

Satheesh Rengasamy - Digital compositor  
Shots Break-down.

**1. 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, particles compositing.

Closely worked with 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 with 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 off 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 off the sequence.



#### 5. Exodus gods and kings.

Role: Mid Level compositor.

Task: Stereo CG multipass compositing. BG valley and sky replacement. CG horse, people and DMP sky, valley replacement is done in the comp.



#### 6. Monster Trucks.

Role: Mid compositor.

Task: CG multipass Creature, 2D element compositing.



Heavily Worked on CG truck comp, 2D dust and debris elements in other sequences off the film.



## 7. Transformers The Last Knight.

Role: Senior compositor, Sequence Lead.

Task: Stereo CG multipass compositing. Closely worked with 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 color.



## 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 dancers look are developed in Nuke. I lead the sequence to maintain the continuity and look of the shots.

CG hall extension, CG Robot, galaxy composited.



## 9. The Revenant.

Role: Senior compositor, Sequence lead.

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

I lead the sequence with Five artists. Created template for Sky comp, fire and smoke compositing workflow.

Closely work with 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, gizmo for compositing workflow. Worked as sequence lead in many films.

Thank you,  
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