Bernd Koch

Compositing Artist

Email	berndkochaut@gmail.com
Website	berndkoch.com
LinkedIn	linkedin.com/in/berndkoch

Showreel: https://vimeo.com/948426973

Description of tasks

1. The Last Voyage of the Demeter - Loading in the cargo

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
Regraining

Software used: Nuke

---

2. Shogun - On horseback

Denoising the plate
Integration of the CG background with plate props
Integration of the DMP in the far background
Matching the look on adjacent shots
Removing the head turning at the beginning by morphing a different take on top
Edge treatment on all plate elements
Regraining

Software used: Nuke

---

3. Asteroid City - Arriving at the restaurant (over 2400 frames shot)

Denoising the plate
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
Regraining

Software used: Nuke

---

4. Shrouded Destiny - Wild gestures at the bar

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
Regraining

Software used: Nuke

---

5. **The Last Voyage of the Demeter** - Assembling the crew
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
Edge extension of all FG elements
Removing vast majority of plate sky for continuity reasons
Matching the defocus levels
Regraining

Software used: Nuke

---

6. **The Wonderful Story of Henry Sugar** - Patient escapes
Denoising the plate
Retiming different parts of the plate
Dust-busting and removing other lens artefacts
Regraining

Software used: Nuke

---

7. **Babylon Berlin** - Car drives up
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
Regraining

Software used: Nuke

---

8. **You eat other animals?** - Questioning the other species
Denoising the plate
Greenscreen-Keying of the plate
Rotoscoping several hair strains
Adding the background with attention to sequence continuity
Blending foreground with background together with light wraps and additional edge treatments
Regraining

Software used: Nuke

---

9. **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
Regraining

Software used: Nuke