

Yongwoo, Kim

VFX Digital Compositing Reel 2016

Detailed Shot Breakdown

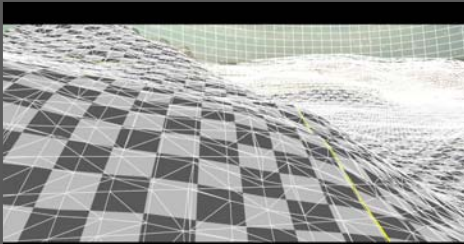
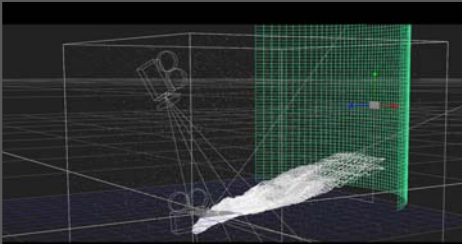
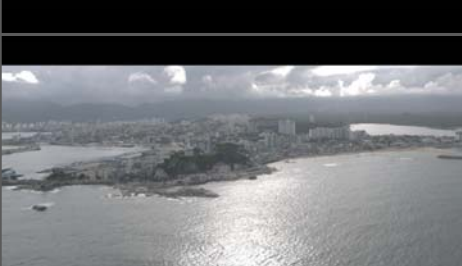
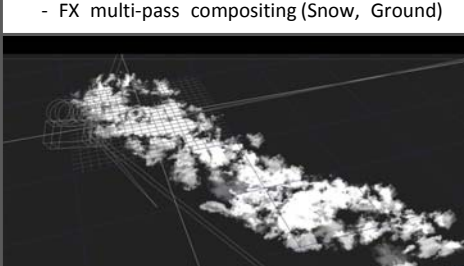
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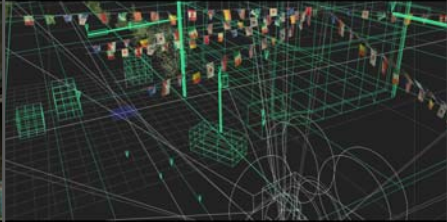
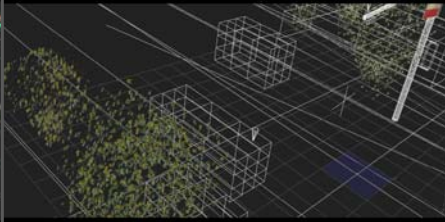
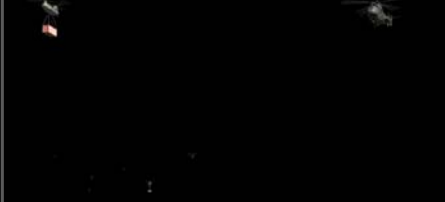
Demo Reel: <https://vimeo.com/196051962>

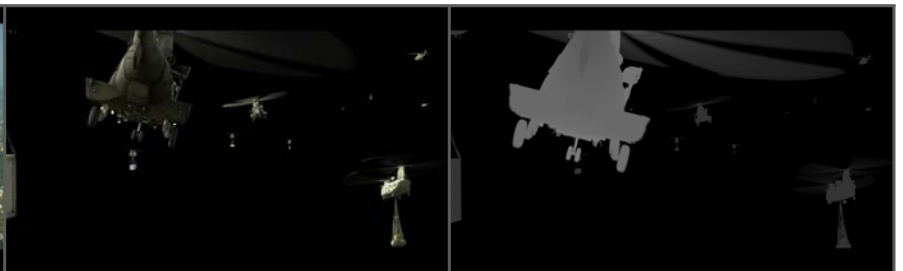
Portfolio Website: <http://www.themonster7.com>

<http://www.imdb.com/name/nm6917906>

E-mail: vfxmonster7@gmail.com

		
	NO. 01 Dur: 370 frame White Vengeance - Compositing supervisor, Senior compositor All compositing tasks: - 2.5D camera projection (Medium range view + Removals) - 2D, 2.5D falling snow, smoke (Source) add - Digital set extension (Distant view, 2.5D camera projection) - Color grading (Ground replacement) - 3D multi-pass compositing - FX multi-pass compositing (Snow, Ground)	
		
	NO. 02 Dur: 184 frame Vanishing time: A boy who returned - Compositing supervisor, Senior compositor All compositing tasks: - 2.5D environment set up - Live action - Stopping time set up - 2.5D camera projection (Add digital matte-painting, Flock (Birds), Add object) - Cloud particle set (Short, Medium range view)	

		
	NO. 03 Dur: 406 frame Vanishing time: A boy who returned - Compositing supervisor, Senior compositor All compositing tasks: - Live action - Stopping time set up - Add flags of all nations (2.5D UV projection set) - Add roadside trees (Particle set, 2.5D UV projection set) - Add a flock of birds (2.5D camera projection) - Signal light, Car reflection removal - Add flags of all nations - Remove signboard, Hold signboard - Signal light, Sign replacement	
		
		NO. 04 Dur: 260 frame The Flu - Compositing supervisor Senior compositor All compositing tasks: - Rotoscoping - 3D multi-pass compositing - 2.5D compositing (Dust, Sky replacement) - Color grading
		



NO. 05

Dur: 120 frame

The Flu - Compositing supervisor, Senior compositor

All compositing tasks:

- Rotoscoping
- 3D multi-pass compositing
- 2.5D compositing(Dust, Sky replacement, Matte-paint 2.5D set (Background))
- Color grading



NO. 06

Dur: 122 frame

Back to 1942 - Compositing Supervisor, Senior compositor

All compositing tasks:

- Rotoscoping (2D, 2.5D), Removals, Clean up
- Background replacement(Add snow environment)
- Digital set extension
- Multi-pass compositing(Digital characters, bomber, bomb)
- Color grading



NO. 07

Dur: 110 frame

Back to 1942 - Compositing Supervisor, Senior compositor

All compositing tasks:

- Rotoscoping (2D, 2.5D), Removals, Clean up
- Background replacement(Add snow environment)
- Multi-pass compositing(Digital characters, bomb)
- Color grading



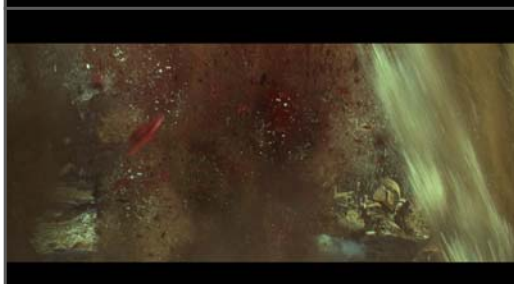
NO. 08

Dur: 24 frame

Back to 1942 - Compositing Supervisor, Senior compositor

All compositing tasks:

- Background replacement(Add snow environment)
- Bloody Explosion
- Body Explosion(Live action source plate)
- Color grading



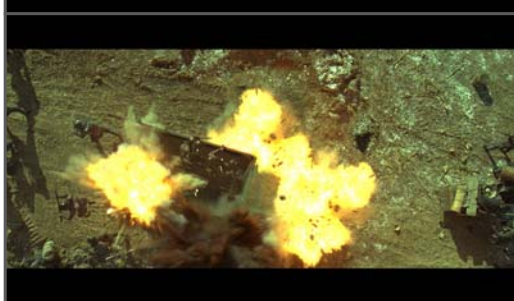
NO. 09

Dur: 26 frame

Back to 1942 - Compositing Supervisor, Senior compositor

All compositing tasks:

- Rotoscoping (2D, 2.5D), Removals, Clean up
- Background replacement(Add snow environment)
- Multi-pass compositing(Digital characters, bomb)
- Color grading





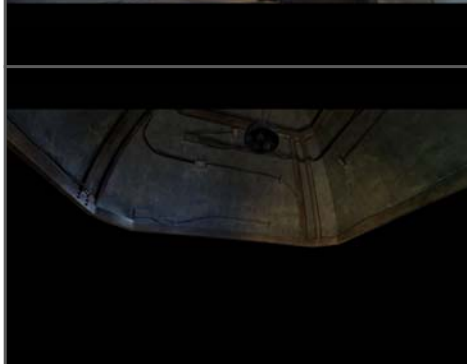
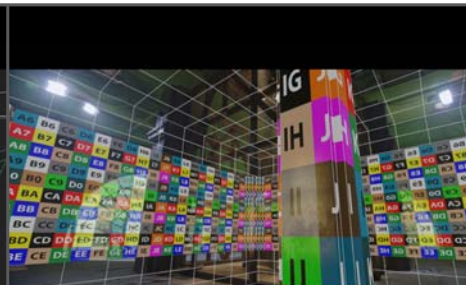
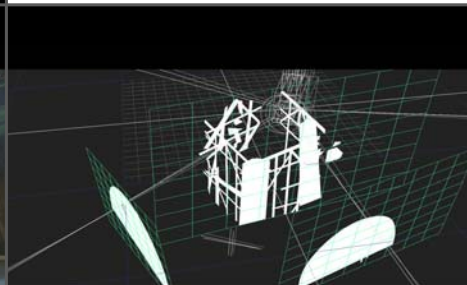
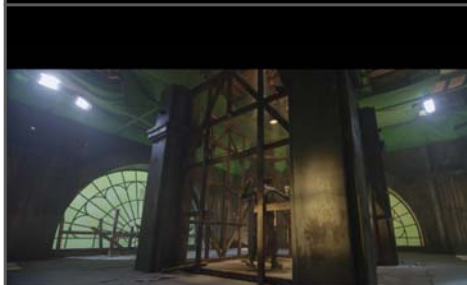
NO. 10

Dur: 454 frame

The Tiger - Senior compositor

All compositing tasks:

- Point_cloud_generator: Create mesh set (Foreground, Background compositing)
- Rotoscoping (2.5D), Keyer, Removals, Clean up
- 2D, 2.5D falling snow, Smoke (Source) add
- Integrate CG elements (FX, Matte-painting) and live action, Digital set extension
- Matchmove CG elements integration
- Color grading



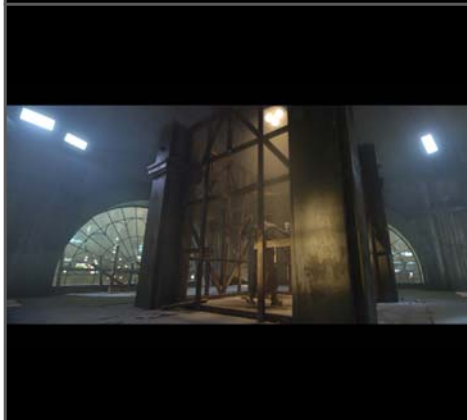
NO. 11

Dur: 90 frame

Big Match - Senior compositor

All compositing tasks:

- Rotoscoping (2.5D), Keyer, Removals, Clean up
- Digital set extension (Roof) 3D multi-pass compositing
- 2.5D dust, Fog add
- 2.5D camera projection (Background live action) compositing
- Color grading





N0. 12

Dur: 124 frame

Saving General Yang - Compositing supervisor, Senior compositor

All compositing tasks:

- Rotoscoping (2D), Luminance keyer, Removals, Clean up
- Integrate CG elements (FX) and live action
- 2D compositing (Source dust, Smoke)
- Color grading



N0. 13

Dur: 173 frame

Saving General Yang
Compositing supervisor
Senior compositor

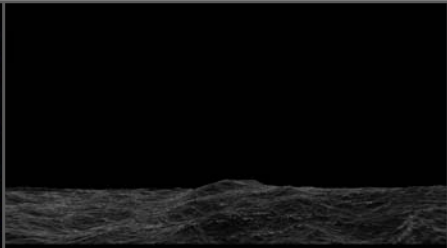
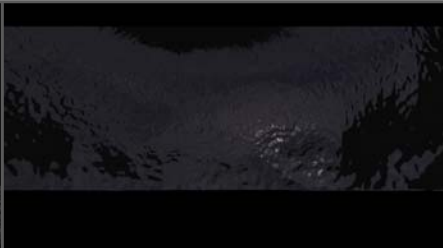
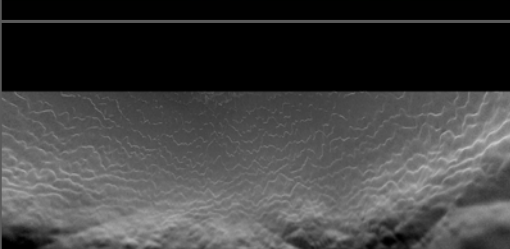
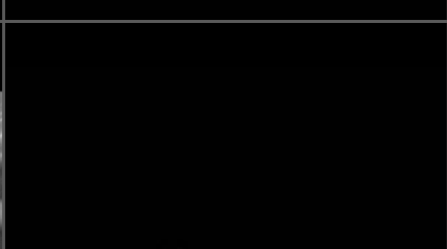
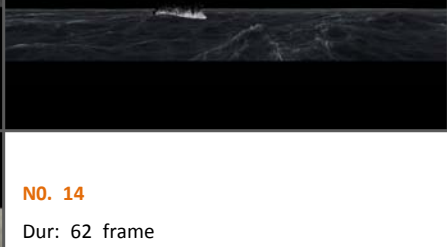
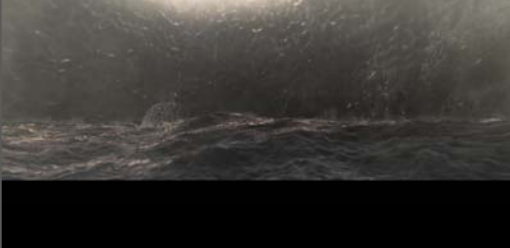
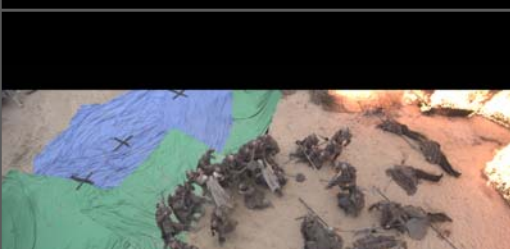
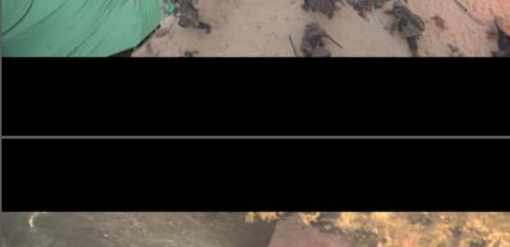


All compositing tasks:

- Rotoscoping (2.5D), Keyer, Removals, Clean up
- Digital set extension
Data received (CAM (.ABC), Object (.ABC))
- UV projection set in nuke
- 2.5D compositing (Source dust)
- Color grading

All compositing tasks:

- 3D Tracking, Matchmove (Background)
- Rotoscoping (2.5D), Keyer, Removals, Clean up
- 2.5D compositing (Source Dust, Smoke)
- Integrate CG elements (Matte-painting)) and live action
- Color grading

		
		
		
	N0. 14 Dur: 62 frame White Snake - Compositing supervisor, Senior compositor All compositing tasks: - Rotoscoping (2D), Keyer - Integrate CG elements (FX, 3D) and live action - 3D multi-pass compositing (Ocean, Tidal, Foam, Splash, etc..) - 2.5D compositing (Dust, Fog source) - Color grading	
		
		
	N0. 15 Dur: 88 frame Saving General Yang - Compositing supervisor, Senior compositor All compositing tasks: - 3D tracking, Matchmove (Background: River under the cliff / Fire, Smoke source) - Rotoscoping (2.5D), Keyer, Removals, Clean up - Integrate CG elements (fx) and live action and source (Smoke, Fire,) - Color grading	



N0. 16

Dur: 56 frame

White Vengeance - Compositing supervisor, Senior compositor

All compositing tasks:

- Rotoscoping
- 3D multi-pass compositing
- Integrate CG elements (FX, Matte-paint) and live action
- 2D source (Dust, Smoke) compositing
- Color grading



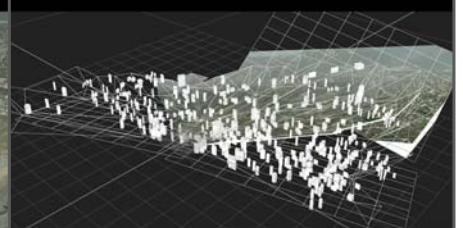
N0. 17

Dur: 68 frame

Assassination - Senior compositor

All compositing tasks:

- Rotoscoping
- 3D multi-pass compositing, 2.5D compositing
- Integrate CG elements (FX, Matte-paint) and live action
- 2D source (Dust, Smoke) compositing
- Color grading



N0. 18

Dur: 37 frame

Assassination - Senior compositor

All compositing tasks:

- Rotoscoping (2D, 2.5D), Removals, Clean up
- 2.5D matte-paint (Background) compositing
- Integrate CG elements (2D fx source) and live action
- 2.5D source (Dust, Smoke) compositing
- Color grading



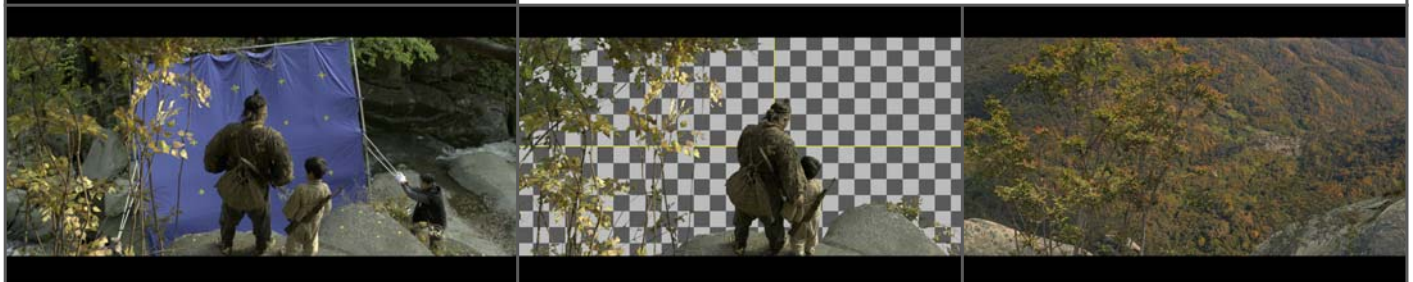
NO. 19

Dur: 107 (A) + 159 (B) + 180 (C) / Stretch = 107 frame

Big Match - Senior compositor

All compositing tasks:

- Rotoscoping (2D, 2.5D), Removals, Clean up
- 2.5D matte-paint (Background) compositing
- Integrate CG elements (2D fx source (Dust, smoke)) and live action
- 2.5D source compositing
- Color grading



NO. 20

Dur: 117 frame

The Tiger - Senior compositor

All compositing tasks:

- Rotoscoping, Keyer, Removals, Clean up
- Matte-painting detail (Color, Layout, Fog, Depth, etc..) retouch
- Integrate CG elements (2D fx source (Chimney smoke, Dust, Flock (Birds))) and live action
- Color grading

Morphing Plate A (Face replacement Source) ↓

Point_Cloud_Generator: Create Mesh set →

Morphing Plate B (Face replacement Source)

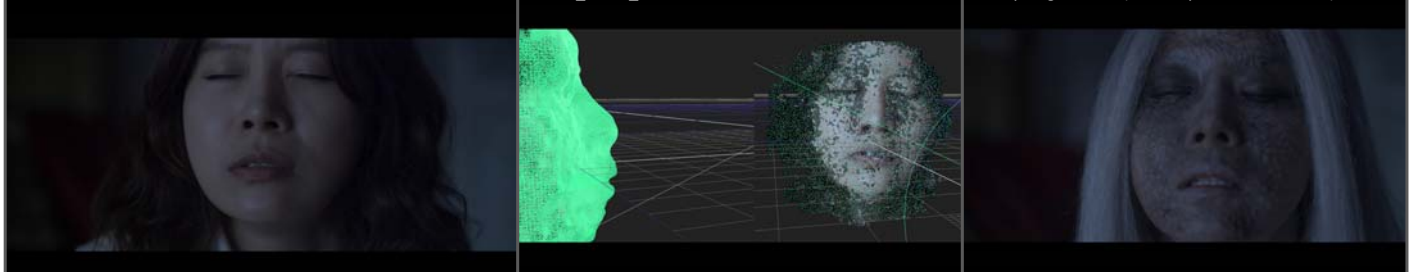


Plate A
(Hand Skin replacement Source) →

Plate A
(Hand Skin Layer set (3D multi-pass))

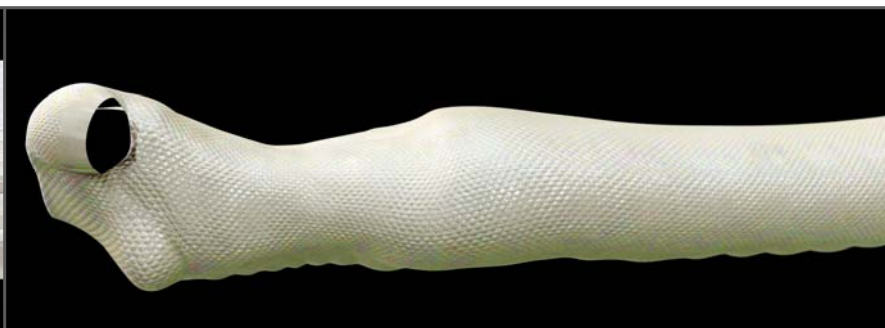
NO. 21

Dur: 501 frame

The Chosen: Forbidden Cave - Senior compositor

All compositing tasks:

- 2.5D compositing
- (Face skin replacement: Point_cloud_generator: Create mesh set)
- 2D Compositing (Rotoscoping, Morphing, Removals, Clean up)
- 3D multi-pass Compositing (Hand skin replacement)
- Color grading



N0. 22

Dur: 102frame

White Snake - Compositing supervisor, Senior compositor

All compositing tasks:

- 2.5D compositing
(skin replacement: Grid warp, UV Projection)
- Rotoscoping, Morphing, Removals, Clean up
- Integrate fx + 2D fx source, 3D + live action + Fish scales warping matchmove
- Color grading



N0. 23

Dur: 34 frame

Saving General Yang - Compositing supervisor, Senior compositor

All compositing tasks:

- 3D tracking, Matchmove (Background: Matte-painting / Fire, smoke source)
- Rotoscoping (2.5D), Keyer, Removals, Clean up
- Integrate CG elements (fx) and live action and source (smoke, fire)
- Color grading



N0. 24

Dur: 45 frame

Saving General Yang - Compositing supervisor, Senior compositor

All compositing tasks:

- 3D tracking, Matchmove (Background: Live action Source / Fire, smoke source)
- Rotoscoping, Keyer, Removals, Clean up
- Integrate CG elements (fx) and live action and source (smoke, fire)
- Color grading





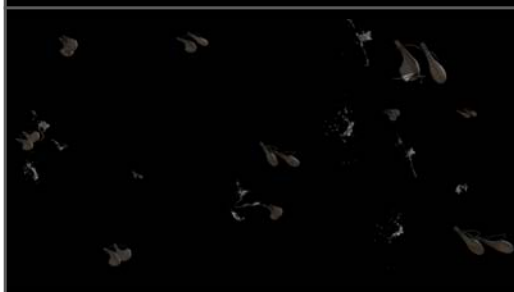
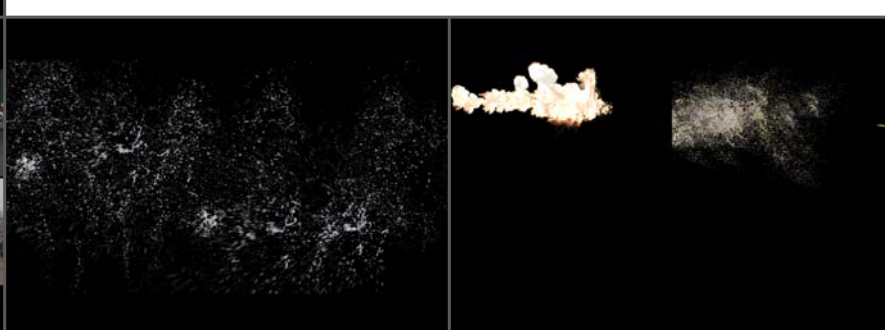
NO. 25

Dur: 573 frame

Secretly Greatly - Senior compositor

All compositing tasks:

- 3D tracking, Matchmove
- Matte-painting 2.5D Compositing (Background Set)
- Rotoscoping (2.5D), Keyer, Removals, Clean up
- Integrate CG elements (fx: Rain, Fog) and live action and source
- Color grading



NO. 26

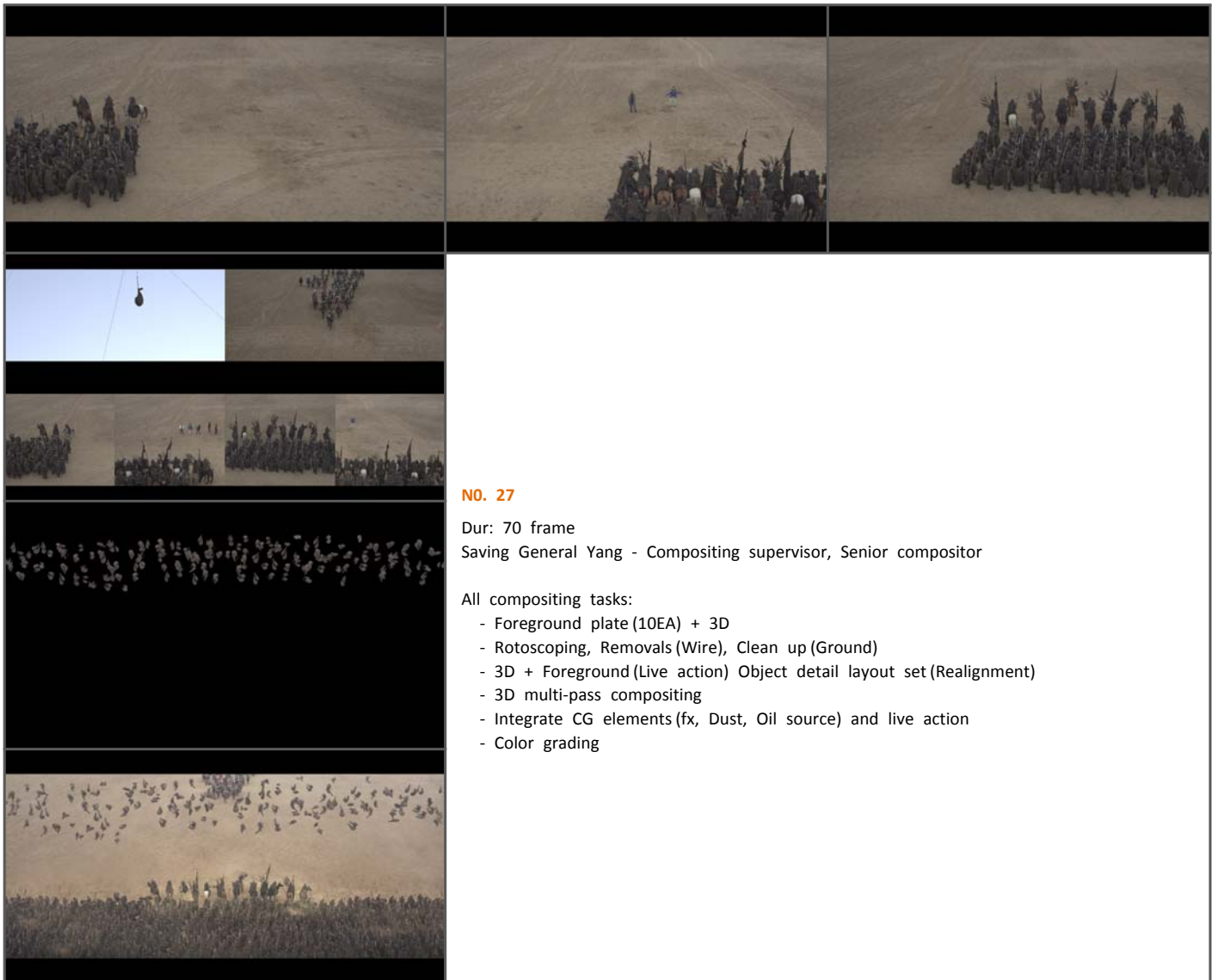
Dur: 93 frame

Saving General Yang - Compositing supervisor, Senior compositor

All compositing tasks:

- Background plate (4EA) + 3D + Matte-painting
- Foreground plate (6EA) + 3D + FX (Oil, Fire, Dust)
- Rotoscoping, Removals (Wire), Clean up (Ground)
- 3D + 2D (live action) object detail layout set (Realignment)
- 3D, FX multi-pass compositing
- Integrate CG elements (fx, Dust, Oil source) and live action
- Color grading





NO. 27

Dur: 70 frame

Saving General Yang - Compositing supervisor, Senior compositor

All compositing tasks:

- Foreground plate (10EA) + 3D
- Rotoscoping, Removals (Wire), Clean up (Ground)
- 3D + Foreground (Live action) Object detail layout set (Realignment)
- 3D multi-pass compositing
- Integrate CG elements (fx, Dust, Oil source) and live action
- Color grading