


# Alma Cebrián




## Showreel Breakdown 2025

### Compositing Artist

[almacebrian.com](http://almacebrian.com)  
[vimeo.com/466807859](https://vimeo.com/466807859)

[almaluceroes@gmail.com](mailto:almaluceroes@gmail.com)

 +52 5540278210

Shot	Compositing task description
 <p>CG AND MATTE PAINTING INTEGRATION WASHINGTON BLACK INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• Full CG and 2D Matte painting integration.</li> <li>• Color graded to achieve a certain look and feel, worked lens simulation to achieve lens distortion and chromatic aberration.</li> <li>•</li> </ul>
 <p>CG AND MATTE PAINTING INTEGRATION WASHINGTON BLACK INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• CG and 2D Matte painting integration over plate.</li> <li>• Color graded sea and ship elements to keep land's original color but achieve a certain look and feel.</li> <li>• Regrain only recreating grain on the visual effect.</li> </ul>
 <p>CG AND MATTE PAINTING COMPOSITING CHROMA KEY MELANIE MARTINEZ, PAERIE SOIRE INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• Hero shot CG and 2D Matte painting integration.</li> <li>• Luma, chroma key and rotoscoping on the main character.</li> <li>• Color graded to achieve a certain look and feel.</li> </ul>



- CG and 2D Matte painting integration.
- Luma, chroma key and rotoscoping on the main character.
- Deep compositing to place character in the middle of the CG elements.
- Color graded to achieve a certain look and feel.



- CG and 2D Matte painting integration.
- Luma, chroma key and rotoscoping on the main character.
- Deep compositing to place character and fingers between pistils.
- Color graded to achieve a certain look and feel.



- CG Matte painting integration
- Luma, chroma key and rotoscoping 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.



- 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 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.



- 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.



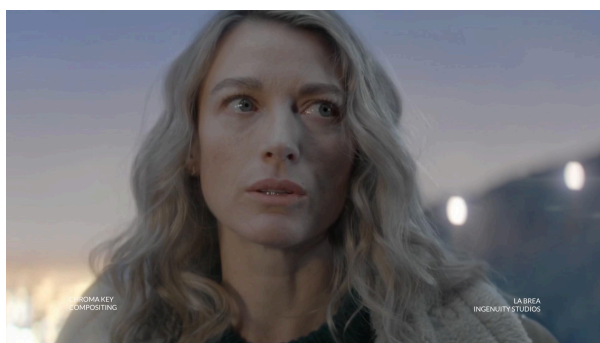
- 2D matte paintings for head wounds.
- CG integration for blood splashes
- Knives reconstruction to hit the right spots zombies heads.



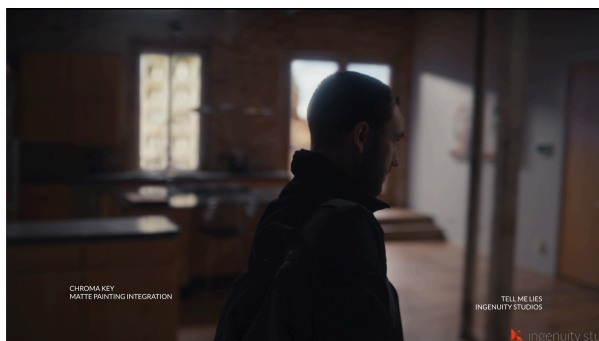
- CG integration.
- Color graded to achieve the car's light incidence naturally.



- Plate's axe replacement for a CG one.
- CG and stock blood integration to achieve a liquid yet clot consistency.



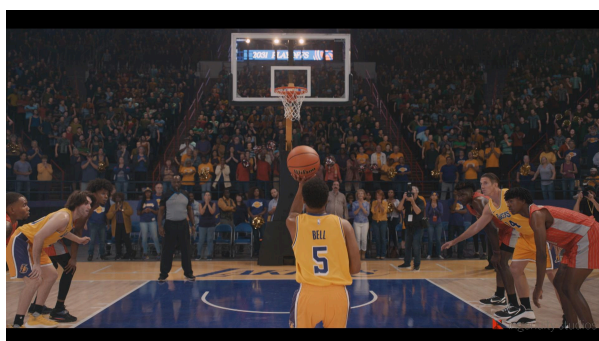
- CG DMP integration.
- Grading, color correction, optic work and flare interaction with the camera
- Chroma key for character.
- Despill and clean edge work.



- Chroma key on window's bluescreen.
- Projected 2D matte painting
- Replaced bluescreen spill and lightwrap to match DMP's light incidence.



- City plate integration to Plate shoot on set.
- Match graded, color corrected and matched lens optics.
- 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.



- 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 to generate river accurate to historic events.
- Match graded, color corrected and matched lens optics.
- Enhanced river using 2D noise for bokeh cinematic purposes.



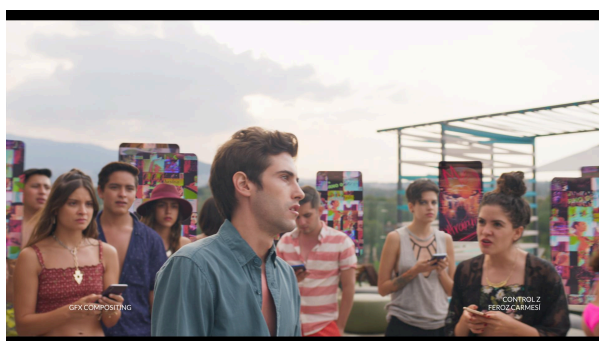
- Planar and 3D projection on plate elements.
- DMP building degradation compositing (improved grading, color correction and worked optics to match the plate).
- Additional rotoscoping needed.



- 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.



- Holograph design and animation
- GFX integration on plate (Grading and light interaction with the face and the eyes).



- Camera tracking
- 3D Card placement for each character holding a mobile.
- Rotoscopy refinement
- Grading, color correction and optics integration to plate.
- Holograph look.



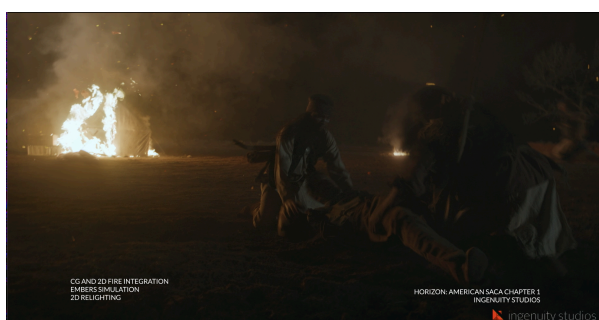
- GFX compositing
- 2D tracking



- CG and stock fire/smoke compositing.
- Generated scorched texture from CG mask and animated using a noise setup.
- Generated embers setup to float and fall naturally in the 3D space.
- Shot relight to match fire elements.



- CG and stock fire/smoke compositing.
- CG blood compositing on hit.
- Generated embers setup to float and fall naturally in the 3D space.
- Shot relight to match fire elements.



- CG and stock fire/smoke compositing.
- CG simulated crowd integration.
- Generated embers setup to float and fall naturally in the 3D space.
- Shot relight to match fire elements.

 <p>CG AND 2D FIRE INTEGRATION EMBERS SIMULATION 2D RELIGHTING</p> <p>HORIZON: AMERICAN SAGA CHAPTER 1 INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• CG and stock fire/smoke compositing.</li> <li>• Generated embers setup to float naturally in the air.</li> <li>• Shot relight to match fire elements.</li> </ul>
 <p>CG FIRE COMPOSITING 2D RELIGHTING PLATES INTEGRATION</p> <p>FEAR THE WALKING DEAD INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• Integration for 2 plates (split comp)</li> <li>• CG Explosion integration</li> <li>• Plate relighting</li> </ul>
 <p>CG FIRE COMPOSITING 2D RELIGHTING</p> <p>FEAR THE WALKING DEAD INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• CG Fire and smoke integration</li> <li>• 2D relighting for surfaces affected by light</li> <li>• Edge work to integrate correctly rotoscopy.</li> </ul>
 <p>SCORCHED FABRIC COMPOSITING EMBERS AND ASHES SIMULATION</p> <p>FEAR THE WALKING DEAD INGENUITY STUDIOS</p>	<ul style="list-style-type: none"> <li>• 2D DMP integration to enhance zombies' scorched look.</li> <li>• Particles compositing to simulate embers and ashes floating in the air.</li> </ul>

♪ “Hero” by Alan Walker