

Jesús Diez Pérez

[jdiezperez@gmail.com](mailto:jdiezperez@gmail.com)

<http://www.majadero.com>

90-92 Angell Road, SW9 7HP, London, UK

## VFX BREAKDOWN



*"Cloud Atlas"* (Method Studios).  
Nuke and Maya.

Full shot. Buildings and valley geometry, 3D projection of DMP elements onto geometry. Additional smoke, glints, god rays and lens flare. Buildings shadows and reflections on lake. Animation of waves on lake. Matte of foreground plate. General grading.



*"Cloud Atlas"* (Method Studios).  
Nuke.

Full shot. Camera track. Replacement of background mountain and clouds. Added DMP observatory on top with animated glint. Foreground matte.



*"Wrath of the Titans"* (Method Studios).  
Nuke and Maya.

Full CG shot. Projection of DMP layers onto geometry. Building of a configurable gizmo with all the elements in the shot to be reused in all the shots of the sequence. Modeling of some basic objects in Maya. Additional effects (snow, torches, blowing smoke, fire, godrays). General grading.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Adding and grading DMP sky. Adding and grading CG buildings, background ships, sea and fog. Lights on buildings. 3D projections. Keying, comp of two different plates over background, overall grading, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Comp of CG characters and shadows. Comp and grading CG fog. Adding DMP sky. Keying. Roto of main character and foreground to comp on top of cg characters. Grading, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Geometry of sky and city. 3D projected DMP of sky and city onto geometry. 3D Lights on city. CG smoke and soot. Keying, grading, comp, stereo align.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Keying and comp of several layers of different plates. CG dust and debris. Wires removal. Grading, comp, stereo align



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. 3D layout of DMP sky (using a custom tool created in Python by me), look development of the sea, comp and grade CGI sea, keying, comp main plate over background, overall grading, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Add and grade DMP sky, comp CGI buildings, texture and grade buildings with 3D projections, CGI sea, ships and fog, keying, comp main plate over background, overall grading, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"*  
(Aardman Animation).  
Nuke.

Full shot. Remove rigging on Captain, remove wires on foam, comp debris footage on top of main plate, comp CGI debris and dust, add fake shadows of debris on hot tub, create a semitransparent water effect for the foam, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"* (Aardman Animation).

**Nuke.**

Full shot. Comp characters and propeller plates. Keying. Add CG layers of sea and foam. Grading, cutline removal, stereo align.



*"The Pirates! in an adventure with scientists!"* (Aardman Animation).

**Nuke.**

Full shot. Comp weevils CG layers. Add 3D DMP sky. Keying, grading, cutline removal, stereo align.



*"The Ice Man"* (AQT Films), music video.  
**After Effects.**

Full shot. Simulated water distortion where the hand touched the mirror, rotoscoped and comped the plates of both characters, colour grading.



*"The Ice Man"* (AQT Films), music video.  
**After Effects.**

Full shot. Comped plate into mirror, rotoscoped foreground girl and animated her with motion blur in a style similar to "The ring" movie, colour grading.



*"Battlefield"* (Carisma Films), short film.  
**After Effects, Photoshop.**

Full shot. Tracked background, painted patch to remove modern buildings on background, rotoscope foreground characters, colour grading.



*"The Lost Idol"*, short film.  
**After Effects, 3DS Max.**

Full shot. Modelled and animated a spider taking a real one as reference, comped on plate with contact shadows, colour grade.



*"Poor man's Massive"*, personal project.



*"Removing crew"*, personal project.

After Effects, Boujou.

Full shot. 3D tracked a helicopter shot, keyed footage of actors, duplicated 3D cards of characters and positioned in 3D space, created shadow, occlusion, spec and dust layers, comped all elements, colour grade.



"Object track", personal project.  
Syntheyes, Cinema4D, After Effects.

Full shot. 3D tracked the shot using a model of the car as reference, exported to Cinema4D and created some set cones and set elements, comped together in After Effects.

PFTTrack, Photoshop, After Effects.

Full shot. 3D tracked the shot, painted a patch of background to remove crew member and applied to 3D card, roto-scoped back foreground characters.



"Europa" (Pixelcorps), movie concept.  
Photoshop, Cinema 4D.

Concept matte painting of dry Earth, applied as texture to a sphere, light and render.