

SALVADOR TOVAR **VFX**

BREAKDOWN SHEET

Responsible for...



KM 31 - Sin Retorno

Compositing supervision of the movie, over 500 shots, many of them with a photorealistic creature and fluids. EXR multipass integration.

Software: Nuke

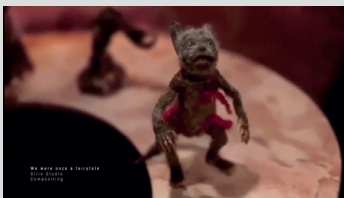


The Curious case of Benjamin Button

Sequences 01 and 02. Full shots composed (3D city and rain, on the windows) from chroma key to grain match. Multipass integration.

Sequence 03. Digital and analog matte painting (scratches, color, lighting) and compositing.

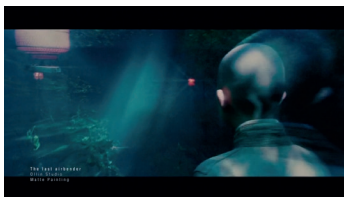
Software: Nuke, After Effects, Photoshop



We were once a fairytale

Complex reconstruction with wire removals, 3D tracking and rejections.

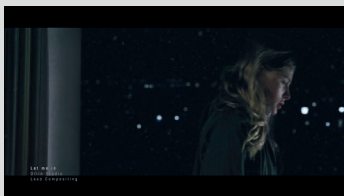
Software: Nuke



The last Airbender

Matte painting and 3D projection of leaves and greenery.

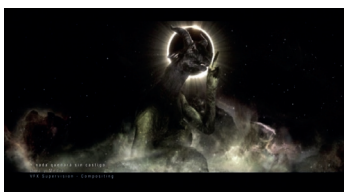
Software: Nuke, Photoshop



Let me in

Full shots composed: chroma key, cleanup, matte paint, set extension, puppet rearticulation, 3D snow and fluids footage integration.

Software: Nuke



Y nada quedará sin castigo La cara luminosa de Saturno

In both projects: VFX Supervision and compositing. Combining analog and digital animation techniques.

Software: Nuke, Photoshop

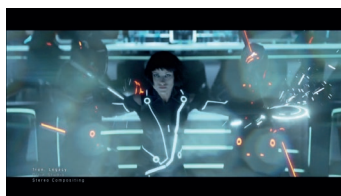


Persons unknown

Sequence 01: Multipass EXR integration. 3D track and projection of gas simulations and glass mask.

Explosion: Multipass EXR integration. Fire, smoke, debris.

Software: Nuke



Tron: Legacy

Sequence 01. Comp lead. Set extension compositing.

Sequence 02. Stereo compositing. Relighting the suits, light effects (sparks, shoes' technology, camera flares, glows). Set extensions, clean up.

Software: Nuke