

Satheesh Rengasamy - Digital compositor
Shots Break-down.

1. Lyle Lyle Crocodile

Role: Digital Compositor.

Task: CG Croc, CG set extension, DMP projection,
Lensing setup compositing.



2D set extension, CG Croc and lift comped in
practice plate. Volumetric light setup built in Nuke.

Closely worked with the supervisor to deliver the
sequence.



2. 65

Role: Digital Compositor.

Task: CG ship, Fire, 3D Meteor, blaster,
CG & 2D set extension and DMP compositing.

Combination of practical lens flare and Optical
flare is used to enhance the shot look.



CG ship wreck comped with practice sparks and
some debris and smoke elements.
Closely worked with the supervisor to deliver
the sequence.

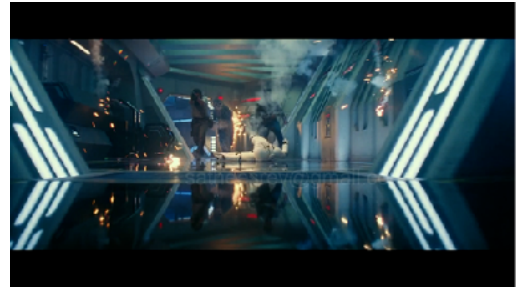


3. The Mandalorian - Star Wars: The Rise of Skywalker (Episode IX)

Role: Digital Compositor.

Task: CG robot, Fire, spark, blaster 2D elements, CG set extension, Green screen, particle compositing.

Closely worked with the supervisor to deliver the sequence. Created a couple of tools to help out artists.



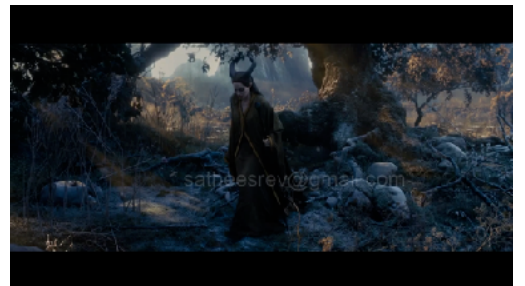
2. Maleficent.

Role: Mid-Level Compositor.

Task: Done look dev for BG look. I created the snow particle setup in nuke: blue screen keying, grading and comp.

I created the templates for BG look and grading. Keying and despill setup shared among the team members.

Fire, ambers and smoke compositing. Plate colour matched with surrounding shots. This was the hero shot for the look of the sequence.

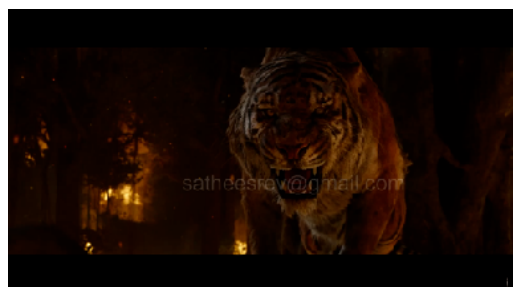


3. Jungle Book.

Role: Senior compositor.

Task: Stereo CG multi-pass compositing. 2D fire, ambers, smoke elements projected in Nuke 3D space and composite.

Look off the shot, grading matched with surrounding shots. Closely worked with other artists to maintain the look of the sequence.



4. guardians of the galaxy.

Role: Senior compositor.

Task: CG characters, CG fx, Green screen compositing. Look off the shot, grading matched with surrounding shots. Closely worked with other artists to maintain the look of the sequence.



6. Monster Trucks.

Role: Mid compositor.

Task: CG multipass Creature, 2D element compositing.



I heavily Worked on CG truck comp, 2D dust and debris elements in other film sequences.



7. Transformers The Last Knight.

Role: Senior compositor, Sequence Lead.

Task: Stereo CG multipass compositing. Closely worked with the 2D supervisor to deliver the sequence. I created the template for the murky underwater look.

Set up underwater dust particles in Nuke. Responsible for depth continuity of the sequence.

Worked closely with the artists to deliver the sequence in-terms of sequence look and colour.

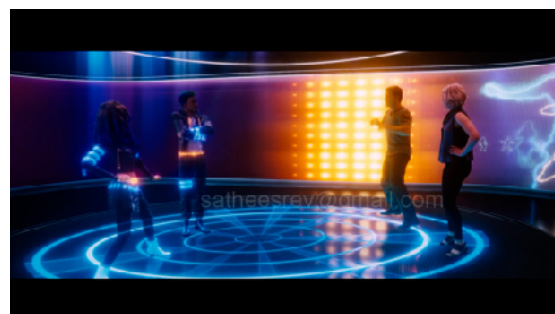


8. Passengers

Role: Senior compositor, Sequence Lead, Look dev Artist.

Task: Done Look-dev for the dance floor sequence.

All the wall light effects, reflection and CG dancer's look, are developed in Nuke. I lead the sequence to maintain the continuity and look of the shots.



9. The Revenant.

Role: Senior compositor, Sequence lead.

Task: Sky replacement, Fire, Smoke, Fog, Lens Dirt, 3D Axe, Arrows compositing.

I led the sequence with Five artists—created template for Sky comp, fire and smoke compositing workflow.

Closely work with the 2D supervisor to deliver the sequence.

Closely worked with many 2D supervisors and show leads to deliver a fair amount of shots in many shows. Having good



knowledge in problem-solving, creating Templates, and gizmo for compositing workflow. Worked as sequence lead in many films.

Thank you,
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