



2007 - Death Race - Remove elements from plate - Nuke



2007 - Death Race - Final result ( Day to Night ) - Nuke



2007 - Death Race - Soft/Hard Key using Nuke ( IBK and primatte)



2008 - Babine - Roto 1200 frames of the house (additional paint)



2008 - Babine - Green screen removal.



2010- Artic Blast - CG elements comping ( .exr multipass) and green screen removal .



2010- Artic Blast - CG elements comping ( .exr multipass) - Nuke



2010- Artic Blast - CG elements comping ( .exr multipass) - Nuke



2006 - Roto an entire 4K stereo feature ( 45 minutes, both eyes) ,\_ plate calibration and paint. Combustion and Shake



2006 - Roto an entire 4K stereo feature, \_ plate calibration and paint. Combustion and Shake



2006 - Roto an entire 4K stereo feature, plate calibration and paint. Combustion and Shake



2010 - Head replacement - wire removal and head replacement using projections in Nuke. The head was shot on green screen - IBK keyer fro the green screen - I placed a card inside a 3d scene using the camera extracted in NukeX, and use as a texture the plate.



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2010 - Pirhana 3D - Roto and paint for the whole sequenece, comping the waves in Nuke using CG elements generated as .exr files in Maya and Houdini by the 3d team artists.



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2010 - Pirhana 3D - Roto and paint - elements removed.



2010 - Pirhana 3D - Roto and paint - elements removed.



2010 - Pirhana 3D - Roto and paint - integration of 3d rocks as well.



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2010 - Pirhana 3D - integration of 3d rocks.



2010 - Pirhana 3D - integration of 3d rocks.



2010 - Pirhana 3D - CG integration. - Multiple pass exr files.



2009 - Screamers - Screen created in After Effects and integrated in plate using NUke



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2009 - Screamers - Screen created in After Effects and integrated in plate using NUke



2009 - Screamers - integration of a 3d elemnt created in Softimage by the 3d artists - Nuke



2009 - Screamers - integration of a 3d elemnt created in Softimage by the 3d artists - Nuke



2009 - Screamers - Screen created in After Effects and integrated in plate using Nuke



2009 - Screamers - integration of a 3d elemnt (blades) created in Softimage by 3d artists - Nuke



2006 - Superman Returns - Roto and paint ( creating the second eye) for the stereo version of the movie. - Combustion and Shake



2010 - Ultramarines - CG composition using 3d lements



2010 - Ultramarines - CG composition using 3d lements



2008 - Underworld 3 - Roto and Paint the horse and the horseman - integration of matte painting in the back using rpf camera tracked in Maya



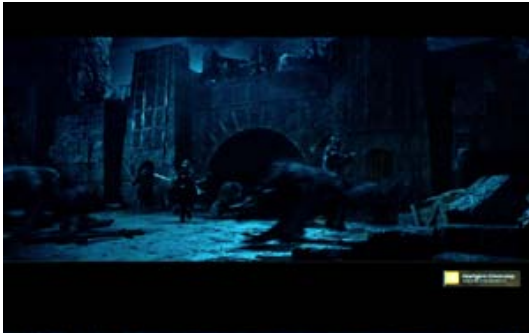
2008 - Underworld 3 - Roto and paint the left side of the shot - integration of matte painting in the back using rpf camera tracked in Maya



2008 - Underworld 3 - Roto and paint - upper part of the people - integration of matte painting in the back using rpf camera tracked in Maya



2008 - Underworld 3 - Roto and paint - upper part of the people - integration of matte painting in the back using rpf camera tracked in Maya



2008 - Underworld 3 - Roto and paint the left side of the shot - integration of matte painting in the back using rpf camera tracked in Maya.

Roto of the worriors on top of the gate.



2008 - Underworld 3 - Roto and paint of all the chariots - integration of matte painting in the back using rpf camera tracked in Maya.