

# ANIMATION BREAKDOWN

LR LUCAS  
RAMOS

## SECRET LEVEL PAC-MAN: Circle Compositor



### Challenges:

- Heavy relighting of the character to enhance facial visibility and overall presence.
- Addition of atmospheric background layers to reinforce depth and mood.
- Creation of a lava effect by grading and transforming 2D blood footage, since no lava FX were provided.
- Unique shots within the sequence, requiring a customized approach for continuity

## SECRET LEVEL PAC-MAN: Circle Compositor



### Challenges:

- Creation of god rays, lens flares, and a background gradient to enhance the atmosphere.
- Addition of multiple smoke layers and general particles to increase depth and realism.
- Integration and tracking of 2D dust footage on the spider's legs as it walks across the hills, to simulate ground interaction.
- Heavy relighting of the scene, as it was a unique shot within the sequence.

## SECRET LEVEL PAC-MAN: Circle Compositor



### Challenges:

- Heavy relighting of the shot, combining two different lighting setups: one for the character on top of the hill and another when interacting with the spider below.
- Creation of a sun behind the character, with additional lens flares and god rays for atmosphere.
- Addition of rim lights to enhance separation and depth.
- Multiple technical fixes, including motion blur corrections and removal of excessive highlights on the sword.

## **SECRET LEVEL** **PAC-MAN: Circle** **Compositor**



### **Challenges:**

- Integration of 2D blood elements into the plate.
- Addition of rim lights to improve character separation and consistency.
- Matching the look to the previous shot to ensure seamless continuity with no visual jump.

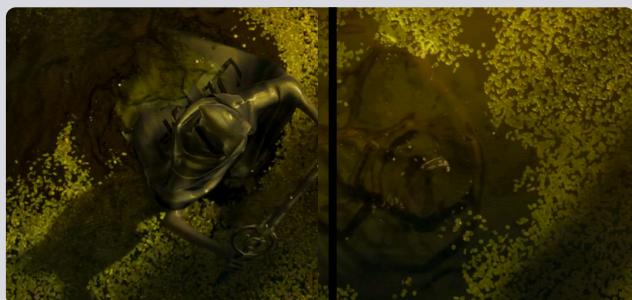
## **SECRET LEVEL** **PAC-MAN: Circle** **Compositor**



### **Challenges:**

- Creation of the full atmospheric background to enhance depth and mood.
- Numerous technical fixes on water splashes, adjusting motion blur and edge artifacts.
- Addition of rim lights and integration of 2D smoke elements.
- Full creation of the underwater look: caustics, dirt, distortion, and grading.
- Careful adjustment of the interaction between the underwater portion and the elements above the water surface for seamless integration.

## **SECRET LEVEL** **PAC-MAN: Circle** **Compositor**



### **Challenges:**

- Integration of 2D footage flies into the scene.
- Enhancement of water realism by adding extra distortion.
- Overall color grading to reinforce mood and atmosphere.
- Addition of rim lights to improve character separation from the background.
- Technical fixes of fireflies to remove artifacts from the water.

## **SECRET LEVEL** **PAC-MAN: Circle** **Compositor**



### **Challenges:**

- Integration of 2D smoke elements into the plate.
- Addition of rim lights to improve character separation and consistency.
- Matching the look to the previous shot to ensure seamless continuity with no visual jump.

## SECRET LEVEL PAC-MAN: Circle Compositor



### Challenges:

- Creation of the final look for the door when opening, including glow effects.
- Technical fixes of fireflies and overall denoising of the plate.
- Animation of the door prior to the opening to ensure smooth and natural motion.

## MARATHON Cinematic Short Compositor



### Challenges:

- Integration and grading of FX 3D renders.
- Addition of 2D blood splash elements.
- DMP projection for the background with color correction.
- Technical fixes including fireflies cleanup and denoising of the plate.

## MARATHON Cinematic Short Compositor



### Challenges:

- Integration of 2D and 3D shooting effects into the plate
- Added depth.
- Compositing of the hood appearing and transitioning onto the character's head
- Technical fixes to reduce noise.

## MARATHON Cinematic Short Compositor



### Challenges:

- Compositing of how the character appears.
- Compositing of the hood appearing and transitioning onto the character's head
- Added depth.
- Technical fixes to reduce noise.

## **SECRET LEVEL** **Mega-Man: Start** **Compositor**



### **Challenges:**

- Heavy relighting of the background.
- 2D fire integration and relighting of affected areas
- Added 2D smoke and overall atmosphere to the shot.
- Technical fixes on the robot due to missing transmission pass.
- Added Rimlights on characters.

## **SECRET LEVEL** **Mega-Man: Start** **Compositor**



### **Challenges:**

- Transition between both lighting setups with creation of an intermediate stage for a smooth blend
- 2D FX design in Nuke and look development of the lighting change
- Look development of the eyes in the second part of the shot
- Added 2D smoke and atmospheric layers to enhance depth and realism

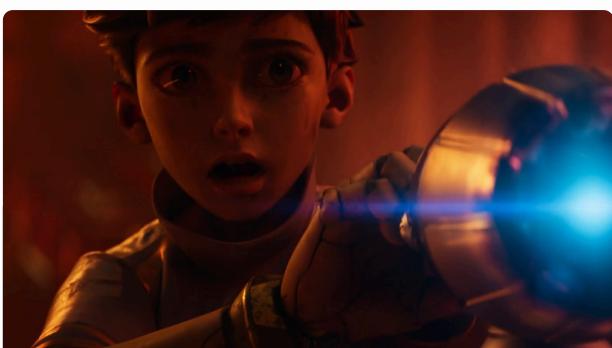
## **SECRET LEVEL** **Mega-Man: Start** **Compositor**



### **Challenges:**

- Extensive relighting on the robot with animated illumination of the bomb in its hand, enhancing drama and focus
- Layered 2D smoke and atmospheric elements to create depth and atmosphere
- Denoise and technical fixes.

## **SECRET LEVEL** **Mega-Man: Start** **Compositor**



### **Challenges:**

- Creation of the 2d gun effect with relighting of the impacted area
- Added BG Particles.
- Integrated 2D fire with 3D relighting on affected surfaces
- Layered 2D smoke to build atmosphere and depth
- Added transition between lighting setups to achieve a seamless shot.

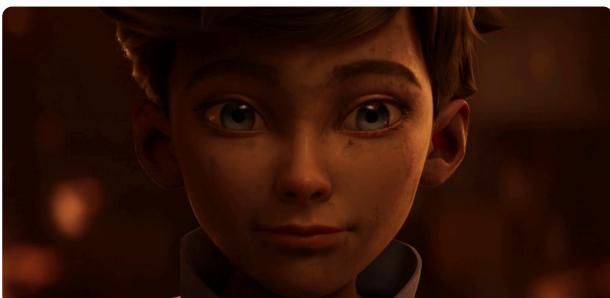
## SECRET LEVEL Mega-Man: Start Compositor



### Challenges:

- Master shot with extensive rim-light additions across characters and assets
- 2D atmospheric layers and seamless particle integration
- Overall look development to unify the shot's visual style

## SECRET LEVEL Mega-Man: Start Compositor



### Challenges:

- Added rim lights and fine detail enhancements
- Integrated 2D particles, fire, and atmospheric layers with secondary relighting on affected areas

## Dungeon Fighter Mobile Cinematic Short Compositor



### Challenges:

- 2D anime-style look
- 2D FX integration
- Seamless DMP integration for extended environments
- Camera transition fixes to resolve render errors and maintain continuity

## Dungeon Fighter Mobile Cinematic Short Compositor



### Challenges:

- 2D anime-style look
- 2D FX integration
- 2D smoke footage added
- DMP integration.

# Sky: Children of the Light

## Compositor



### Challenges:

- Appearance of the manta ray emerging behind layered 2D clouds
- Depth integration of the manta rays
- Added rim lights on the boat for better definition
- Integrated 2D cloud layers to enhance atmosphere and realism

## SECRET LEVEL

### Spelunky: Tally

## Compositor



### Challenges:

- Heavy 2D character Re-lighting
- 2D Background and smoke Integration
- Added Volumetric Lights

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