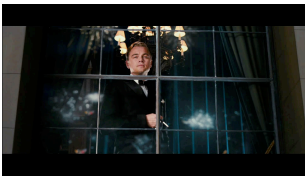
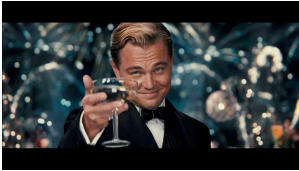


[SHOWREEL NOTES]

Rafal Kaniewski

all shots are comp final unless marked shared

	Transformers “Age of Extinction” Look dev for exterior of Lockdown’s spaceship sequence.
	Transformers “Age of Extinction”
	Captain America “Winter soldier”
	“Rush” Green Screen, extension with added signs and people, 2d rain, 3d rain brightening up face/eyes
	“ The Great Gatsby” Look development of digital matte painting & fireworks. Built templates for sequence. Tools created: fireworks created from 2d tool using data effects data passes, bokeh tool, grain sim tool.
	“ The Great Gatsby”
	“ The Great Gatsby” NOT MY FINAL good example of my cats-eye bokeh tool
	‘The Dark Knight Rises’ key, look dev monitor insert
	“Rush” Look dev of monitor inserts



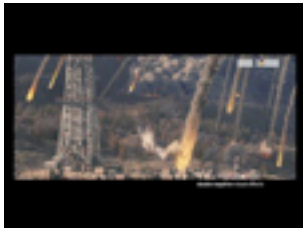
'The Dark Knight Rises'
cg vehicle, 2d ice and snow



'The Dark Knight Rises'
cg rope, key, matte painting set extension
conversion from Scope to IMAX



'2012'
chroma screen
cg enviroment
cg fx



'2012'
cg buildings
cg fx



'2012'
cg buildings
cg fx



'2012'
full cg shot
(shared – I did last three weeks before final)



'Scott Pilgrim'
cg prop
2d flare (elements & procedure)



'Skyfall'
wire clean-up
Look-dev & template for all show reticle shots



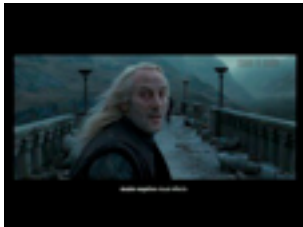
'Skyfall'
muzzle flashes and hits



'Harry Potter and the Deathly Hallows'
chroma screen
cg environment extension
cg fx



'Harry Potter and the Deathly Hallows'
chroma screen
cg environment extension



'Harry Potter and the Deathly Hallows'
chroma screen
cg environment extension



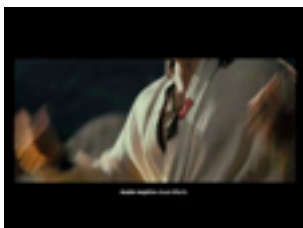
'Harry Potter and the Deathly Hallows'
Look-dev & template for
wand shield / shots spells



'Harry Potter and the Deathly Hallows'
shared - only worked on temp
as CTD created MAYA/NUKE bridge for digi-doubles, cameras &
aov's



'10,000 B.C.'
cg character
2d set extension



'Prince of Persia'
cg wound
2d blood



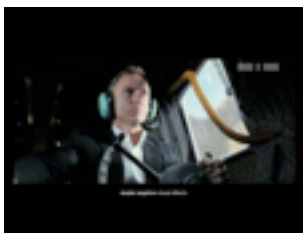
‘Quantum of Solace’
chroma screen
cg environment



‘Quantum of Solace’
3d environment extension



‘Quantum of Solace’
3d environment extension
2d fx



‘Quantum of Solace’
chroma screen
cg environment



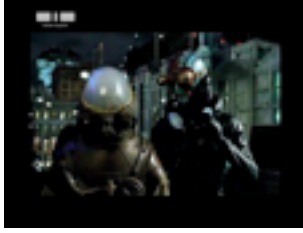
‘Quantum of Solace’
cg vehicle
cg fx



‘Boat that Rocked’
chroma screen
3d environment
3d fx (water)



‘Boat that Rocked’
3d vehicles (bg boats)



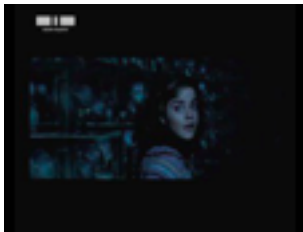
‘Hellboy II’
cg set extension



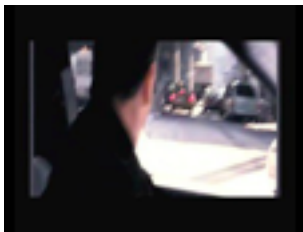
‘Hellboy II’
3d characters
2d fx / elements



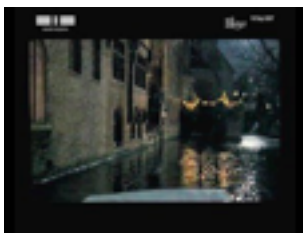
‘Hellboy II’
3d characters
2d muzzle flashes
(shared – dust done by someone else after)



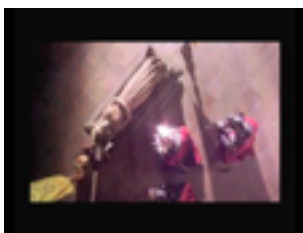
‘Harry Potter and the Order of the Phoenix.’
chroma screen
3d environment



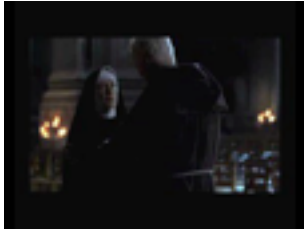
‘The Bourne Ultimatum’
chroma screen
2d extension



‘In Bruges’
2d fx (snow + fog)



Da Vinci Code’
2d lighting (flare, rays)



‘Da Vinci Code’
chroma screen
3d environment
2d fx elements



‘Love In the Time Of Cholera’
2d makeup fixing
2d ageing