

MICHAEL ARMACOST
armacostvfx@gmail.com
Armacostvfx.com

Breakdown Sheet

Cats - Nuke



CG Character Integration | Deep Compositing | 3D Projection | Background Replacement |
Shadows | Colour Correction | Roto | Grain Matching

Cats - Nuke



CG Character Integration | Deep Compositing | 3D Projection | Background Replacement |
Shadows | Colour Correction | Roto | Grain Matching

Cats - Nuke



CG Character Integration | Deep Compositing | 3D Projection | Background and Ceiling
Replacement | Milk FX Integration | Colour Correction | Roto | Grain Matching

Child's Play - Nuke, Mocha



2.5D Planar Tracking (Mocha) | Front Box Replacement | Reflection Recreation |
Colour Correction | Roto | Grain Matching

Child's Play - Nuke, Mocha



2.5D Planar Tracking (Mocha) | 2D Element Integration | Element Retiming |
Colour Correction | Roto | Grain Matching

Stranger Things Season Three - Nuke



Green Screen Key | Background Replacement | Colour Correction | Roto | Grain Matching

The Irishman - Nuke, Mocha



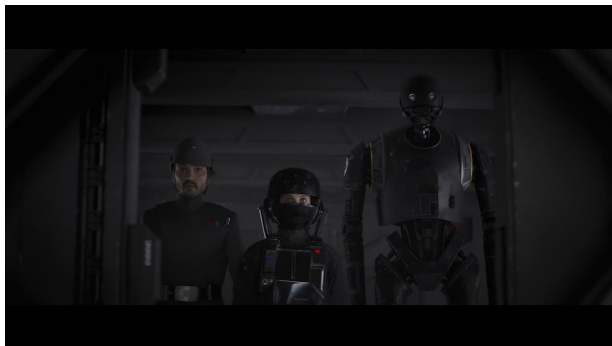
2.5D Planar Tracking (Mocha) | Marker Paintout | Background Reconstruction |
Colour Correction | Roto | Grain Matching

The Irishman - Nuke, Mocha

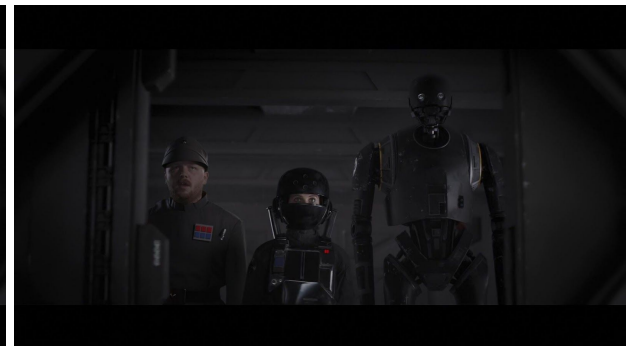


2.5D Planar Tracking (Mocha) | Marker Paintout | Background Reconstruction |
Colour Correction | Roto | Grain Matching

Actor Replacement - Nuke



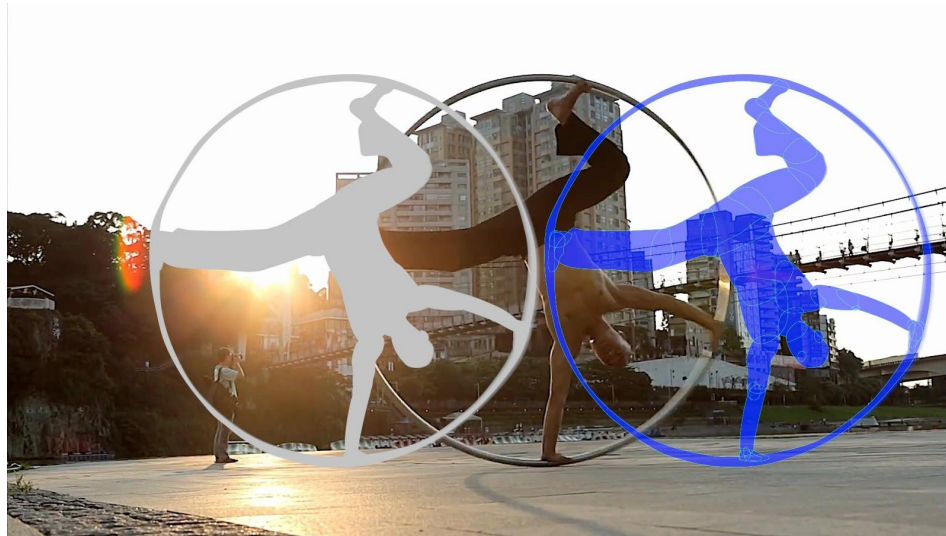
Before



After

Green Screen Keying | Edge Retreatment | Colour Correction | 2.5D Relighting |
Background Reconstruction | Roto | Grain Matching

Articulate Roto - Silhouette



Alpha

Shapes

Bomb Explosion - Nuke



Before

3D Camera Tracking | CG Debris Integration | FX Smoke Integration | FX Sparks Integration |
Colour Correction | Grain Matching



After

Set Extension - Nuke, Mocha



Before



After

2.5D Planar Tracking (Mocha) | 2D Point Tracking | Matte Painting Integration | Perspective Work | 2D Element Integration | 2.5 D Relighting | Colour Correction | Grain Matching

Digital Gore - Nuke



Before



After

3D Projection | CG Blade Animation | Blade Texturing and Lighting | Multipass Compositing |
Matchmoving | Gore Elements | Element Retiming | Look Development | Colour Grading |
Motion Blur | Grain Matching
