Bernd Koch

Mid Compositor

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Showreel: https://vimeo.com/860072560

Description of tasks

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1. The Last Voyage of the Demeter - Ship cargo shot

Denoising the plate
Adding CG background (ship extension, ships in the bg, crowd and buildings)
Rotoscoping plate to add on top of CG, with the help of projections and additional keying
Seamlessly merge CG set extensions with the plate
Rotoscoping of ropes (partially outsourced)
Edge extension of all FG elements, with much care to ropes and intersecting points
Removing vast majority of plate sky for continuity reasons
Matching the defocus levels
Adding grain

Software used: Nuke

2. Asteroid City - Restaurant shot (over 2400 frames)

Retiming different parts of the plate
Removing wig line of SL character with the help of two other artists (one third done by me)
Seamlessly stitching together retimed parts with the help of outsourced rotos
Dust-busting and removing other lens artefacts
Adding grain

Software used: Nuke

3. Shrouded Destiny - Creature talking shot

Denoising the plate for keying
Creating a clean plate
Adding CG hands
Grading CG hands accordingly
Relight CG hands with normals
Fixing CG hands animation by manual keyframing
Adding grain

Software used: Nuke

4. Babylon Berlin - Car driving up shot

Denoising the plate
Keying the bluescreen
Additional roto of all plate elements to screen right side
Adding CG into shot
Seamlessly merge CG set extension with the plate
Adding atmospheric fog to better connect with the plate
Cutting out fog by using deep information
Adding grain

Software used: Nuke

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5. Bob animation shot

AOV grading of several channels
Darkening the right drawer
Adding a second glint on the left antenna
Tracking the TV
Inserting a background image in the TV
Adding contact and cast shadows
Adding the rabbit inside the TV
Adding a TV-screen map
Creating interactive areas of the TV-map with the rabbit
Adding a room reflection on the TV-screen
Adding the TV-screen light
Adding the rabbit outside of the TV
Adding light wrap on the rabbit
Adding an atmospheric layer
Adding chromatic aberration
Animating a defocus to create depth
Adding camera shake on impact
Adding grain

Software used: Nuke