ANDREA GEREMIA

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P O R T F O L I O

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Turin, Italy

CAPTAIN MARVEL - SHOT 01
Trixter | Compositor

- Lightnings integration in the footage
- Creation of the energy core on the sticks
- Interactive light on different characters and objects
- CG handcuffs and heat look
- Masks of different characters to isolate them from the BG

CAPTAIN MARVEL - SHOT 02
Trixter | Compositor

- CG cat integration using deep compositing for the holdout with the console
- Keying of the Screen Left window and set extension
- Retime on Samuel L. Jackson and fixing of the artifacts.

CAPTAIN MARVEL - SHOT 03
Trixter | Compositor

- Integration of the mindfrack with the footage
- Interactive light on Captain Marvel and creation of fake sub surface scatter on skin
- Lens flares
- Prep and roto

CAPTAIN MARVEL - SHOT 04
Trixter | Compositor

- Integration of CG Alien face
- Integration of mindfrack lines
- Integration in the BG of panels and dough controls
- Prep and roto for all the characters and panels

CAPTAIN MARVEL - SHOT 05
Trixter | Compositor

- Integration of CG cat
- Prep: removed the puppet and created the BG and Alien's body

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- DEEP COMP
- KEYING
- CG RENDER
- PREP

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CAPTAIN MARVEL - SHOT 06
Trixter | Compositor

- One of the shots more complex and with more elements I have done for this show
- Integrated CG elements: handcuffs, footcuffs, legs and ceiling
- Added 2D elements: smoke, explosion, debris, mindfrack lightnings
- Interactive light on all the elements after the explosion
- Incandescence on machine
- Roto for the Aliens and Captain Marvel
- Removed cables from Captain Marvel

CAPTAIN MARVEL - SHOT 07
Trixter | Compositor

- Lightnings integration in the footage
- Creation of the energy core on the sticks
- Interactive light on different characters and objects
- CG handcuffs and heat look
- Masks of different characters to isolate them from the BG
- Improved prep and roto

CAPTAIN MARVEL - SHOT 08
Trixter | Compositor

- CG cat integration
- Matched the shadow of cat with those on the original footage
- Blue light for continuity

CAPTAIN MARVEL - SHOT 09
Trixter | Compositor

- CG cat and hand integration
- Color correction on alien's face
- Keying and set extension on windows
- Preped out puppet and restored Samuel L. Jackson's body

CAPTAIN MARVEL - SHOT 10
Trixter | Compositor

- 2D floating hair to simulate 0 gravity. Used Spline Warp.
- CG objects integration

DEEP COMP   CG RENDER
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007: NO TIME TO DIE - SHOT 11
Framestore | Compositor ●

- Keying and despill
- Set extension
- Shot from the trailer. I realized the version for the final movie

CATS - SHOT 12
MPC | Key Compositor ● ●

- Integration of 32 CG cats, matching the lighting with that one of the actors
- Restored faces and hands of the real actors
- Set extension of the stage

CATS - SHOT 13
MPC | Key Compositor ● ●

- Integration of CG cats, matching the lighting with that one of the actors
- Restored faces and hands of the real actors

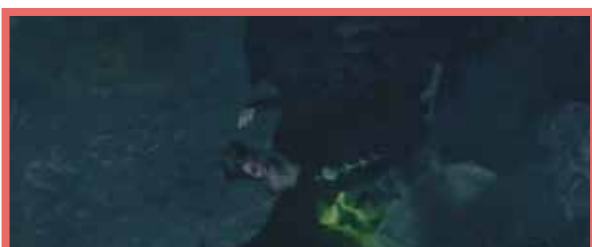
CATS - SHOT 14
MPC | Key Compositor ● ●

- Integration of Bombalurina, matching the lighting with that one of the actress
- Used deep compositing for the holdout
- Restored face, hands and shadow of the real actress
- Integration of FX from the bottle
- Set extension

MALEFICENT: MISTRESS OF EVIL - SHOT 15
MPC | Compositor ● ● ●

- Set Extension: CG background
- Keying of Despill of FG plate

MALEFICENT: MISTRESS OF EVIL - SHOT 16
MPC | Compositor ● ● ●

- Switch between real Angelina Jolie and CG double
- Integration of CG background and FX

● DEEP COMP   ● CG RENDER
● KEYING   ● PREP

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MALEFICENT: MISTRESS OF EVIL - SHOT 17
MPC | Compositor   🟠 🟢

- Creation of the template for the entire sequence for hash and golden FX
- Keying and Despill

LOST IN SPACE - SHOT 18
Trixter | Compositor

- Patch of grass for Set Extension

LOST IN SPACE - SHOT 19
Trixter | Compositor   🟢 🔵

- Keying and Despill
- Integration of DMP and lens flares
- Prep: cleaned up of green screen

BLACK PANTHER - SHOT 20
Trixter | Compositor   🟢

- Improved Key for the replacement of the BG
- Improved DMP of the church in the BG

THE KANGAROO CHRONICLES - SHOT 22
Trixter | Compositor   🟠 🔵 🔵

- Removed and actor and restored the BG
- Recreated the bowl with the liquid inside
- Slap comp of CG
- I didn't finalized the shot

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BRIGHTBURN - SHOT 21
Trixter | Compositor 🟢

- Keying and prep of the green screen
- I didn't finalized the shot

BRIGHTBURN - SHOT 21
Trixter | Compositor 🟢

- Keying and prep of the green screen
- I didn't finalized the shot

GUNS AKIMBO - SHOT 22
Trixter | Compositor 🔵

- Mask and Clean Up for Set Extension
- I didn't finalized the shot

GUNS AKIMBO - SHOT 23
Trixter | Compositor 🟢

- Keying and rotos
- I didn't finalized the shot

GUNS AKIMBO - SHOT 24
Trixter | Compositor 🟢 🔵

- Keying and prep
- Removed cable
- I didn't finalized the shot

🔵 DEEP COMP   🟠 CG RENDER

🟢 KEYING   🔵 PREP

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BLEI - SHOT 25
Trixter | Compositor

- Removed security cable and restored the BG

PAT THE DOG - SHOT 26
Trixter | Compositor

- Full CG animated TV series
- Compositing of the first 2 episodes
- Creations of the template script in Nuke to be used for all the next episodes

PERSONAL PROJECT - SHOT 27
Personal project | Compositor, FX, Rigging, Matchmove, Shooting

- CG whale integration
- Sky replacement
- FX done in Houdini
- Matchmove with 3D Equalizer
- Rigging of the whale

PERSONAL PROJECT - SHOT 28
Personal project | All aspects

- Modelling, Texturing, Shading, Rendering and Compositing of the helicopter
- Ground replacement
- Matchmove with 3D Equalizer

PERSONAL PROJECT - SHOT 29
Personal project | Compositor, Scripting for particles, Rigging, Matchmove

- CG spiders integration
- Prep of the footage and grading
- Python script for the particles
- Matchmove with 3D Equalizer
- Rigging of the spider
- Walk cycle

DEEP COMP   CG RENDER
KEYING   PREP