# **MARK IAN FERRER**

# DIGITAL ARTIST | MARKIANFERRER.COM | MARKIANFERRER@GMAIL.COM



SOFTWARE: SILHOUETTE, MOCHA

TRACKED AND ROTOSCOPED ALL SUBJECTS WITHIN ENTIRE SEQUENCE.



#### SOFTWARE: NUKE

- 3D CHARACTER INTEGRATION, COLOR CORRECTION TO MATCH ADJACENT SHOTS
- ROTO ELEMENTS TO LAYER TOGETHER
- CAMERA MOVES
- DI MATTES



### SOFTWARE: AFTER EFFECTS

- COMPOSITING OF CHARACTERS AND BG
- CHARACTER SUIT GLOW



#### SOFTWARE: NUKE

• OPTIMIZED 2D NUKE SCRIPTS FOR SHOT SEQUENCE TO CLIENT SPECIFICATION.



#### SOFTWARE: NUKE

OPTIMIZED 2D NUKE SCRIPTS FOR SHOT SEQUENCE TO CLIENT SPECIFICATION.



# SOFTWARE: SILHOUETTE, MOCHA

TRACKED AND ROTOSCOPED SUBJECTS AND INDIVIDUAL ASHES AND FG/BG.



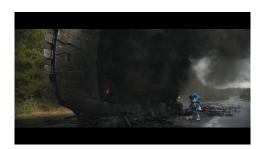
#### **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS AND BG
- MECH SUIT GLOWS



# SOFTWARE: SILHOUETTE. MOCHA

• TRACKED AND ROTOSCOPED ALL SUBJECTS, PIECES OF DEBRIS, AND EACH INDIVIDUAL GRATES OF ALL STAIRS AND WALKWAYS.



#### SOFTWARE: NUKE

- 3D CHARACTER AND CG VFX INTEGRATION WITH PLATES
- COLOR CORRECTION TO MATCH ADJACENT SHOTS
- UTILIZED STOCK FOOTAGE FOR EXTRA SPARKS AND SMOKE
- DI MATTES



# SOFTWARE: MAYA. AFTER EFFECTS

- CRAFTED EXPLOSION EFFECTS USING MAYA FLUIDS AND PARTICLES.
- ROTOSCOPED PERFORMANCE CAPTURED FOOTAGE OF ACTORS' FACES AND PROJECTED TO MODELS IN MAYA



#### SOFTWARE: NUKE

OPTIMIZED 2D NUKE SCRIPTS FOR SHOT SEQUENCE TO CLIENT SPECIFICATION.



#### **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF CHARACTERS AND BG BETWEEN HALL AND ELEVATOR
- CHARACTER SUIT GLOW



# SOFTWARE: NUKE

- TRACKED SCREEN AND ROTOSCOPED OUT SUBJECTS FOR SCREEN REPLACEMENT.
- VFX COORDINATOR FOR ENTIRE FILM



# SOFTWARE: SILHOUETTE, MOCHA

TRACKED AND ROTOSCOPED ALL OBJECTS AND SUBJECTS THROUGHOUT SHOT.



# SOFTWARE: NUKE

- ROTO FOR PASSENGER SEAT FOR CHARACTER LAYERING, COLOR CORRECTION TO MATCH ADJACENT SHOTS
- DI MATTES



# **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS AND BG
- MECH SUIT GLOWS



#### SOFTWARE: NUKE

OPTIMIZED 2D NUKE SCRIPTS FOR SHOT SEQUENCE TO CLIENT SPECIFICATION.



# **SOFTWARE: AFTER EFFECTS**

• COMPOSITING OF CHARACTERS, BG AND COMPUTER ELEMENTS



# **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS AND BG
- MECH SUIT GLOWS



# SOFTWARE: NUKE

OPTIMIZED 2D NUKE SCRIPTS FOR SHOT SEQUENCE TO CLIENT SPECIFICATION.



# **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS AND BG
- MECH SUIT GLOWS
- MUZZLE FLARES



# SOFTWARE: SILHOUETTE, MOCHA

• TRACKED AND ROTOSCOPED SUBJECTS AND OBJECTS IN SCENE.



# **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS AND BG
- MECH SUIT GLOWS



# SOFTWARE: SILHOUETTE, MOCHA

• TRACKED AND ROTOSCOPED SUBJECTS AND OBJECTS IN SCENE.



# **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF CHARACTERS AND BG
- CHARACTER SUIT GLOW
- VANISHING EFFECT



# SOFTWARE: MAYA, AFTER EFFECTS

ROTOSCOPED AND COLOR CORRECTED PERFORMANCE CAPTURE OF ACTORS'
FACES WITHIN AFTER EFFECTS AND PROJECTED THAT FOOTAGE
ONTO MODELS WITHIN MAYA.



### **SOFTWARE: AFTER EFFECTS**

- COMPOSITING OF MECH SUITS, CHARACTER, AND BG
- MECH SUIT GLOWS



#### SOFTWARE: NUKE

- CLEANED UP DIRT AND DUST ON PRACTICAL WINDSHIELD
- COLOR CORRECTION ON CHARACTER TO MATCH ADJACENT SHOTS
- DI MATTES



# SOFTWARE: SILHOUETTE, MOCHA

• TRACKED AND ROTOSCOPED SNOW, SUBJECTS, AND OBJECTS IN SCENE.



# SOFTWARE: SILHOUETTE, MOCHA

• TRACKED AND ROTOSCOPED SNOW, SUBJECTS, AND OBJECTS IN SCENE.