Alma Cebrián

Showreel Breakdown 2023

Compositing Artist

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Shot	Compositing task description
	- Integrated CG crowd to plate. - Rotoscopy on elements over CG crowd (railings, seats, foreground elements). - Adjusted light select, compositing passes, optics and relighted individual areas using normal and world position maps to match lighting to plate's light movements. - Regrain only recreating grain on the visual effect.
	- CG Matte painting integration - Luma and chroma key mixed on different areas. - Keying refinement, edge work and inpaint to integrate better the moustache illumination to the Matte painting. - Regrain only recreating grain on the visual effect.
	- CG Matte painting integration - Luma, chroma key and rotoscopy refinement. - Keying refinement, edge work and inpaint to integrate better the hair and edges illumination to the Matte painting. - Regrain only recreating grain on the visual effect.

- Cleanplate creation and elements reconstruction for actor removal (inpaint, tracking and rotoscopy)
- CG creature integration (light selection, passes adjustments, grading, color correction and optic work)
- Plate split (to match offline).
- Regrain only recreating grain on the visual effect.
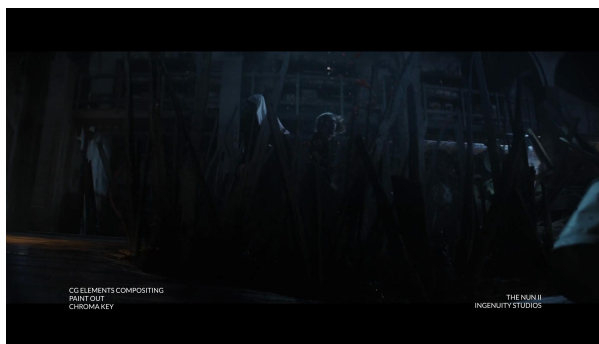
- Cg stakes and wine splash integration (using inpaint, deep holdouts on the ground, grading, color correction and adjusting light selects and CG passes)
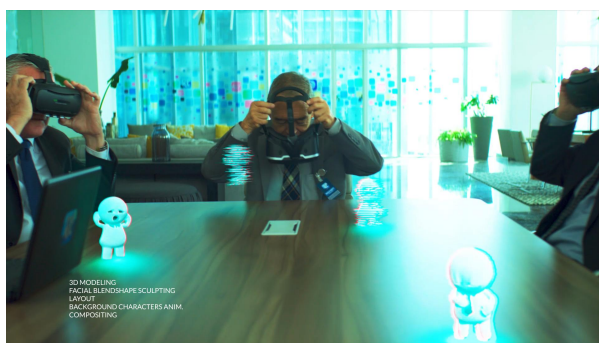- Regrain only recreating grain on the visual effect.

- City plate integration to Plate shoot on set (grading, color correction and optic work).
- Chroma key (hard and soft keys mixed in different areas of the image)
- Despill and edgework to match edges to the background plate.
- Regrain only recreating grain on the visual effect.

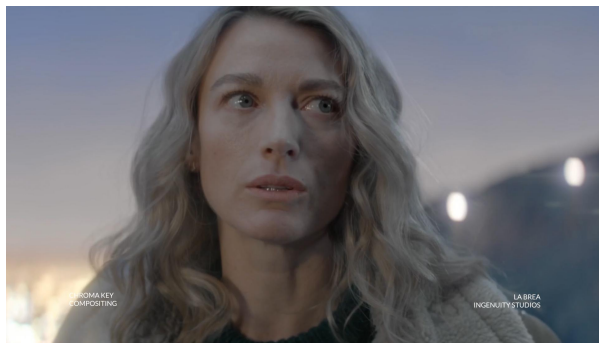|	
	- Camera track and matchmove. - Blood splashes and splatters integration (grading and color correction). - Blood interaction on the helmets and the car.
	- Holograph design and animation - GFX integration on plate (Grading and light interaction with the face and the eyes).
	- Animated Character design, modeling and blendshape sculpting. - Background character 3D animation. - CG characters multipass compositing and look design. - Rotoscopy of foreground elements.

- Camera tracking.
- 3D matte painting modeling, texturing and lighting.
- CG DMP integration to plate (grading, color correction and optic work).
- Chroma key and rotoscopy.

- Camera tracking
- Fire and smoke compositing (grading, color correction and optics)
- Character and columns rotoscopy.
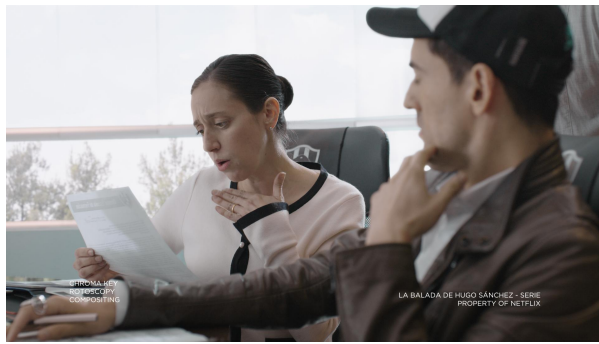
	- Chroma key - Rotoscopy - Background plate integration outside and in reflections (grading, color correction and optic work) - Despill work.
	- CG DMP integration. - Grading, color correction, optic work and flare interaction with the camera - Chroma key for character. - Despill and clean edge work.
	- CG DMP integration. - Grading, color correction and optic work. - Chroma key. - Despill. - Rig removal on reflections.

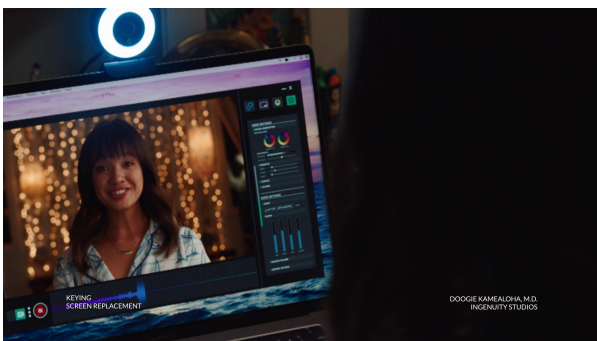|	
	- 2D DMP creation and integration (grading, color correction and optical work on window, courtain and wine glass). - Camera tracking. - Chroma key. - Despill.
	- Background plate integration (grading, color correction and optics) - Characters chroma key - Green despill work
	- Clean plate creation (plate reconstruction on dummy stack area) - CG stack integration and reposition to match the desired acting for the scene. - CG blood compositing and interaction with zombies, stack and ground.

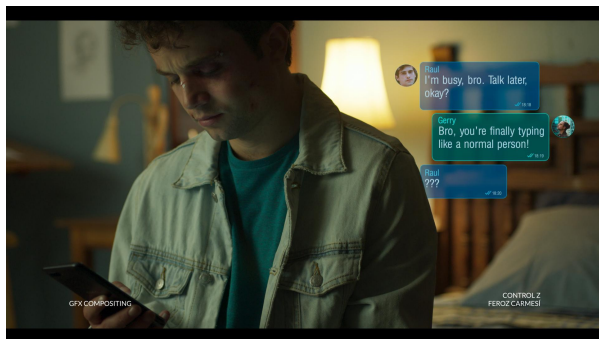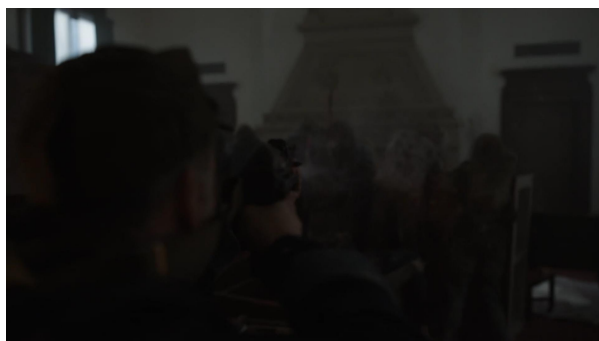|	- Planar and 3D projection on plate elements. - DMP building degradation compositing (improved grading, color correction and worked optics to match the plate). - Additional rotoscopy needed.
	- Chroma key and despill on girl's plate. - Integrated girl's plate on boy's room, worked shadow interaction, grading, color correction and optics. - Room set extension.
	- CG DMP integration (grading, color correction, optic work, additional roto and CG reposition to match the plate seamlessly) - Chroma key and blue despill work on bush and tree area.
	- Screen replacement. - Cleanplate and keywork on screen area. - Grading, color correction and optical work on screen content. - Color light incidence on girl and keyboard. - Refined roto artist's rotoscopy.
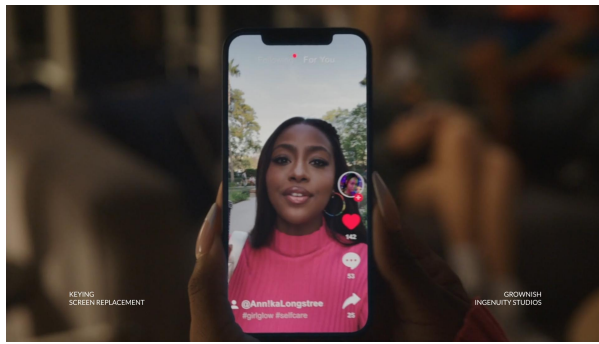
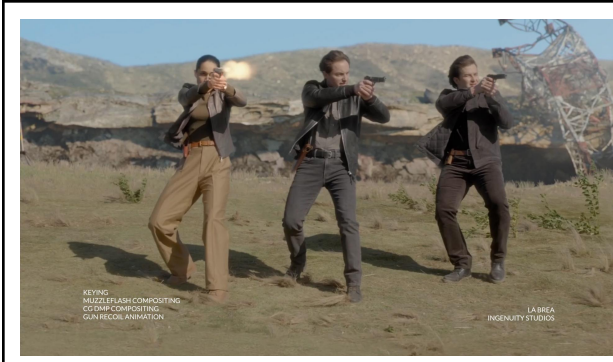|	
	- Screen replacement. - Cleanplate and keywork on screen area. - Grading, color correction and optical work on screen content.
	- Camera tracking 3D Card placement for each character holding a mobile. - Rotoscopy refinement - Grading, color correction and optics integration to plate. - Holograph look.
	- GFX compositing 2D tracking
	- CG integration (muzzle flash, bullets, smoke, dust, debris and zombies' blood). Grading, color correction, optic work. - Roto artist rotoscopy polish.

KEYING
MUZZLEFLASH COMPOSITING
CG DMP COMPOSITING
GUN RECOIL ANIMATION

LA BREA
INGENUITY STUDIOS

- CG DMP integration (grading, color correction and optical work).
- Screen left light placement, tracking and integration.
- Muzzleflash and smoke compositing.

♪ "Hero" by Alan Walker