# [SHOWREEL NOTES]

Rafal Kaniewski

all shots are comp final unless marked shared

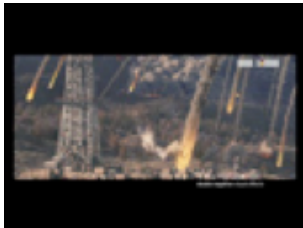|	
	Transformers "Age of Extinction" Look dev for exterior of Lockdown's spaceship sequence.
	Transformers "Age of Extinction"
	Captain America "Winter soldier"
	"Rush" Green Screen, extension with added signs and people, 2d rain, 3d rain brightening up face/eyes
	" The Great Gatsby" Look development 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
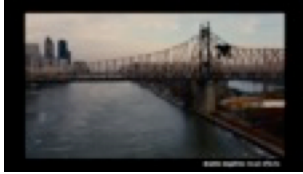
	'The Dark Knight Rises' cg vehicle, 2d ice and snow
	'The Dark Knight Rises' cg rope, key, matte painting set extension conversion from Scope to IMAX
	'2012' chroma screen cg enviroment cg fx
	'2012' cg buildings cg fx
	'2012' cg buildings cg fx
	'2012' full cg shot (shared – I did last three weeks before final)
	'Scott Pilgrim' cg prop 2d flare (elements & procedure)
	'Skyfall' wire clean-up Look-dev & template for all show reticle shots

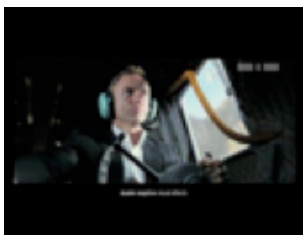|	
	'Skyfall' muzzle flashes and hits
	'Harry Potter and the Deathly Hallows' chroma screen cg environment extension cg fx
	'Harry Potter and the Deathly Hallows' chroma screen cg environment extension
	'Harry Potter and the Deathly Hallows' chroma screen cg environment extension
	'Harry Potter and the 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

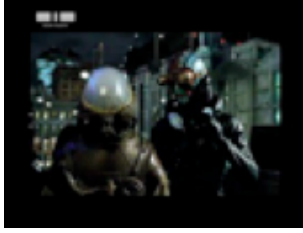|	
	'Quantum of Solace' chroma screen cg environment
	'Quantum of Solace' 3d environment extension
	'Quantum of Solace' 3d environment extension 2d fx
	'Quantum of Solace' chroma screen cg environment
	'Quantum of Solace' cg vehicle cg fx
	'Boat that Rocked' chroma screen 3d environment 3d fx (water)
	'Boat that Rocked' 3d vehicles (bg boats)

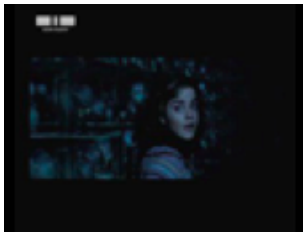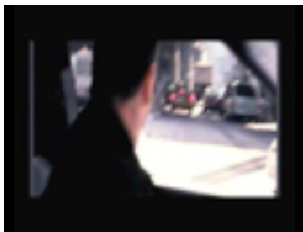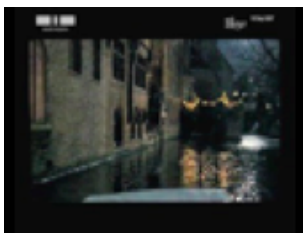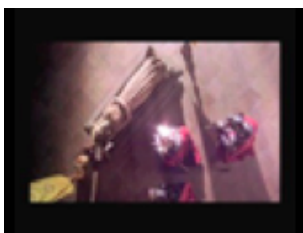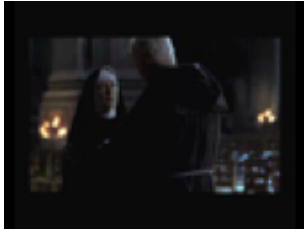|	
	'Hellboy II' cg set extension
	'Hellboy II' 3d characters 2d fx / elements
	'Hellboy II' 3d characters 2d muzzle flashes (shared – dust done by someone else after)
	'Harry Potter and the Order of the Phoenix.' chroma screen 3d environment
	'The Bourne Ultimatum' chroma screen 2d extension
	'In Bruges' 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