Manuel Feria

Compositor

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Shot #1



Shot #2



Software

Nuke.

Tasks

Look dev shot for this sequence. Worked with a heavy deeps script to set the hue, brightness and depth layers on this sequence.

Software

Nuke.

Tasks

Prep plate, integrate female char element plate to plate's lighting. Integrate cg face with plate's body. Integrate FX and reflection. Set extension.

Shot #3



Shot #4



Software

Nuke.

Tasks

Set extension. Add nuke particle dust motes. Cg integration. Heavy deeps comps

Software

Nuke.

Tasks

Full CG shot. Integrate sky dmp with sea, boats, wake and whirlpool. Heavy deeps comp.

Shot #5



Shot #6



Software

Nuke.

Tasks

Full CG shot. Look dev artist on this sequence. Develop windows, bifrost and bifrost beam look with a strong comp setup. Integrate FX and Light elements.

Software

Nuke.

Tasks

Plate prep and treatment. Key. Extend environment. CG integration. Generate CG shadows pass and integrate them with plate. Lood dev shot for this angle.

Shot #7



Shot #8



Software

Nuke.

Tasks

Prep plate, key, integrate Matte Paining. Integrate CG creature.

Software

Nuke.

Tasks

Look dev shot for this sequence. CG integration. Key

Shot #9



Shot #10



Software

Nuke.

Tasks

Full CG shot. Look development artist on this sequence. Develop windows, bifrost and bifrost beam look with a strong comp setup. Integrate FX and Light elements. Heavy deeps comp.

Software

Nuke.

Tasks

Green Screen shot keeping just Valkyrie, Thor and Mighty Thor. Mayan god in BG is comp integration from a different plate. Mighty Thor cape, hammer and helmet is CG. I did the comp look dev for the sequence on this hammer breaking fxs.

Shot #11



Shot #12



Software

Nuke.

Tasks

Green Screen shot keeping just Valkyrie and closer to her feet floor. Mighty Thor character taken from a different plate. Everything else is CG integration with some comp blood setups on floor.

Software

Nuke.

Tasks

Look dev shot for sky look and CG creature look. Intensive deeps work for gun/plate hands and CG hands. Also on environment.

Shot #13



Shot #14



Software

Nuke.

Tasks

Look development artist on this sequence. Develop windows with a strong comp setup. Integrate FX and Light elements. Key plate and integrate a motes particle setup.

Software

Nuke.

Tasks

Set extension. Integrate CG and environment matching sequence hero shot done by me. Add muzzle flash/smoke.

Shot #15



Shot #16



Software

Nuke.

Tasks

Look dev artist on this sequence for this CG character. Integrating CG creature and create atmos volumetrics in nuke.

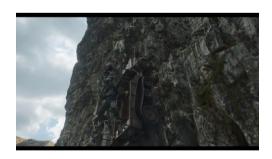
Software

Nuke.

Tasks

Full CG shot. Look development artist on this sequence. Develop windows, bifrost and bifrost beam look with a strong comp setup. Integrate FX and Light elements. Generate Omni city from adjacent shots and comp elements for integration. Heavy deeps comp.

Shot #17



Shot #18



Software

Nuke. Point render plugin

Tasks

Full CG shot matching my hero shot on the sequence.

Software

Nuke.

Tasks

Paint out markers and dummy from plate. Integrate 2d elements for snow and smoke. Integrate FX, CG plane and monster.

Shot #19



Shot #20



Software

Nuke.

Tasks

Full CG shot. Integrate environment and Fx to create a yellow fog forest at the bottom with a hopeful escape at the top.

Software

Nuke.

Tasks

Integrate CG char and mantis antennas. Add 2d eyes setup to Nebula, Mantis and Drax. Sequence look dev artist for eyes and Groot look.

Shot #21



Shot #22



Software

Nuke.

Tasks

Look development artist on the energy fields in the sequence. Hero shot. Prep plate, integrating FX, reflections, light interaction.

Software

Nuke.

Tasks

Prep plate. Set extension. CG integration of the 2 bears characters.

Shot #23



Shot #24



Software

Nuke. P

Tasks

Paint out chars on scene. Add medical screens and integrate CG chars. Look dev Rocket saliva on sequence.

Software

Nuke.

Tasks

Look dev artist on sequence. Working closely with lighters and sups to achieve a look on bears and wall mural.