



Project: **Warcraft** | El Ranchito

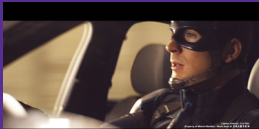
00'05



NUKE: Compositing (part of). Also the creation of the river with footage recorded by a drone. After stabilized I used them to create and compose different 3D layers of water, sand, reflections and refractions. Same technique for lake's foam.

Project: **Captain America: Civil War** | Trixter

00'19



NUKE: Keying, rotoscoping, reflections on the window's glass. Animation of the background.

00'20



NUKE: Integration of CG Black Panther and car bumpers. New lights and reflections on them and wiped the ones to simulate Black Panther's reflection on the cars.

00'22



NUKE: Keying, rotoscoping, reflections on the window's glass. Animation of the background.

00'23



NUKE: Rotoscoping (actor and bag). Integration of the result with CG background (building) with painted shadows.

Project: **Jules Mumm** | Goodbye Kansas

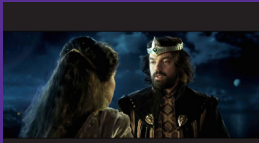
00'25



NUKE: Integration of the pink llama into the footage. Shadows and glows. Computer screen replacement. Rotoscoping.

Project: **Warcraft** | El Ranchito

00'31



NUKE: Keying, rotoscoping and making the integration with the background creating a different lighting effect on the actor's hair.

Project: **Puma Deo** | Sauvage

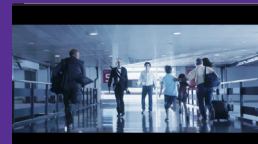
00'37



NUKE: Integration of the CG stadium with the footage recorded at the studio. Rotoscoping and color grading.

Project: **Anacleto: Agente Secreto** | El Ranchito

00'46



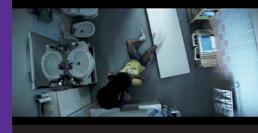
NUKE: Keying, rotoscoping and compositing. Animation of the train and synchronizing the shadows from the footage. Reflections on the floor.

00'52



NUKE: Removal of a big crane on the right side of the screen. Reconstruction of building and road.

00'54



NUKE: Removal of the right arm of the actor that is being dragged. Reconstruction of the floor, falling door and reflections on the mirror.

Project: **Outlander** | Goodbye Kansas

00'57



NUKE: Removal of marks on the background and restoration of rain from footage. Rotoscoping. Integration of the footage and CG elements (fog, rain and sea).

Project: **The Rose Of Fire** | Mediapro

01'03



NUKE: Motion tracking, holographic screens, glass refractions and reflections on metal cases.

AFTER EFFECTS: Motion graphics on screens.

01'11



NUKE: Motion tracking, integration, grading.

MAYA: Simulation of fireworks, sparks and smoke.