

# Manuel Feria

Compositor

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Shot #1



**Software**

Nuke.

**Tasks**

Roto FG. Integrate dyn with environment and main character.

Shot #2



**Software**

Nuke, Maya.

**Tasks**

Composite CG plane. Composite sky. Composite CG clouds and atmos. Extend plate inside the cockpit until the plate starts. Key plate.

Shot #3



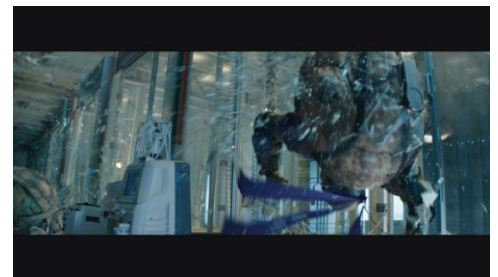
**Software**

Nuke.

**Tasks**

Day to night shot. Christmas decoration enhancement. 3D Setup of house, sky, mountains and village. DMP.

Shot #4



**Software**

Nuke.

**Tasks**

Roto of blood machines, table and FG characters. Paint out practical glasses on blue column and BG. Rest of BG Prep done by Jack Grundy.

Shot #5



**Software**

Nuke.

**Tasks**

Fix wig around forehead. Beauty fixes on cheek.

Shot #6



**Software**

Nuke.

**Tasks**

Use several 2d fire elements to make the house appeared on fire/destroyed.

Shot #7



**Software**

Nuke.

**Tasks**

Paint out wire and still propellers.  
Composite animated 2d propellers

Shot #8



**Software**

Nuke.

**Tasks**

Day to night shot. Composite 2d helicopter turning and searching light. Composite explosion with 2d elements.

Shot #9



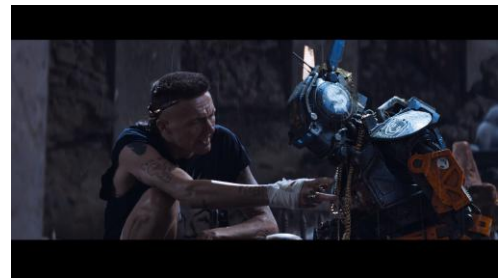
**Software**

Nuke.

**Tasks**

Make Ben Affleck fitter by adjusting neck and face structure.

Shot #10



**Software**

Nuke.

**Tasks**

Remove rain from original plate. Grey suit actor paint out. Hand roto. Compositing done by Nicha Kumkeaw.

Shot #11



**Software**

Nuke.

**Tasks**

Beauty fixes on cheeks, forehead and chin.

Shot #12



**Software**

Nuke.

**Tasks**

Make Ben Affleck fitter by adjusting neck and face structure.

Shot #13



**Software**

Nuke.

**Tasks**

Fix wig on forehead and top sides of head. Beauty fixes on forehead and cheeks.

Shot #14



**Software**

Nuke.

**Tasks**

Make Idris Elba's beard and chest hair black.

Shot #15



**Software**

Nuke.

**Tasks**

Composite several wounds on chest and shirt. Key and track BG. Composite blood spatter element.

Shot #16



**Software**

Nuke, Maya.

**Tasks**

Composite CG plane. Building extension. Sky replacement. Modelling, animation, lighting of CG spotlight done in nuke.

Shot #17



**Software**

Nuke.

**Tasks**

Composite CG wolves. Ground interaction with wolves. FG roto.

Shot #18



**Software**

Nuke.

**Tasks**

Composite CG character.

Shot #19



**Software**

Nuke, Maya.

**Tasks**

Composite 2d lightnings punches, 2d eye and finger beams, 2d blue sparks and 2d malfunction lightnings and robot-like body.

Shot #20



**Software**

Nuke.

**Tasks**

Deep composite DYN effects. Create 3d holdouts for elements in the scene. Composite lamps exploding. Interactive lights and shadows.

Shot #21



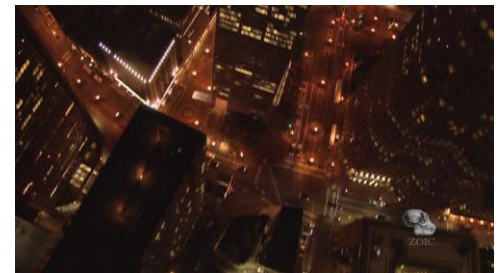
**Software**

Nuke.

**Tasks**

Track and composite CG eye and enhance blood elements surrounding.

Shot #22



**Software**

Nuke.

**Tasks**

Paint out some cars. Change the direction on the rest of the car. Composite matte painting building(screen center). Project reflections on building. Composite CG characters and parachute.

Shot #23



**Software**

Nuke.

**Tasks**

Composite CG spheres. Composite 2D cracks on wall. Debris particles done in nuke.

Shot #24



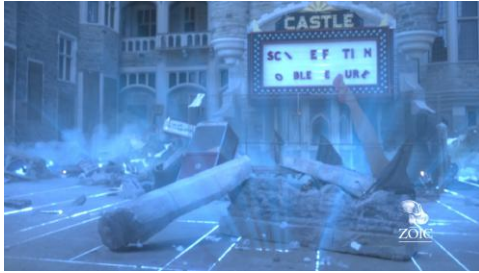
**Software**

Nuke.

**Tasks**

Composite life draining effects.

Shot #25



**Software**

Nuke.

**Tasks**

BG Prep castle. Composite 2d effect to make the castle levitate (God rays, cracks, smoke, pieces levitating,...)

Shot #26



**Software**

Nuke.

**Tasks**

Composite 2d explosion elements and reflections on Car.

Shot #27



**Software**

Nuke.

**Tasks**

Paint out set crew. Crowd extension.