

# GAUTAMA MURCHO

## 2018 COMPOSITING REEL

### BREAKDOWN SHEET



SHOT TIMECODE 00:01 - 00:20

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. EXTENSIVE COMP  
LOOKDEV ON GUNDAM  
TRANSFORMATION.  
2D ANIME EFFECT LOOKDEV.  
CREATED NUKE PARTICLE SYSTEM FOR  
CAMERA PASSING THROUGH CLOUDS,  
USED ACROSS SEQUENCE.



SHOT TIMECODE 00:20 - 00:35

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

LOTS OF PLATE INTEGRATION WITH LIGHT-  
SABERS AND FX. FX SPARKS, INTEGRATED  
WITH INTERACTIVE LIGHTING. FALLING  
BURNING ELEMENTS ARE 2D PLACED IN NUKE.  
CHALLENGE WAS DEALING WITH "RED SCREEN"  
BG. FLARES ARE A MIX OF PRACTICAL AND  
OPTICAL FLARE PLUG-IN. CREATED A PARTICLE  
SETUP FOR BLOWING ASH & EMBERS USED  
ACROSS THE SEQUENCE, TO SUPPLEMENT FX.



SHOT TIMECODE 00:35 - 00:38

PROJECT: STAR TREK BEYOND  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. SUPPLEMENTING CRASHING  
FX WITH 2D FIRE ELEMENTS TO HELP  
SELL THE IMPACT.



SHOT TIMECODE 00:38- 00:43

PROJECT: STAR TREK BEYOND  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. HEAVY FX INTEGRATION. LOTS OF SUPPLEMENTING FX WITH 2D ELEMENTS AND NUKE PARTICLES TO SELL THE ENVIRONMENT IMPACTS. NUKE PARTICLES USED TO CREATE BURNING EFFECT INSIDE THE SHIP. THE GROUND IMPACT AT THE END IS MOSTLY 2D ELEMENTS MIXED IN WITH DEEP FX.



SHOT TIMECODE 00:43- 00:47

PROJECT: TRANSFORMERS V  
VFX VENDOR: ILM

HEAVY DEEP CG & FX INTEGRATION, WITH ENVIRONMENT PLATE. GROUND EXPLOSIONS ARE MOSTLY 2D TO HELP SELL GROUND IMPACT. SHOT WAS STARTED BY A DIFFERENT ARTIST, BUT CARRIED TO FINAL BY MYSELF.



SHOT TIMECODE 00:47- 00:51

PROJECT: TRANSFORMERS V  
VFX VENDOR: ILM

HEAVY DEEP CG & FX INTEGRATION, WITH ENVIRONMENT PLATE. LOTS OF 2D ELEMENTS OF DUST, DEBRIS AND EXPLOSIONS ADDED TO HELP SELL THE FALLING DESTRUCTION. SHOT WAS STARTED BY A DIFFERENT ARTIST, BUT CARRIED TO FINAL BY MYSELF.



SHOT TIMECODE 00:51- 00:57

PROJECT: STAR TREK BEYOND  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. EXPLOSIONS AND LASERS ARE MOSTLY 2D CARDS. EXPLOSIONS ON TAIL OF SHIP AT THE END ARE FX RENDERS. LOTS OF INTERACTIVE LIGHT PLAY WITH EXPLOSIONS AND LASERS. NUKE PARTICLES USED TO ENHANCE THE CONTINUOUS CHAOS & DESTRUCTION.



SHOT TIMECODE 00:57- 01:00

PROJECT: STAR TREK BEYOND  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. EXPLOSIONS AND LASERS ARE MOSTLY 2D CARDS. EXPLSIONS ON TAIL OF SHIP AT THE END ARE FX RENDERS. LOTS OF INTERACTIVE LIGHT PLAY WITH EXPLOSIONS AND LASERS. NUKE PARTICLES USED TO ENHANCE THE CONTINUOUS CHAOS & DESTRUCTION.



SHOT TIMECODE 01:00- 01:08

PROJECT: JUPITER ASCENDING  
VFX VENDOR: DOUBLE NEGATIVE

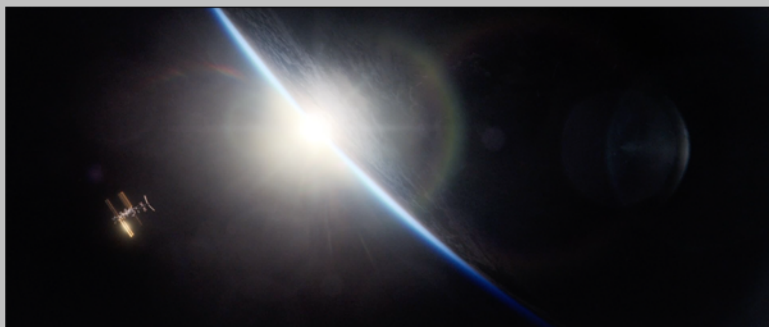
FULL CG COMP. HEAVY FX AND CLOUD SIM INTEGRATION. LIGHTNING ALL DONE IN COMP. LIGHTNING LOOKDEV AND ITS INTERACTIVE LIGHT WITH FX SIM CLOUDS IN COMP WERE SOMEWHAT CHALLENGING.



SHOT TIMECODE 01:08- 01:12

PROJECT: LIFE  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. LOOK DEVELOPMENT FOR EARTH TO BE USED ACROSS MULTIPLE SEQUENCES; CREATED NUKE SETUP USING GIZMO DRIVEN BY PYTHON BUTTONS FOR EASE OF USE AMONG ARTISTS OF ALL LEVELS. LOOK DEVELOPMENT ON ISS & FLARE. FINAL COMP (ISS TWEAKS) BY DIFFERENT ARTIST DUE TO ATTENDING LEAD RESPONSIBILITIES.



SHOT TIMECODE 01:12- 01:16

PROJECT: LIFE  
VFX VENDOR: DOUBLE NEGATIVE

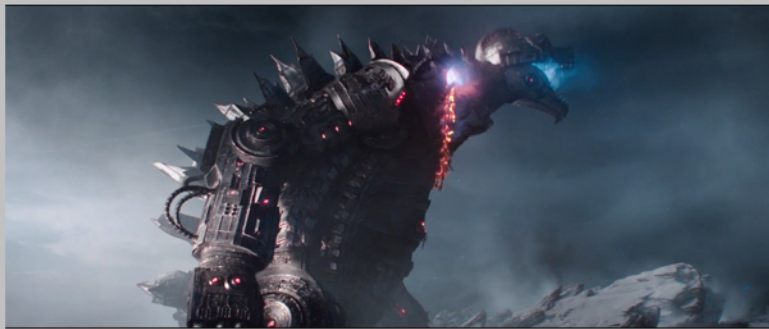
FULL CG COMP. FLARE LOOK DEVELOPMENT. SUNRISE FLARE AND ISS IN DISTANCE HERO LOOK. OPTICAL FX MOSTLY PRACTICAL FLARE ELEMENTS.



SHOT TIMECODE 01:16- 01:20

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

PLATE AND FX INTEGRATION WITH FG/MG AND REDSCREEN BG. LIGHTSABER INTEGRATION. USING NUKE PARTICLES TO SUPPLEMENT FX FOR ASH & EMBERS. FLARES A MIX OF OPTICAL FLARES AND PRACTICAL ELEMENTS. EMITTING PARTICLES OFF FIRE TO ENHANCE CHAOS/DANGER.



SHOT TIMECODE 01:20- 01:29

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. CREATED NUKE PARTICLE SYSTEM USED ACROSS SEQUENCE FOR AMBIENT FOG WITH DEEP HOLDOUTS, ENHANCING THE DEPTH & SCALE. STAB ENHANCED WITH PRACTICAL ELEMENTS IN COMP. LOTS OF SMOKE, FIRE & EXPLOSION ELEMENTS PEPPERED AROUND IN COMP. SCAR/WOUND LOOKDEV. REVERSE TRANSFORMATION LOOKDEV.



SHOT TIMECODE 01:29- 01:34

PROJECT: WARCRAFT  
VFX VENDOR: ILM

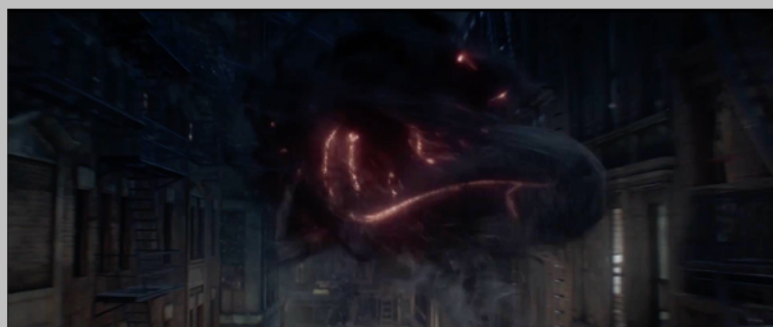
INTEGRATION OF GREEN SCREEN CHARACTERS RIDING A MECHANICAL RIG, WITH CG CREATURE. BIGGEST CHALLENGE WAS INTEGRATING THEIR UPPER BODIES ONTO DIGI-DOUBLE LOWER BODIES. FG IS PLATE, THEN BLENDED INTO MG. BG IS MATTE PAINTING, TWEAKED HEAVILY IN COMP.



SHOT TIMECODE 01:34- 01:39

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

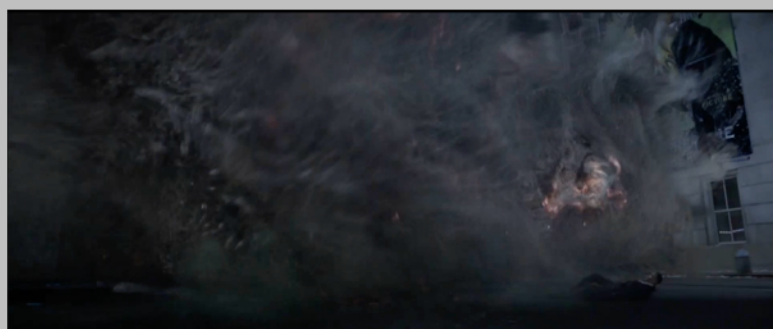
FULL CG COMP. LASER LOOK DEVELOPMENT. VERY HEAVY FX + CG DEEP INTEGRATION. USING MY SEQUENCE-WIDE NUKE ATMOSPHERE SETUP TO INCREASE DEPTH, AND LIGHT INTERACTIVELY WITH LASERS. BG EXPLOSIONS ARE CARDS.



SHOT TIMECODE 01:39- 01:40

PROJECT: FANTASTIC BEASTS 1  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. FX INTEGRATION.  
MONSTER INNER GLOW WAS FUN..



SHOT TIMECODE 01:40- 01:42

PROJECT: FANTASTIC BEASTS 1  
VFX VENDOR: DOUBLE NEGATIVE

HEAVY FX & PLATE INTEGRATION. KEY OF THIS SHAT WAS GETTING THE FACE OF THE MONSTER (SCREEN RIGHT) TO SELL. ADDED A COMP SHOCKWAVE WHEN THE FACE FIRST PRESENTS ITSELF.



SHOT TIMECODE 01:42- 01:44

PROJECT: FANTASTIC BEASTS 1  
VFX VENDOR: DOUBLE NEGATIVE

LOOKDEVING IMPACT OF "MAGIC SPELLS" HITTING MONSTER. AND REACTION OF MONSTER (RED GLOW) TO BEING HIT BY SPELLS. BG IS DMP, FG IS PLATE. FLARES WERE MOSTLY OPTICAL FLARE IN THIS ONE.



SHOT TIMECODE 01:44- 01:48

PROJECT: JURASSIC WORLD 2  
VFX VENDOR: ILM

PLATE AND ICONIC CG DINOSAUR INTEGRATION. THERE'S A CG TOWER SCREEN LEFT DELIVERED FROM ANOTHER VENDOR. MAJORITY OF THE TIME WAS SPENT GETTING THE FLARE TO LOOK AS MAJESTIC AS POSSIBLE, ESPECIALLY AS THE BRACHIOSAURUS' HEAD COVERS IT.



SHOT TIMECODE 01:48- 01:52

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

INTEGRATION OFFG/MG PLATE GREEN SCREEN, CG OUTSIDE WINDOW, AND HOLOGRAM COMP EFFECT. CG SPACE SHIP FLARE AND SHAKE TIMING IN NUKE. ADDED 2D SMOKES OUTSIDE TO SUPPLEMENT FX CHAOS. SHOT WAS ORIGINALLY STARTED BY ANOTHER ARTIST.



SHOT TIMECODE 01:52- 01:55

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

MOSTLY FULL CG COMP, WITH PLATE CHARACTER INTEGRATED INSIDE THE BUBBLE CENTER OF FRAME. FLARES A MIX OF 2D & OPTICAL FLARE. HELPED SUPPLEMENT FX CHAOS WITH ADDITIONAL 2D SMOKE, DEBRIS, EXPLOSIONS. CREATED NUKE PARTICLE SETUP OF "SPACE DEBRIS" FLYING BY, TO ENHANCE THE SENCE OF MOVEMENT.



SHOT TIMECODE 01:55- 01:57

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

FULL CG COMP. HEAVY FX EXPLOSION INTEGRATED WITH DEEP CG. BG. FG GRAPHIC LOOKDEV (BOTTOM OF FRAME) MOGRAPH DONE IN NUKE. LASERS DONE USING 2.D NUKE SETUP.



SHOT TIMECODE 01:57- 02:00

PROJECT: LIFE  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG SHOT. LOOK DEVELOPMENT OF PLANET, USING SAME SETUP I CREATED FOR SEQUENCE. I USED THIS SHOT TO LOOKDEV THE "NIGHT VERSION" OF THE EARTH, AS WELL AS THE NIGHT VERSION OF THE ISS AND IT'S REACTION TO MOONLIGHT. ALSO SUPPLEMENTED FX SPACE DEBRIS WITH NUKE PARTICLES.



SHOT TIMECODE 02:00- 02:04

PROJECT: STAR TREK BEYOND  
VFX VENDOR: DOUBLE NEGATIVE

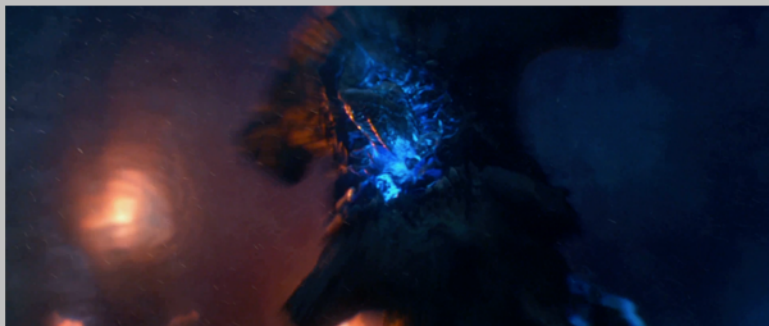
BLENDING TWO PLATE TAKES OF CHARACTER TOGETHER - ONE WHERE HE JUMPS, ONE WHERE HE LANDS. BOTH TAKES WERE TRACKED; I HAD TO BLEND THE CAMERAS TOGETHER IN NUKE. ATMOSPHERE FLYING BY DONE WITH NUKE PARTICLES. BG IS DMP WITH CLOUDS ON NUKE CARDS, POSITIONED AND ANIMATED BY MYSELF.



SHOT TIMECODE 02:04- 02:07

PROJECT: JUPITER ASCENDING  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. LIGHTNING LOOKDEV, INTEGRATING IT INSIDE THE FX CLOUDS. SHIP THRUSTERS, RAIN, AND FX CLOUDS PROVIDED BY FX. ADDED 2D SPARK AND FIRE ELEMENTS TO SHIP TO ENHANCE ITS BURNING EFFECT. FLARES ARE ALL 2D ELEMENTS.



SHOT TIMECODE 02:07- 02:09

PROJECT: PACIFIC RIM  
VFX VENDOR: ILM

FULL CG COMP. LOOK DEVELOPMENT OF SCREAMING SHOCKWAVE. RECEIVED AN FX PASS OF EXPANDING RING; HANDLED DISTORTION AND LAYERING IN NUKE. SUPPLEMENTED WITH NUKE GRAPHIC EXPRESSIONS TO HELP COMPLICATE THE SHOCKWAVE.



SHOT TIMECODE 02:09- 02:12

PROJECT: PACIFIC RIM  
VFX VENDOR: ILM

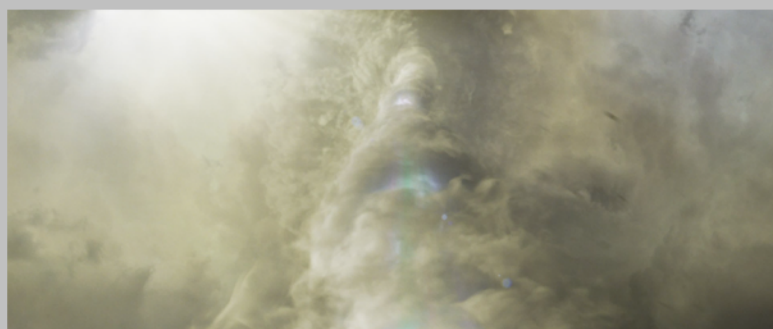
FULL CG COMP. LOOK DEVELOPMENT OF SCREAMING SHOCKWAVE. RECEIVED AN FX PASS OF EXPANDING RING; HANDLED DISTORTION AND LAYERING IN NUKE. SUPPLEMENTED WITH NUKE GRAPHIC EXPRESSIONS TO HELP COMPLICATE THE SHOCKWAVE.



SHOT TIMECODE 02:12- 02:18

PROJECT: PACIFIC RIM  
VFX VENDOR: ILM

FULL CG COMP. USING LIGHT PLAY TO ENHANCE OMINOUS MOOD OF SHOT. USING FX PLANKTON TO DISTORT WATER AROUND THE ROBOTS. ADDING ROLLING SMOKE AND UNDERWATER INK ELEMENTS TO SUPPLEMENT THE FX OF THE GROUND LANDING IMPACT.



SHOT TIMECODE 02:18- 02:21

PROJECT: THOR  
VFX VENDOR: LUMA PICTURES

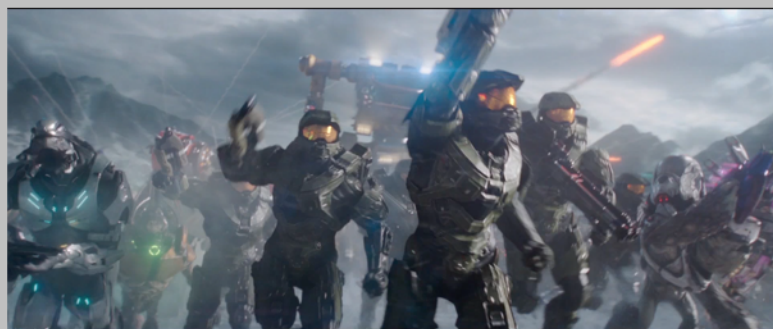
6 PLATES USED (5 BLUE SCREENS FOR THE CHARACTERS, ONE FOR THE ENVIRONMENT AT THE START) - TO BE INTEGRATED WITH FX TORNADO. LOOK DEVELOPMENT OF "BIFROST" TELEPORTATION EFFECT, ENHANCED DRAMATIC DIRECTIONAL LIGHTING OF TORNADO WITH RGB PASSES. BG SKY IS BLENDED HD FOOTAGES.



SHOT TIMECODE 02:21- 02:25

PROJECT: THOR  
VFX VENDOR: LUMA PICTURES

INTEGRATION OF CG CREATURE BEYOND FG PLATE LOKI CHARACTER. LOOK DEVELOPMENT OF BLUE BOX ENERGY EFFECT. ENHANCED "OMINOUS" FEELING OF CHARACTER LIGHTING WITH NUKE VOLUME RAYS.



SHOT TIMECODE 02:25- 02:27

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. USING MY NUKE PARTICLE ATMOSPHERIC SETUP TO ENHANCE DEPTH, AND POP OUT SILHOUETTES OF CHARACTERS. USING DEEP MATTES TO POP OUT "HALO" CHARACTERS BY INCREASING THEIR DIRECTIONAL LIGHTING, AND A BIT OF FILL.



SHOT TIMECODE 02:27- 02:28

PROJECT: THE AMAZING SPIDERMAN  
VFX VENDOR: SONY IMAGEWORKS

FULL CG COMP. USING NUKE POSITION AND NORMAL PASSES TO INCREASE RIM LIGHT OF CHARACTERS, AS WELL AS DECREASE FILL, FOR A MORE OMINOUS LOOK. ADDED PRACTICAL ELEMENTS TO THE WALL WHEN SPIDER-MAN CRASHES INTO IT.



SHOT TIMECODE 02:28- 02:30

PROJECT: THE AMAZING SPIDERMAN  
VFX VENDOR: SONY IMAGEWORKS

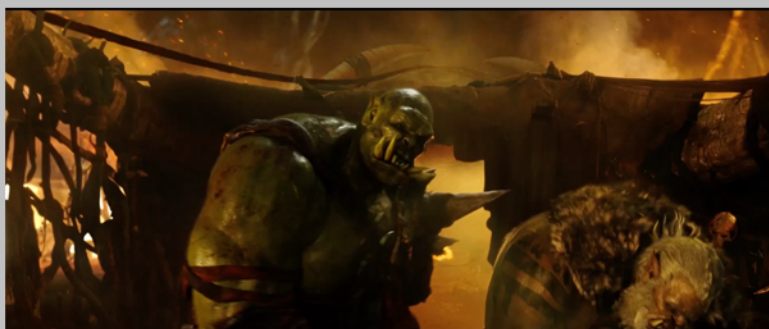
FULL CG COMP. USING NUKE POSITION AND NORMAL PASSES TO INCREASE RIM LIGHT OF CHARACTERS, AS WELL AS DECREASE FILL, FOR A MORE OMINOUS LOOK. INCREASED BRIGHTNESS TO ENHANCE MOMENT WHEN SPIDER-MAN CRASHES THROUGH THE DOOR.



SHOT TIMECODE 02:30- 02:33

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. LOTS OF BG SMOKE, NUKE PARTICLE ATMOSPHERE, EXPLOSIONS ADDED IN COMP. ADDED DISTORTION/ SHOCKWAVE WHEN GODZILLA ROARS. SUN FLARE BEHIND GODZILLA FLICKERS & INTERACTS AS HE OCCLUDES AND UNOCCLUDES IT. LOTS OF WAR AND DUST FX INTEGRATED WITH DEEP CG.



SHOT TIMECODE 02:33- 02:40

PROJECT: WARCRAFT  
VFX VENDOR: ILM

FULL CG COMP. ADDED PRACTICAL EFFECTS OF DEBRIS, SMOKE, AND SWEAT DURING FIGHT IMPACTS. ADDED PRACTICAL SPIT TO SCREEN LEFT CREATURE AS HE TALKS. BURNING TENTS IN BG ARE PRACTICAL PLATE ELEMENTS SHOT SPECIFICALLY FOR THIS PROJECT.



SHOT TIMECODE 02:40- 02:43

PROJECT: STAR WARS: THE LAST JEDI  
VFX VENDOR: ILM

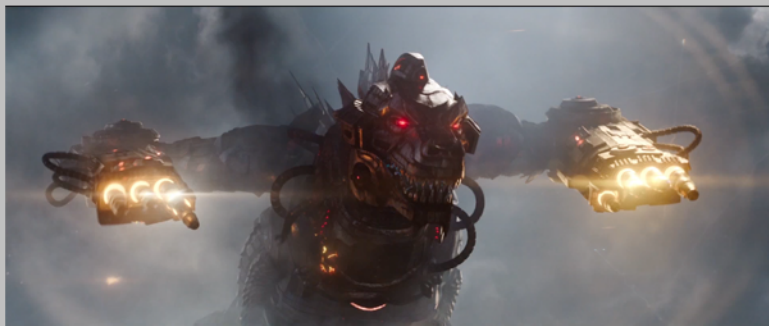
INTEGRATING PLATE CHARACTERS AND BALCONY ENVIRONMENT WITH BG/MG ENVIRONMENT MATTE PAINTING. COMP LOOKDEV ON ENVIRONMENT TO SET THE TONE FOR OTHER SHOTS IN SEQUENCE. SUNSET SKY LOOK DEVELOPMENT. INTEGRATION OF DUST & DEBRIS OF CG CREATURES RUNNING ON DIRT TRACK.



SHOT TIMECODE 02:43- 02:47

PROJECT: JUPITER ASCENDING  
VFX VENDOR: DOUBLE NEGATIVE

FULL CG COMP. INTEGRATING LIGHT OF ROCKET BOOSTER WITH FX CLOUD SIM. JUPITER CORONA LOOKDEV. MILKY WAY POSITION AND MATTE PAINTING STICH LOOKDEV FOR USE IN MULTIPLY SEQUENCES.



SHOT TIMECODE 02:47- 02:48

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. FINGER MISSILE LIGHT EFFECT LOOK DEVELOPMENT. TESTED DIFFERENT TIMINGS USING DEEP ID MATTES AND POSITION WORLD PASSES TO ACHIEVE/ SETTLE ON THIS ONE. FLARES IS A MIX OF PRACTICAL AND NUKE FILTRATION. FX SMOKE INTEGRATION. USING NUKE PARTICLE ATMOSPHERE SETUP TO ENHANCE DEPTH.



SHOT TIMECODE 02:48- 02:52

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. LOOK DEVELOPMENT OF MISSILES LEAVING HANDS LIGHTING EFFECT. HEAVY DEEP CG/FG INTEGRATION. PRACTICAL ELEMENTS USED TO MYSTIFY GODZILLA AND SELL HIS DEPTH. FLARES ARE A MIX OF PRACTICAL ELEMENTS, NUKE FILTRATION AND OPTICAL FLARES PLUG-IN.



SHOT TIMECODE 02:52- 02:56

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. FX THRUSTER AND SNOW DUST INTEGRATION, WITH DEEP CG. LOOK DEVELOPMENT ON GUNDAM THRUSTERS AND SWORD. SWORD DISTORTION DONE IN NUKE. USED THIS SHOT TO CREATE THE GROUND NUKE PARTICLE ATMOSPHERE SETUP. BIG NUKE DISTORTION EFFECT WHEN THE ROCKET EXPLODES IN FRONT OF CAMERA.



SHOT TIMECODE 02:56- 03:04

PROJECT: READY PLAYER ONE  
VFX VENDOR: ILM

FULL CG COMP. EXTREMELY HEAVY DEEP FX AND CG INTEGRATION FOR GODZILLA EXPLOSION. USED NUKE PARTICLES TO GENERATE SPARKS OFF THE GODZILLA HEAD, AS IT FALLS DOWN, ROARS PAST CAMERA, THEN STOPS AND BURNS. NUKE DISTORTION AS THE CAMERA PASSES THROUGH THE SMOKE OF THE GODZILLA HEAD. HEAT WAVES ALSO DONE IN NUKE.

*BREAKDOWN SHEET*