

BERND KOCH

MID-LEVEL NUKE COMPOSITOR

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Breakdown sheet of public showreel: youtube.com/watch?v=Y0oCSIVkZg

1. The Last Voyage of the Demeter (Feature) — CG integration, keying & roto



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. The Last Voyage of the Demeter (Feature) — CG integration, keying & roto



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

3. Asteroid City (Feature) – Retime & cleanup (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. Wormaggodon (Independent Work) – Deep Compositing



Projecting the background sky and adjusting look

Adding buildings on top from a stock image

Adding window lights to the buildings with animated power shut-off

Adding additional lights to the buildings, such as antenna light

Adding fire and smoke to the screen right buildings

Adding layered atmospheric fog/dust elements & defocus to create depth

Adding motionblur to the background

Denoising the raw CG rendering

Cleanup of artifacts in raw CG rendering

AOV Grading to enhance the CG look

Adding motionblur to the CG with a stronger effect on the debris

Adding a light to the CG snake head

Adding a reflection of the snake onto the windows

Adding CG smoke, fire & sparks that are masked with the deep information

Adding element sparks that are masked with the deep information

Adding element fire embers through a particle system to precisely direct them within the shot

Adding element fire embers that stick to the CG snake by vector distortion

Adding additional fire & sparks around the collapsing CG snake that are masked with the deep information

Adding fire to specific debris parts

Adding a smoke puff to the screen right fire towards shot end

Adding window reflections of all fire & smoke elements

Adding exponential glows all around

Adding lens distortion, camera shake, lens flares, chromatic aberration, color correction and vignette

Upscaling to 4k resolution

Adding grain

CG Assets provided by Compositing Academy

Software used: Nuke

5. The Wonderful Story of Henry Sugar (Film) — Retime & cleanup



- Denoising the plate
- Retiming different parts of the plate
- Dust-busting and removing other lens artefacts
- Regraining

Software used: Nuke

6. Babylon Berlin (TV-series) — CG integration, deep Compositing, keying & roto



- 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

7. Shōgun (TV-series) — CG & DMP integration, plate morphing



- Denoising the plate
- Rotoscoping of plate in FG
- Integration of the CG background with plate props
- Integration of the DMP in the far background
- Matching the look on adjacent shots

Software used: Nuke

8. Shōgun (TV-series) — CG & DMP integration



Denoising the plate
Rotoscoping of plate in FG
Integration of the CG background with plate props
Integration of the DMP in the far background
Matching the look on adjacent shots
Regraining

Software used: Nuke

9. Shōgun (TV-series) — CG & DMP integration



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