

Reel 2017 Breakdown Sheet



Hand of Stone (film)

1



2



3



4



continued on page 2 >>

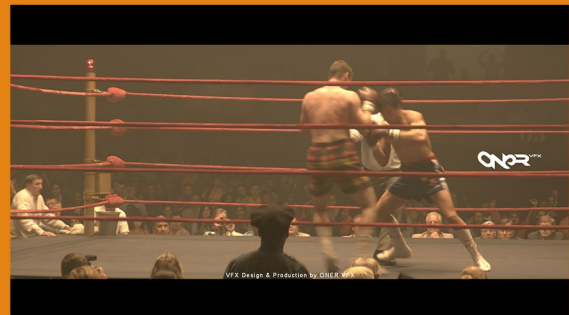


Hand of Stone (film) cont.

5



6



7



Hands of Stone #1, 2, 3, 4, 5, 6 and 7 review

VFX Company: Oner VFX

Role: Composition Artist

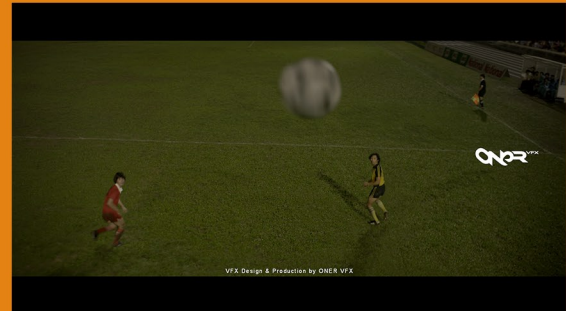
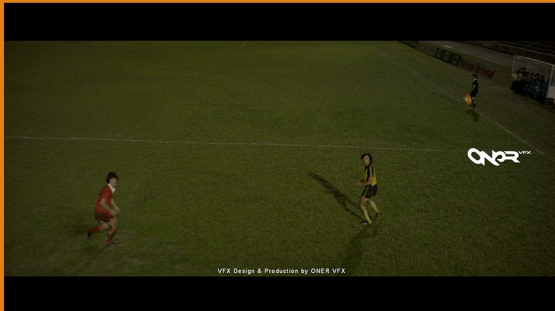
Task: In this film I did general composition. My daily task were to do matchmove, cleaning up tracking points, setups and crown integration, match color, depth, motion blur and grain to footage.

Software: Nuke and In-house development
2D population tool



Ola-Bola (film)

8



Ola-Bola #8 review

VFX Company: Oner VFX

Role: Composition and 3D Artist

Task: In this film I did general composition and 3D ball modeling, texturing, shading and animation. My daily tasks were to do ball animation and integration with football players and drone shadow removal. I also imported 3D crowd renders, passes, and matched them with plates. Finally, I did general match color, depth, motion blur, and grain to the footage.

Software: Nuke, Maya, UV Layout and Photoshop

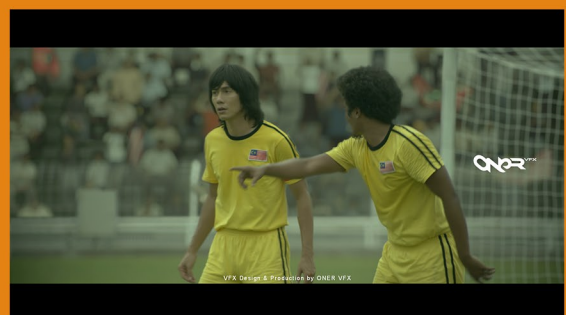
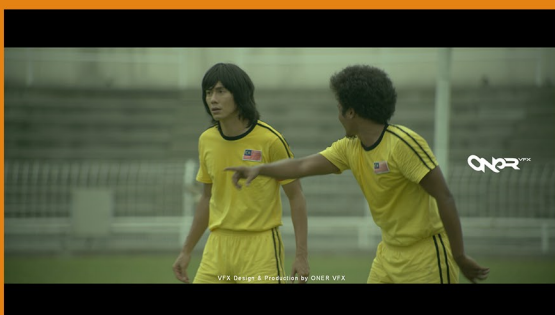


Ola-Bola (film) cont

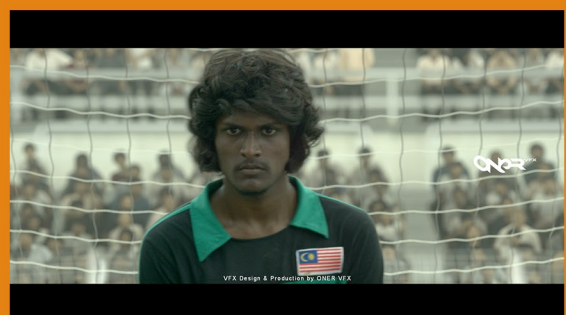
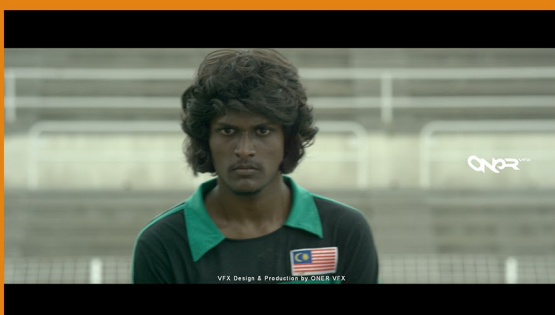
9



10



11



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Ola-Bola (film) cont

Ola-Bola #9, #10, #11 review

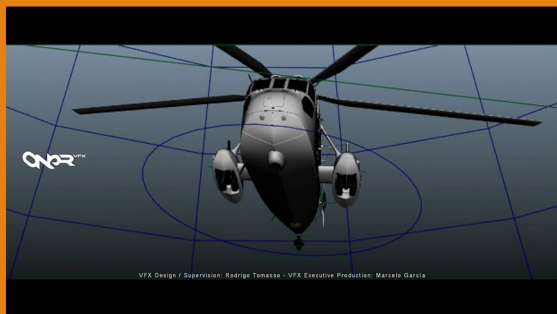
VFX Company: Oner VFX

Role: Composition Artist

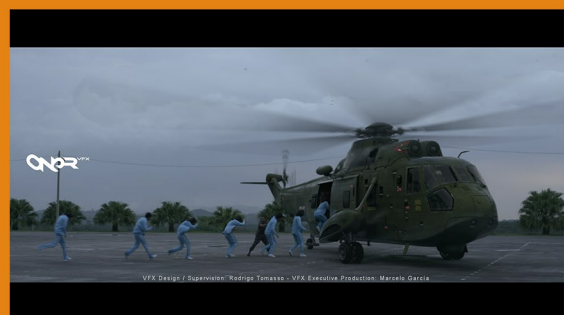
Task: In this film I did general composition.
My daily task were do general match color, depth,
motion blur and grain to footage.

Software: Nuke

12



13



Ola-Bola #12, #13 review

VFX Company: Oner VFX

Role: 3D Artist

Task: In this couple of sequences I worked as 3D artist
doing textures, UV's, shading/lighting and a little rig
for the helicopter

Software: Maya/Arnold, UV Layout and Photoshop



The Game Maker *(film)*

14



The Game Maker #14 review

VFX Company: Metrovision

Role: Composition Artist

Task: In this film I did general composition. My daily task were to do tv screen modeling, tv look development and replacement, chroma key, matchmove, screen projection, match color, depth, motion blur and grain to footage.

Software: Nuke and Maya

The One *(film)*

15



The One #15 review

VFX Company: Bleed

Role: Composition Artist

Task: In this film I did general composition. My daily task were doing compositing render passes and make a fog field with cards. Afterwards composed with my footage doing match color, zdepth, motion blur and grain.

Software: Nuke



Toyota Camry (ad)

16



Toyota Camry #16 review

VFX Company: Bitt Animation

Role: 3D Layout Artist

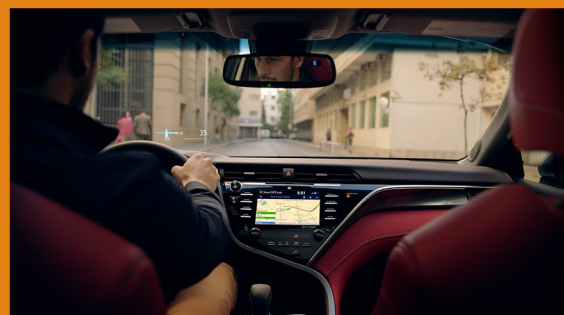
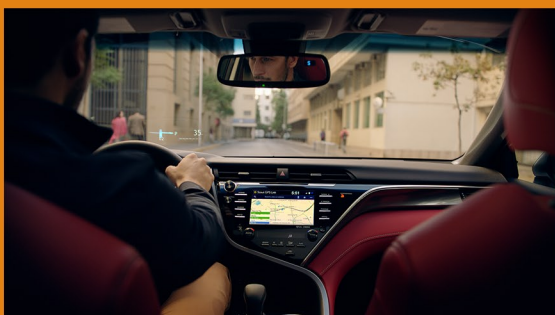
Task: In this ad I did camera layout and animation.

My task was to find the best layout camera position and latter on, animated them. That was the main shot for the movie. I worked approx 50% of the camera layout and animation for the entire advertising.

Software: Maya

Toyota Camry (ad)

17



The One #17 review

VFX Company: Bitt Animation

Role: 3D and Composition Artist

Task: In this film I did 3D shading/lighting and general composition. My task were doing the entire shading and lighting setting up of the speakers, mixing render passes and compositing with footage doing match color, zdepth, motion blur and grain.

Software: Maya/Arnold and Nuke



Pure Leaf (ad)

18



Pure Leaf #18 review

VFX Company: Tronco

Role: Composition Artist

Task: In this product beauty shot I completed cleaning footage and made different tracks solutions for cleaning patches of the glass. Later on I composed the footage matching depth, motion blur and grain.

Software: Nuke and MochaPro

Quilmes (ad)

19



Quilmes #19 review

VFX Company: Tronco

Role: Composition Artist

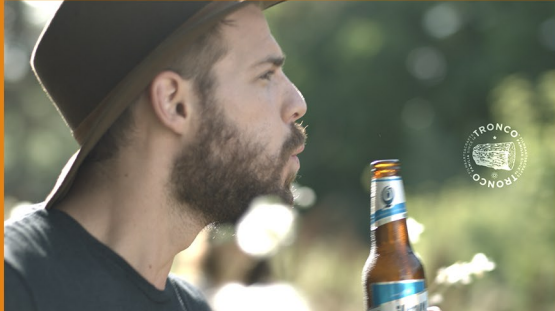
Task: In this product beauty shot I fixed the beer foam holes in the withs ropaints and animated patches. Afterwards I mixed with the footage matching, depth, motion blur and grain.

Software: Nuke



Quilmes (ad)

20



Quilmes #20 review

VFX Company: Tronco

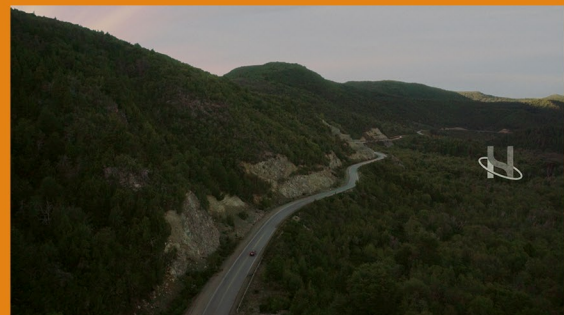
Role: Composition Artist

Task: In this shot I did the beer cap match moving and animation, later on I composed with the footage matching depth, motion blur and grain.

Software: Nuke

YPF Infinia (ad)

21



YPF Infinia #21 review

VFX Company: 4Humans

Role: Composition Artist

Task: In this product shot I fixed the holes and the road's scratches with repainting and animated patches. Later on I did sky replacement and afterwards composed all of them with the main footage matching, color, depth, motion blur and grain.

Software: Nuke

Nvidia (ad)

22



Nvidia #22 review

VFX Company: Tronco

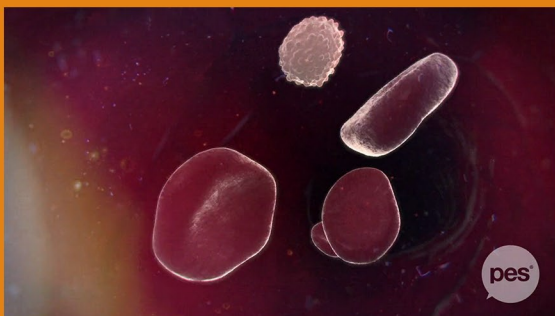
Role: Composition Artist

Task: In this shot I did simple tv screen replacement, made stabilization and track solutions with rotos for the couple.

Software: Nuke

Adidas (ad)

23



Adidas #23 review

VFX Company: PESlab

Role: Composition Artist

Task: In this beauty shot I worked on the look development for the veins and the red and white blood cells. Afterwards I composed the whole render passes setting and animate zdepth and motion blurs.

Software: Nuke