





























JESSE PARKHILL
VFX COMPOSITOR
SHOWREEL BREAKDOWN




Unless otherwise stated I completed all compositing
related tasks as per the compositing description.

Shot		Show / Position	Compositing Description
001		GI JOE RETALIATION Lead Nuke Compositor	CG / matte painting comp. Grading of CG and matte painting elements. Added sun flare and lights on satellite.
002			Two plates shot with roughly the same move. Retimed and blended to match. CG replacement of exploding tank. Shot elements used for explosion and blow back from missile fire on first tank. FX debris, tracer fire, missiles and missile trails.
003		GODZILLA Senior Nuke Compositor	CG collapsing tower composited using deep with FX dust and destruction passes. Roto and cleanup work completed in comp.
004			Matte painting of hills, mountain and tunnel projected onto geometry in nuke – setup by another compositor and finished by me. Comped CG vehicles – front two of convoy and screen left chopper.
005			Matte painting of hills, mountain and tunnel projected onto geometry in nuke. Difficult rebuild and tracking of fence and swinging gate as tunnel in plate is an underpass.
006			Comped CG pipes that characters crash into screen right. Rebuild of screen right wall. Roto tidied up and finessed in comp. Steam coming out of pipe is a 2D element.
007			Deep comp of background red mist. CG pipes on screen right. Rebuild of screen right wall. Roto tidied up and finessed in comp. Steam coming out of pipe is a 2D element.

Shot		Show / Position	Compositing Description
008		GI JOE RETALIATION	CG tank replacement of stand in tanks – foreground and background. FX muzzle smoke and tracer fire. Shot element used for gatling gun muzzle flash and for dirt hits near speeding tank.
009		SPARTACUS Nuke Compositor	Greenscreen comp. Crowd extension using shot crowd elements. First four rows are in plate. Matte painting BG setup as nuke environment and projected onto spheres. FX fireballs and smoke trails.
010			Greenscreen comp. Crowd extension using shot crowd elements. Matte painting BG setup as nuke environment and projected onto spheres. FX fireballs and smoke trails. Shot element fireball explosions on impact.
011			Greenscreen comp. Crowd extension using shot crowd elements. Matte painting BG setup as nuke environment and projected onto spheres. Cam tracked in nuke. FX fireballs and smoke trails. Shot element fireball explosions on impact. Camera shake added.
012			Set extension and matte painting comp. 2D snow elements.
013		CONAN THE BARBARIAN Lead Nuke Compositor	FX sand element and plate clean up.
014			Transition from live action to CG character breakup. FX break apart and sand elements added.

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015			Transition from live action to CG character breakup. FX break apart and sand elements added.
016		CLASH OF THE TITANS Lead Nuke Compositor	CG coin, FX mist and water. Matte painting wall extension right and left side of screen
017			Mist extension outwards from just above the poles using 2D elements. CG rocks. Boat extracted from another plate.
018			Mist extension outwards from just above the poles using 2D elements. CG rocks.
019		THE DEEP Compositing Supervisor	Full CG shot. Spot lighting added in comp.
020			Full CG environment apart from lower screen right. Atmospheric smoke, flickering lights, hanging chains added in comp.
021			CG water, lights and submarine comp with plate.

Shot		Show / Position	Compositing Description
022			Greenscreen comp with CG set extension of submarine and background. Background character is a separate element.
023		AVATAR Nuke Stereo Compositor	Greenscreen comp of foreground and CG background. I worked on this shot with another compositor. Stencil added to missile behind main character.
024			Greenscreen comp of foreground, CG background and screen right mid-ground element of amp suit and man.
025		WHERE THE WILD THINGS ARE Nuke / Shake Compositor	Day for night grading on plate. Island matte painting. Waves hitting shoreline extracted from another plate. Sky replacement. Lightning storm animated in comp.
026			Day for night grading on plate. Island matte painting. Waves hitting shoreline extracted from another plate. Sky replacement. Lightning storm animated in comp.
027			Greenscreen comp with shot background plate.
028			Greenscreen comp with matte painting set extension. Another compositor did the CG character faces.

Shot		Show / Position	Compositing Description
029		<p>FLYING MONSTERS (stereoscopic) Compositing Supervisor</p>	<p>CG animated fossil composited with background. Stereo fixes on plate and CG in comp.</p>
030			<p>CG animated fossil composited with background. Extensive stereo fixes to CG in comp.</p>
031		<p>SLUMDOG MILLIONAIRE Shake Compositor</p>	<p>Matte painting set extension. Smoke and car elements comped in.</p>