fur to better fit the volume of the actors. All fur was rendered using deep data.



Cats

MPC
Software: Nuke

I added the CG background and the cat furs. I also warped the CG fur to better fit the volume of the actors. All fur was rendered using deep data.



All I want for Christmas

Postyr Postproduktion
Software: Nuke

I painted out a slightly larger practical package and added the CG replacement. I created additional shadows.



Chess mobile - TV Commercial

Client: WOPR
Software: After Effects

I added the projection lights on the building.



GHD styler - TV commercial

Client STORM Productions
Software: After Effects, Element3D

All on-screen elements made by me. I photographed the hairstyler on a turntable. I keyed the photo sequence, then added mo-graph elements using Element3D.