

Vicki Lau

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compositing

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Shot #1: *Intel Studios* Western scene volumetric video demo villain POV shot (shot worked on not released, image used as reference only)

Work: Volumetric compositing of villain POV shot (depth layering, 3D compositing, paint cleanup, plates creation, camera track, roto-scoping)

Software: Nuke, Photoshop



Shot #2: *Walking New York* walking shot

Work: All aspects by artist (VR re-stitching, compositing, paint cleanup, subject removal, warping, tracking)

Software: Nuke, Autopano



Shot #3: *Walking New York* room shot

Work: All aspects by artist (VR re-stitching, compositing, paint cleanup, subject removal, warping, tracking)

Software: Nuke, Autopano



Shot #4: *First Person* bathtub shot

Work: Mono to stereoscopic conversion of entire shot (depth layering, compositing, paint cleanup, plates creation, camera track)

Software: After Effects, Photoshop



Shot #5: *Guardians* prison group shot

Work: Stereoscopic compositing of entire shot (compositing, paint cleanup, plates creation, camera track)

Software: Nuke



Shot #6: *Hercules* battle cry shot

Work: Stereoscopic compositing of entire shot (compositing, paint cleanup, camera track)

Software: Nuke



Shot #7: *Hercules* ashes in air shot

Work: Stereoscopic compositing of entire shot (compositing, paint cleanup)

Software: Nuke, After Effects



Shot #8: *Ninja Turtles* snow chase shot

Work: Stereoscopic compositing of entire shot (compositing, paint cleanup)

Software: Nuke, After Effects



Shot #9: *Hemlock Grove* 210 driving shot

Work: All aspects by artist
(compositing, spill removal, glass reflections,
car vibrations, background tracking,
background stabilization)

Software: After Effects, Boujou, Mocha AE



Shot #10: *Parks & Rec* 622 stage close-up shot

Work: All aspects by artist
(compositing, 2D crowd replication,
camera track, rotoscoping)

Software: After Effects



Shot #11: *TWD* 401 store fight shot

Work: All aspects by artist
(compositing, lighting interaction, muzzle
flashes, gunshot wound, 2D ceiling lighting)

Software: After Effects



Shot #12: *BoB* bright to dim shot

Work: All aspects by artist
(complex keying, spill removal, compositing,
lighting interaction, rotoscoping)

Software: After Effects



Shot #13: *Smirnoff* commercial blue scene shot

Work: Complex keying and minor rotoscoping of parkour guys; 3D rotoscoping of poodle ice sculpture only

Software: Nuke



Shot #14: *The Painter* entering painting shot

Work: All aspects by artist (compositing, spill removal, element integration, portal effects, lighting interaction, shadow casts, glow effects, camera track)

Software: After Effects