

Compositing Breakdown Sheet

Ghostbusters Frozen Empire - Nuke
Company: **Sony**

Lighting LookDev, Keying, Integration



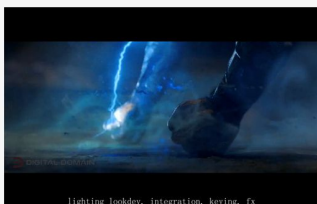
Ghostbusters Frozen Empire - Nuke
Company: **Sony**

CG & Lighting LookDev, Keying, FX Deep Integration, Plate rebuild with A/B plate stitch



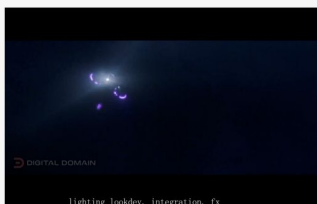
Ghostbusters Frozen Empire - Nuke
Company: **Sony**

Layout repo/rebuild. Set extension with 2d/3d elements in 2.5d space, Keying, CG vehicles & FX smoke integration, Plate cleanup



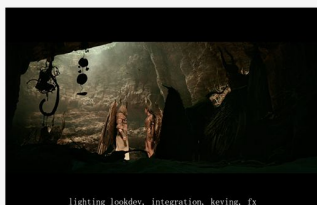
Blue Beetle - Nuke
Company: **Digital Domain**

CG suit integration with plate suit/Color Grading. FX integration, Clean Plate, Keying, Tracking.



Blue Beetle - Nuke
Company: **Digital Domain**

Clouds rebuild with Nuke particles/2d elements.
CG integration/Color Grading. Spotlight/lense flare creation, Tracking.



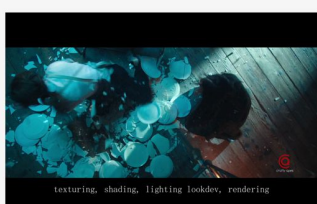
Maleficent Mistress of Evil - Nuke (*Deep Compositing*)
Company: **MPC**

CG BG Lookdev/2dRelight/Integration/Color Grading. Volumetrics, Keying, Tracking.



Shadow and Bone - Nuke
Company: **Crafty Apes**

2d/3d Tracking, Keying, CG Trees and Mountains dynamics/Integration, FX Creation and Integration, FG Plate paint (vegetation removal and rebuild with 2d/3d elements)



Ballerina - Maya, Vray, Substance Painter, Nuke
Company: **Crafty Apes**

CG texture/shading/lighting lookdev, Rendering

Compositing Breakdown Sheet**Apple Keynote 2025** - NukeCompany: **Logan**

FG platform integration/Set extension/Plate cleanup

Removed SR traffic

Color Grading, Roto, Tracking.

**Dark Winds Season 3** - Nuke, MayaCompany: **Crafty Apes**

Texturing, Shading, Lighting Lookdev, Rendering, MTP/CG integration

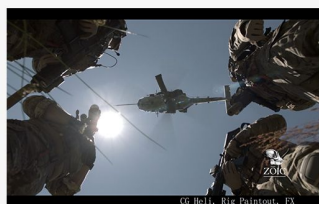
Sequence TD; developed 2d/3d workflow with FX dept to manage number of ants

**The Adam Project** - Nuke (*Deep Compositing*)Company: **Scanline**

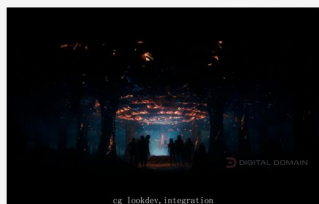
CG BG Lookdev/2dRelight/Integration/Color Grading. Keying, Tracking.

**WestWorld Season 4** - Nuke (*Deep Compositing*)Company: **Crafty Apes**

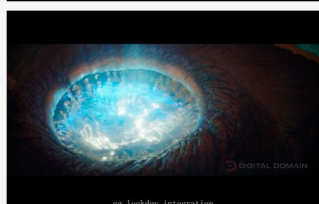
CG Integration/Color Grading. FX, Keying, Tracking.

**Six Season 1** - Nuke, MochaCompany: **Zoic**

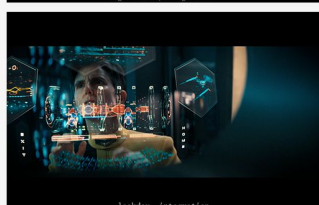
CG Integration/Color Grading, Rig Removal, Sky replacement, Keying, Tracking.

**Echo Season 1** - Nuke (*Deep Compositing*)Company: **Digital Domain**

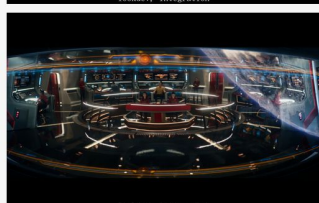
CG Integration/Color Grading, Volumetrics creation, Tracking.

**Echo Season 1** - NukeCompany: **Digital Domain**

CG 2dRelight/Multipass rebuild/Integration/Color Grading, Volumetrics creation, Tracking.

**Star Trek Discovery Season 4** - NukeCompany: **MPC**

2d Graphic LookDev/Integration/Color Grading, Tracking.

**Star Trek Discovery Season 4** - NukeCompany: **MPC**

2d Graphic LookDev/Integration/Color Grading, Tracking.

Compositing Breakdown Sheet



Star Trek Discovery Season 4- Nuke

Company: **Crafty Apes**

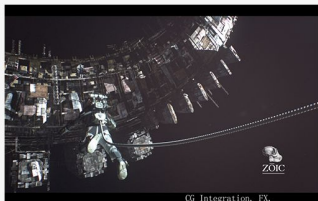
Animation, 2d FX creation and integration, 2d Relighting, Tracking.



Project BlueBook Season 1 - Nuke, Maya

Company: **GDP Studios**

Modelling, Animation, 2d element integration, 2d FX creation, Tracking.



The 100 Season 4 - Nuke

Company: **Zoic**

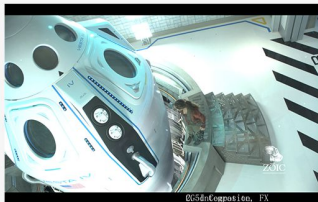
CG integration/Color Grading, Tracking.



The 100 Season 4 - Nuke

Company: **Zoic**

CG integration/Color Grading, 2d Fx elements integration, Keying, Tracking.



The 100 Season 4 - Nuke

Company: **Zoic**

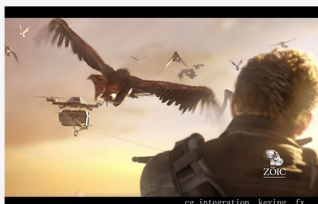
2.5d CG integration/Color Grading, Keying, Plate Cleanup, Tracking.



Once Upon A Time Season 4- Nuke

Company: **Zoic**

2.5d Arrow Creation, Animation, Tracking.



Zoo Season 3- Nuke, Mocha

Company: **Zoic**

CG/FX integration/Color Grading, Tracking.



OKGO 'Love' - Nuke, Mocha

Company: **Logan**

Plate cleanup, Object removal, A/B plate blend (Armatures and FG mirrors), Roto, 2d/3d Tracking.

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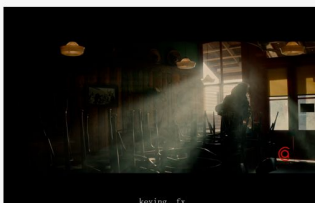
Project BlueBook Season 1 - Maya
Company: **GDP Studios**

Cg sequence layout/lighting Lookdev, Texturing, Shading, Animation, Rendering (Vray)



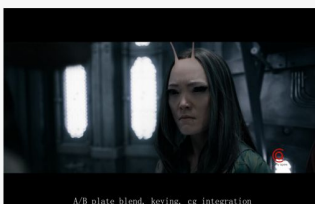
Zoo Season 3 - Nuke, Mocha
Company: **Zoic**

CG/FX integration/Color Grading, 3d Tracking.



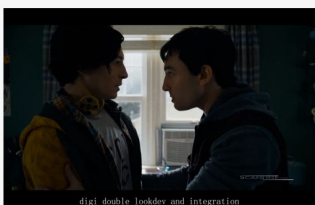
Cry Macho - Nuke
Company: **Crafty Apes**

FX Creation/integration, 3d Tracking.



Guardians of The Galaxy Vol 3 - Nuke
Company: **Crafty Apes**

Keying, CG Integration, A/B plate stitch, Tracking



Flash - Nuke
Company: **Scanline**

Cg integration, Tracking, Plate Cleanup
Worked closely with 2d Sup and 3d Dept developing workflow for Digi Double Asset creation



Westworld Season 4 - Nuke
Company: **Crafty Apes**

Set Extension, Color Grading, 2d/3d Fx creation & integration, Keying, Plate Cleanup, Tracking.



Apartments.Com - Nuke, Mocha
Company: **Company 3**

2d/3d integration, Set Extension, Plate Cleanup, Tracking, Color Grading, Keying



Student Work- Nuke, Maya, Maxwell Studio, Mocha, Syntheyes, Substance Suite, Adobe Suite

Modeling, Texturing, Shading, Lighting, FX creation and integration, Day for Night conversion, Color Grading, 2d/3d Tracking, Animation, Rendering