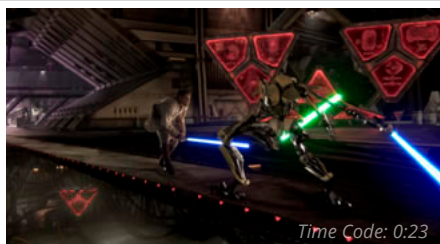




40 Years

VFX Learning Masterclass with Victor Perez
This is a CG multipass Integration. I used techniques such as Roto, Rotopaint, Grain, Color Correct, Relight and Tracking dust elements for a realistic composition.

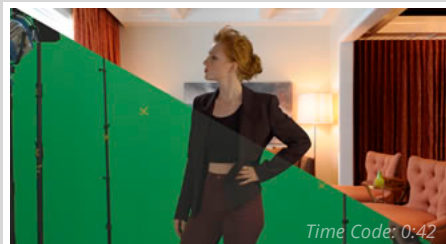
Software: Nuke X, Photoshop



Star Wars

Victor Perez Personal Training
Photorealistic composition. Liveaction joined into a multilayer background. Also, I added realistic lights and other artifacts.

Software: Nuke X, Photoshop



Lounge

VFX Learning Masterclass with Victor Perez
I made the greenscreen using additivekeyer for the hair. I also did the camera tracking and the CC for a realistic finish with the background. I used techniques for 2D in 3D conversion. I used camera projection with cards delimited by roto. I also exported a camera from the previous shot and I joined all the elements in the same composition.

Software: Nuke X, Photoshop



Audi

Victor Perez Personal Training
A full CG shot. I created the beauty using multilayer and did a photorealistic integration emulating the camera effects, Vignette, curvature of field, ghost flare, chromatic aberration and lens flares.

Software: Nuke X, Photoshop



Bolivar

Cotufa Animation Studios
Roto of three characters along 880 frames.

Software: Nuke X



Mailbox

VFX Learning Masterclass with Victor Perez
Mailbox Rig Removal. I built a basic geometry for 3D projection and 2D Patch technics. I used UV paintings from orthogonal view and I retouched it in Photoshop. Also I designed the graffiti and I projected it on the wall.

Software: Nuke X, Photoshop



The Lost Castle

Personal Project
This shot is based on a 2D real image. I replaced the sky and I used techniques like 3D Projection Geometry, ZDefocus. I also used atmospheric elements and created a dummy camera.

Software: Maya, Nuke X, Photoshop



Medieval Matte Painting

CG Perceptor with Jaime Jasso
A 2.5 DMP where I created the environment and a CG banner, I built the composition with photorealistic lens and lights emulations.

Software: Maya, Nuke X, Photoshop



The Lost Castle

Personal Project
I converted a 2D image in a 2.5 DMP. I used techniques to create a futuristic atmosphere. I also used the Nuke Particle System to create smoke rockets and I added lens and lights effects.

Software: Nuke X, Photoshop



Day x Night Matte Painting

CG Perceptor with Jaime Jasso
This is day to night matte painting transformation.

Software: Photoshop