SEBASTIAN SCHÜTT
Digital-Compositor

SHOWREEL BREAKDOWN

SHOT	TASKS
	keying, CG animals and environment integration, nuke bugs/pollen particle setup, additional 2D elements, native stereo compositing (the jungle book, mpc, london)
	lookdev, keying, CG environment integration, nuke bugs/pollen particle setup, additional 2D elements, native stereo compositing (the jungle book, mpc, london)
	lookdev, keying, CG environment integration, nuke bugs/pollen particle setup, additional 2D elements, native stereo compositing (the jungle book, mpc, london)
	full CG native stereo compositing (the jungle book, mpc, london)
	CG character and FX integration (transformers: the last knight, ilm, vancouver)
	CG character and FX integration, interactive lighting, environment captured in plate (transformers: the last knight, ilm, vancouver)
	CG character, traffic lights and FX integration, big smoke plume captured in plate, suggested adding an fx dust element SR to have more of a surprise moment with the T-Rex head coming in (transformers: the last knight, ilm, vancouver)
	CG speeder integration (character was sitting in a rigged car), roto and prep to preserve plate bridge set, CG BG plus set dressing (smoke and lights), FX integration, 2D foreground elements to sell speed (solo: a star wars story, ilm, vancouver)
	lookdev, almost full CG, only characters' heads are from the plate (man of steel, mpc, vancouver)
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SHOT		TASKS
		CG characters integration combining multiple FX passes with 2D elements floating character FX enhanced with 2D distortions DMP integration, adding lightning in comp (aladdin, ilm, vancouver)
		CG characters integration combining multiple FX passes with 2D elements floating character FX enhanced with 2D distortions DMP integration, adding lightning in comp (aladdin, ilm, vancouver)
		CG character, props and FX integration (bumblebee, ilm, vancouver)
		CG character, props and FX integration (bumblebee, ilm, vancouver)
		CG character integration, CG set extension (thor: ragnarok, ilm, vancouver)
		CG character integration, CG set extension, CG ball, window crack (2D element), 2D dust puff for ball-head impact (thor: ragnarok, ilm, vancouver)
		CG character and integration, bed and set partially CG, subtle Nuke dust particles interacting with animation (thor: ragnarok, ilm, vancouver)
		force field lookdev and Nuke setup for the whole sequence, CG set extension (thor: ragnarok, ilm, vancouver)
		force field lookdev and Nuke setup for the whole sequence, CG set extension, CG character integration (thor: ragnarok, ilm, vancouver)
		full CG plus additional sparks/flame 2D elements (bumblebee, ilm, vancouver)

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SHOT	TASKS
	full CG (bumblebee, ilm, vancouver)
	CG character integration (by preserving the sparks from the plate), supported fist punching on the ground with 2D elements for street break up and sparks, 2D smoke elements (transformers: the last knight, ilm, vancouver)
	CG character integration, BG is plate but needed cleanup (windows were already destroyed as needed later in the sequence), fx oil (avengers: age of ultron, trixter, munich)
	CG environment, most of the ship is CG, character from plate but CG hair (aquaman, ilm, vancouver)
	CG character integration by preserving plate dust (also there was a stand-in for the foreground CG character interacting with the main actor), CG drones & FX + Nuke particles debris, suggested the drone crashing into building event by using 2D elements (transformers: the last knight, ilm, vancouver)
	CG tent and crowd extension, added smoke elements and birds, removed people from the crew (game of thrones, season 1, screen scene, dublin)
	CG character integration, only one big dust plume element in plate, added around 25 library dust elements to sell the interactions (transformers: the last knight, ilm, vancouver)
	replaced original set behind actor with full CG set by using smart vectors to maintain hair and cloth detail, CG snake staff (aladdin, ilm, vancouver)
	replaced original set with full CG set, CG snake staff, transportation effect on Aladdin, CG Djinn including sparkly FX (aladdin, ilm, vancouver)
	replaced original set with full CG set, CG background, CG snake staff, replaced Aladdin's head with the head from a different take, floating effect on side characters, CG Djinn (aladdin, ilm, vancouver)

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SHOT	TASKS
	CG creature and character integration (including face replacement) CG awnings, smoke elements, painted footsteps, plate cleanup, wire removal, DMP integration (plate extension) (seventh son, mpc, vancouver)
	CG spaceship and fx integration, added fire & smoke elements to BG buildings BG captured from multicam-array setup (jupter ascending, dneg, london)
	CG spaceship and fx integration, added fire & smoke elements to BG buildings BG captured from multicam-array setup (jupter ascending, dneg, london)
	full CG (solo: a star wars story, ilm, vancouver)
	full CG (the mandalorian, ilm, vancouver)
	full CG (the mandalorian, ilm, vancouver)
	DMP integration, CG character and fx integration, additional fx elements, camera postmove (avengers: age of ultron, trixter, munich)
	CG character integration, CG fire Nuke particle sparks matching plate sparks from surrounding shots 2D smoke elements, DMP integration, interactive lighting (the mandalorian, ilm, vancouver)
	CG character integration Nuke particle sparks matching plate sparks from surrounding shots cut / burned metal bars painted in comp, smoke, interactive lighting (the mandalorian, ilm, vancouver)
	CG character enhanced with parts from the stand in character in plate 2D smoke element, DMP integration, interactive lighting (the mandalorian, ilm, vancouver)

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		CG character integration, 2D smoke elements, DMP integration, interactive lighting (the mandalorian, ilm, vancouver)
		only actors and a small part of the space craft is taken from the plate, environment and space craft extension, 2D smoke elements (avengers: age of ultron, trixter, munich)
		keying, roto, CG environment and fx integration, blending back and forth from plate characters and spaceship to digi doubles (was initially shot and treated as 2 seperate plates) (jupiter ascending, dneg, london)
		character enhancement (older, scarier, dead-like look; pale eyes) flowing liquid in tubes done in comp CG environment integration (star wars ix, ilm, vancouver)