



Cloudfather (2012)

- > integration of cg satellite centre via multi channel extr compositing
- > integration of cg clouds
- > clean-up of mountain top in plate to prep for cg replacement using projection in nuke's 3d space





Captain America (2011)

- > generating cleanplate for disintegration of soldier
- > compositing of disintegration effect
- > adding interactive lighting and camera shake

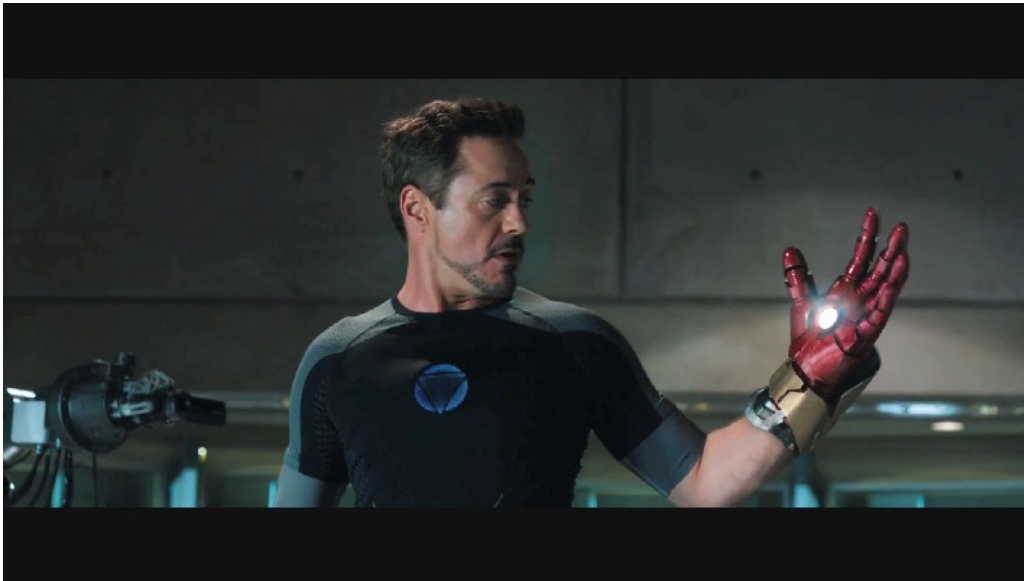




Underworld: Awakening (2012)
stereoscopic compositing

- > generation of bg cleanplate with flickering light and still tank
- > integration of cg glass (multi channel exr compositing) and adding/enhancing flickering light on it
- > integration of cgfx smoke





Iron Man 3 (2013)

- > retouch of tracking markers on arm and shoulder
- > integration of cg suit (multi channel exr compositing)



Underworld: Awakening (2012) ***stereoscopic compositing***

- > grading of plate from overcast to hazy morning sun
- > integration of cgfx fog



Underworld: Awakening (2012)
stereoscopic compositing

- > grading of plate from overcast to hazy morning sun
- > integration of cgfx fog
- > added lensflare

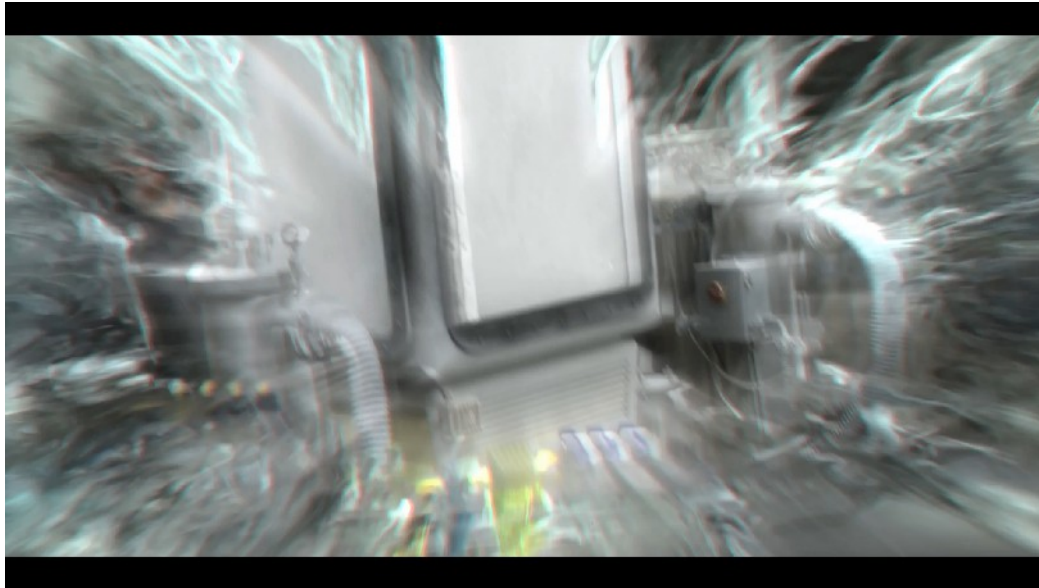




Underworld: Awakening (2012)
stereoscopic compositing

- > greenscreen keying and compositing of bg and fg plate
- > design of procedural „point-of-view“ and transition effect (based on cg particles) to easily apply to other shots





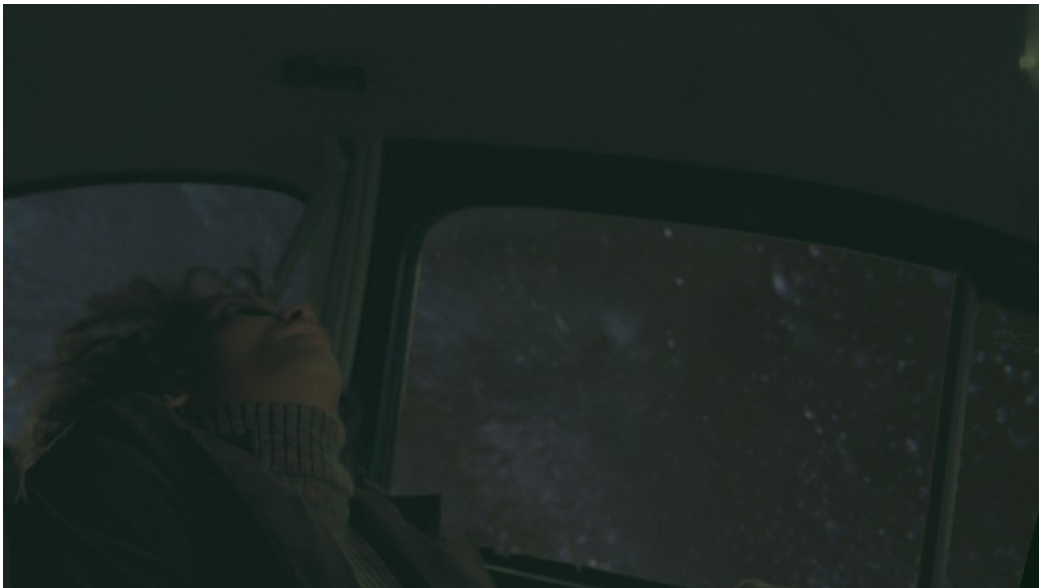
Cloudatlas (2012)

- > retouch of rig reflections in water
- > turning on the light in one of the headlights



Cloudatlas (2012)

- > keying of bluescreen fg
- > generating water bg by combining parts of different live plates
- > removal of tracking markers
- > change of light situation when car is under water (compare pictures on the left)
- > added camera shake





The Sinking of the Laconia (2011)

- > integration of cg planes (multi channel extr compositing)



Underworld: Awakening (2012) ***stereoscopic compositing***

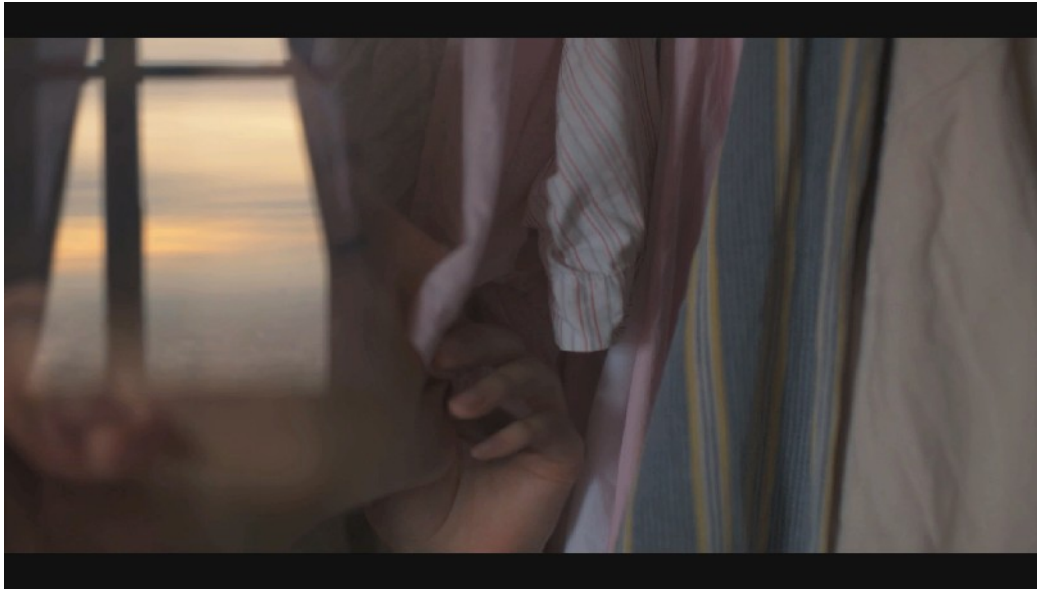
- > integration of cg blood
- > matchmoving blood to movement of arm
- > compositing of healing effect



Underworld: Awakening (2012)
stereoscopic compositing

> greenscreen keying and compositing of cg bg and fg



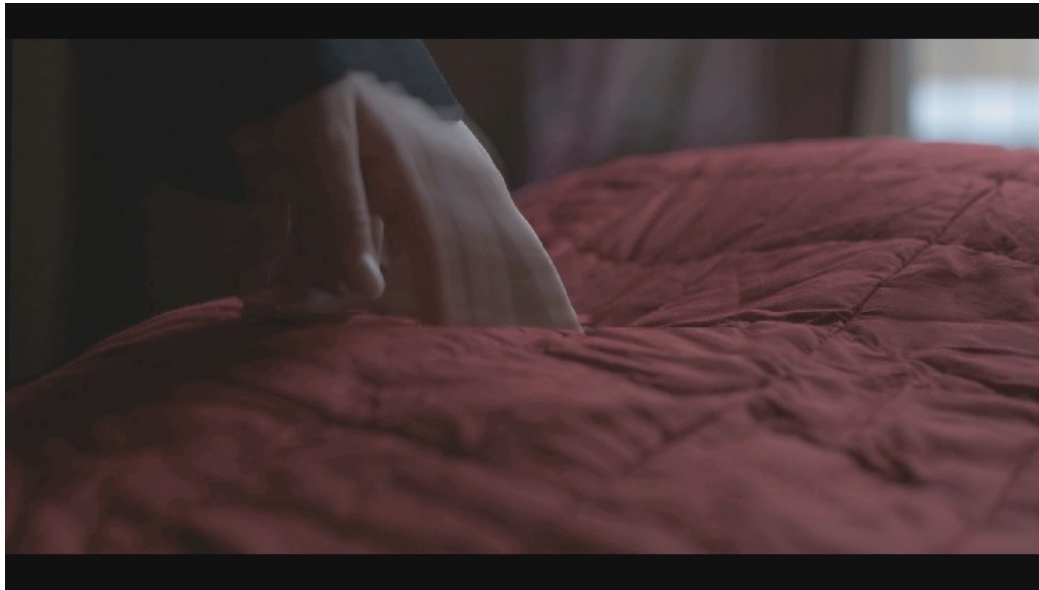


Secret Society of Fine Arts (2011)

> project with photographs that were projected on geometry in nuke's 3d space, bringing the pictures to life by

... adding a bit of camera movement and parallax to them





Secret Society of Fine Arts (2011)

- > ... combining photos to create movement and adding effects

