



Miniature shot; Shot in 4k images with Red Camera.
Green Screen Keying, 2d tracked and Stabilized CG barrel. Comped with the CG rendered barrels, and I have roto plane edges where it had heavy green spills. For the background and the Rotor I used a camera and cards to place its position and animated in Nuke.
As for the speed up purpose I precomped and rendered the rotor and composited in this shot.
All done in Nuke 6.3.



The footages are Shot in 4k images.
Green Screen extraction. Extensive use of Keying, IBK Gizmo, IBK Color, and also I have used GenArts sapphire plugins to get effective flicker look as well as distortion on the hologram.
As for the speed up purpose I precomped and rendered the each assets and composited in this shot.
All done in Nuke 6.3.



Full CG elements of 3D model birds with camera projection in its scene.
Adjusting each CG passes to give a glass look on the bird.

All done in Nuke 6.3.



Compositing the CG particle floating inside of the glass bottle. I needed to camera track and had done a lot of color correction to give a subtle look to blend in its scene.

All done in Nuke 6.3.



A lot of Roto work has done in this shot; with use of Keying to take out the Green screen on the all windows. Many has used to color correction within the scene to create seamless transition between filmed footage and to composite the 2D assets.
Since, extreme camera shake was within the original footage, I had to create dramatic motion blur and animate the Roto frame by frame.
I had a camera projection of the 2D assets on the windows and had done a lot of color corrections to give a subtle and creepy gohsty horror look.
All done in Nuke 9.0



Full HD shot:
Roto painted and removed the white building on left side; using both Nuke and Photoshop.
By use of clone tool and healing tool to manipulating the leaves on the trees.
Additionally, I color collected to keep the consistency of its environment.
All done in Nuke 6.3.



Full CG shot.
I used camera projection on background and the clouds to give a depth within this scene.
Also, 2D camera shake in the Nuke as the plane was flying through.
Some color correction on both sky and the CG elements to blend in the its scene.
All done in Nuke 9.0.



Full CG shot.
2.5D compositing which I wanted to create the depth and rich atmosphere within this 2D animation. It was a fairly simple comp but there were many tweaks and use of alpha channels to adjust saturation/brightness; defocusing some areas to separate the foreground from the background. Adding the 2d image to create the muzzle flash and animate it along side with the character.

All done in Nuke 9.0.



Compositing the footage with the 2D blood assets; which assets were color corrected and transformed to blend into its scene. Also, it needed to camera track to animate the assets to move along side with its camera move. A little bit of Roto paint to give additional blood on the body to blend the 2D blood.

All done in Nuke 6.0