

Erik T. Jensen

VFX Compositor

www.etcjensen.com

etcjensen@outlook.com

+1 (604) 652-5192

Shot #1



Tasks

Keying, 2D tracking, look development, compositing stock elements, time warp, grid warp, color correction



Software

The Foundry Nuke

Shot #2



Tasks

BG prep, look development, skin treatment, compositing bruises and wounds, track and warp elements, color correction



Software

The Foundry Nuke

Shot #3



Tasks

3D camera and geometry tracking, CG blade (model, texture, shade, animate and render), multi-pass compositing, 3D projection, add blood elements, stylization elements



Software

The Foundry Nuke, Autodesk Maya, The Pixel Farm PFFTrack

Shot #4



Tasks

Rotoscoping, add motion blur



Software

The Foundry Nuke, SilhouetteFX

Shot #5



Tasks

Stitch takes, paint-out camera, add bruise, rotoscoping, color correction



Software

The Foundry Nuke

Shot #6



Tasks

Tracking, clean plate creation, paint-out rods, rotoscoping



Software

The Foundry Nuke

Shot #7



Tasks
3D camera track, generate clean patch, camera projection, paint-out, rotoscoping, color correction



Software
The Foundry Nuke

Shot #8



Tasks
BG prep, add muzzle flash, interactive lighting



Software
The Foundry Nuke

Shot #9



Tasks
Keying, clean plate creation, tracking, rotoscoping, 2.5D relighting, color correction



Software
The Foundry Nuke