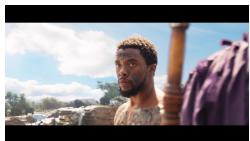


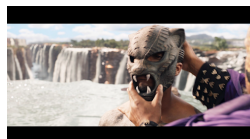
Shot List

Black Panther



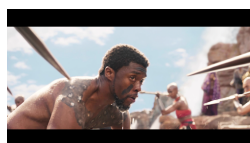
I keyed the foreground actors and integrated a combination of DMP, for the sky and far background, and cg cliffs and waterfalls for the full environment replacement.

Software used: Nuke



I keyed the actors and partial set cliffs. I replaced most of the pond that was in the plate with cg water to make the water rush toward the edge. I integrated a combination of DMP, for the sky and far background, and cg cliffs and waterfalls for the full environment replacement.

Software used: Nuke



I keyed the foreground actors and integrated a combination of DMP, for the sky and far background, and cg cliffs and waterfalls for the full environment replacement.

Software used: Nuke



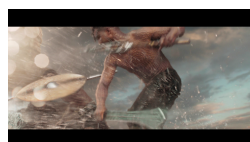
I keyed the actors and partial set cliffs. I replaced most of the pond that was in the plate with cg water to make the water rush toward the edge. I integrated a floating cg mask and added a cg crowd to fill in with the existing crowd on the cliffs. The rest of the background are cg cliffs and waterfalls.

Software used: Nuke



I keyed actors and the partial set cliffs. I replaced most of the pond that was in the plate with cg water to make the water rush toward the edge while retaining as much of the plate splashes as I could. I integrated a combination of DMP for the sky and far background and cg cliffs and waterfalls for a full environment replacement

Software used: Nuke



I keyed the actors and the partial set cliffs from a blue screen. I retained water droplets on the lens and added more. I did a face replacement on Kilmonger's body double. Composited the background using a DMP and cg cliff.

Software used: Nuke

Adam Stern
Senior Compositor

Shot List

Black Panther (cont'd)



I keyed actors and the set cliffs. I replaced most of the pond that was in the plate with cg water to make the water rush toward the edge. The sky, cg cliffs, and waterfalls in the background were composited. I added cg shield pole extensions. I replaced Kilmonger's sword and painted in the shadow of the sword on the shield.

Software used: Nuke



I keyed actor and composited the sky, trees, and cliff into the background. I added a wound on T'Challa's abdomen

Software used: Nuke

Slumberland



Keyed actor and truck. Full cg environment replacement.

Software used: Nuke



Keyed actor and truck. Full cg environment replacement. Integrated cg wire around his foot. The car is a mix of practical and cg.

Software used: Nuke



Keyed actors. Integrated a mix of cg and practical truck. Full cg car, pig, and environment replacement.

Software used: Nuke



Keyed actors and truck. Integrated cg truck with the practical truck.

Composited the cg pig and a full cg environment replacement.

Software used: Nuke

Adam Stern
Senior Compositor

Shot List

Slumberland (cont'd)



Keyed actors. Integrated a mix of cg and practical truck. Integrated a cg pig and a full cg environment replacement.
Software used: Nuke

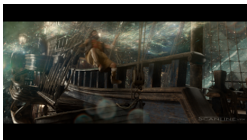
Pan



I set up the bg crystals on cards. Using precomped fx from After Effects I composited multiple layers of twinkling fairies hovering around the ship. The ship (ropes, mast, etc.) is cg which I color matched to surrounding shots. Actors were keyed and integrated in the shot.
Software used: Nuke



Similar to the previous shot, I set up the bg crystals on cards. I extracted mattes for the actors and integrated the into the shot. I composited twinkling fairies hovering around the actors.
Software used: Nuke



I set up the bg crystals on cards. I composited the twinkling, hovering fairies into the bg with a cg ship in front of that. I also integrated a swarm of "attack" fairies flying around the ship. I keyed the actor and integrated him into the shot while blending part of the practical set with the cg ship.
Software used: Nuke



The main ship and part of the life boat are cg. I blended the practical life boat with the cg boat. I added interactive lighting from the fairies flying above the actor. I animated the boat with the actor falling into the abyss. I composited multiple layers of fairies at various depths. And finally, I added a camera shake.
Software used: Nuke

San Andreas



I seamlessly blended the live action plate with the cg set extension and the DMP. I integrated debris falling down the hillside, lights exploding, revealing cracking concrete, adding practical water splashing up the behind wall and another partially obscured offscreen explosion.
Software used: Nuke

Adam Stern
Senior Compositor

Shot List

San Andreas (cont'd)



Keyed actors and the boat. Replaced the background with a cg environment. Added practical smoke and fire elements.
Software used: Nuke

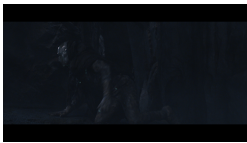
Fantastic Four



I seamlessly blended the live action plate with the cg environment. I added lightning flashes in the sky. When the ball crashes to the ground, I added a lens flare over dust and debris hurdling towards camera.
Software used: Nuke



I integrated the actors and part of the practical set with the cg environment. I also integrated the cg flying debris and stretching arms. I added interactive lighting coming from a giant pulsing beam of light off camera.
Software used: Nuke



I composited the actor into this cg environment. I added the dust kicking up at the beginning of the shot, green glowing cracks on the character (from a supplied element), debris falling down the foreground cliff, and lightning flashes in the sky.
Software used: Nuke

Mario Kart 8 commercial



I keyed the actors and the car and composited them into a full cg environment. I replaced the practical boomerang with a cg version and added trail effects. I also replaced the wheels with cg wheels and repositioned the car lower.
Software used: Nuke



Using a combination of keying and roto mattes, I composited the actors and car into a partial cg and partial DMP environment. I created holographic lighting and composited the cg boomerang and effects
Software used: Nuke

Adam Stern
Senior Compositor

Shot List

Mario Kart 8 commercial (cont'd)



Keyed actors and the car and composited them into a cg environment. I also replaced the practical wheels with spinning cg wheels.
Software used: Nuke

The Mist



I integrated cg bugs into the live action plate. I added interactive lighting by occluding the flashlight rays as the bugs passed through them and revealing a cleanplate with the rays removed, a radial blur, and a flicker
Software used: Fusion



I composited the cg bird into the shot, integrated it into the practical fire, and added interactive lighting.
Software used: Fusion



I composited the cg creature, integrating him into the mist, and creating a backlit ominous silhouette.
Software used: Fusion



I removed the rig that is pulling the actor away from the window and I composited the cg creature into the background. I keyed out the reflections and the bloody handprint on the door to retain over the creature.
Software used: Fusion

The Adam Project



Replaced the background with DMP in the far background and cg midground while retaining and integrating some of the ground in the plate.
Software used: Nuke



Look dev'd and composited the graphics for a series of shots in this sequence.
Software used: Nuke

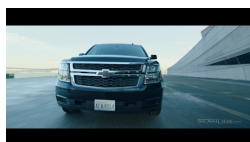
Adam Stern
Senior Compositor

Shot List

The Adam Project (cont'd)



Keyed actor and replaced the background with cg railing and DMP.
Software used: Nuke

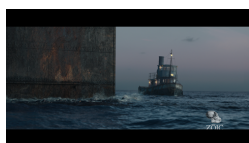


Replaced the background with cg road, wall, and building with a DMP for the far background.
Software used: Nuke

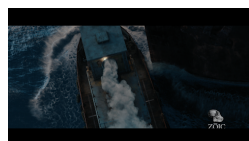


Keyed actor and replaced the background with cg railing and DMP.
Software used: Nuke

Yellowstone



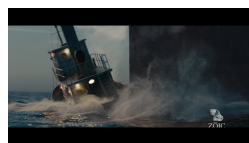
This is an all cg shot (water and boats) where I matched to surrounding shots, added some glow on the lights and depth of field.
Software used: Nuke



This is an all cg shot (water, smoke, splashes, and boats) where I matched to surrounding shots, added some glow on the lights, and depth of field.
Software used: Nuke



This is an all cg shot (water, smoke, splashes, and boats) where I matched to surrounding shots, added some glow on the lights, and depth of field.
Software used: Nuke



This is an all cg shot (water, smoke, splashes, and boats) where I matched to surrounding shots, added some glow on the lights, and depth of field.
Software used: Nuke

Adam Stern
Senior Compositor

Shot List

WandaVision



Added electrifying effects
Software used: Nuke



Added red electrifying effects as well as displacing the background behind the effects and added lens artifacts
Software used: Nuke



Added red electrifying effects. Signage and parts of the buildings change over time in a kinetic effect. Also the kids are cg and begin to break apart.
Software used: Nuke



Added electrifying effects and displacement of the plate behind the effects.
Software used: Nuke

Adam Stern
Senior Compositor