

# Mark Ian Ferrer

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Software: Silhouette, Mocha

- Tracked and rotoscoped all subjects within entire sequence.



Software: Nuke

- Optimized 2D Nuke scripts for shot sequence to client specification.



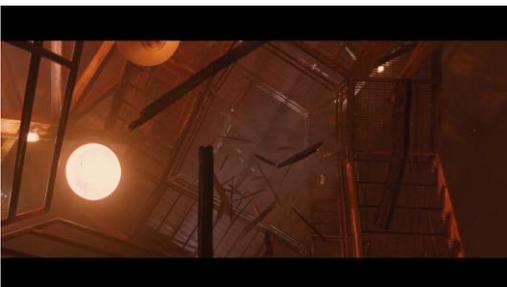
Software: Nuke

- Optimized 2D Nuke scripts for shot sequence to client specification.



Software: Silhouette, Mocha

- Tracked and rotoscoped all subjects and individual ashes and FG/BG.



Software: Silhouette, Mocha

- Tracked and rotoscoped all subjects, pieces of debris, and each individual grates of all stairs and walkways.



Software: Silhouette, Mocha

- Tracked and rotoscoped all subjects and assorted objects within shot.



Software: Maya, After Effects

- Crafted explosion effects using Maya fluids and particles.
- Rotoscoped performance captured footage of actors' faces and projected to models in Maya



Software: Nuke

- Optimized 2D Nuke scripts for shot sequence to client specification.



Software: Silhouette, Mocha

- Tracked and rotoscoped all subjects within entire sequence.



Software: Nuke

- Tracked and rotoscoped out subjects for screen replacement.
- VFX Coordinator for entire film



Software: Silhouette, Mocha

- Tracked and rotoscoped all objects and subjects throughout shot.



Software: Nuke

- Optimized 2D Nuke script for shot sequence to client specification.



Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects in scene.



Software: Nuke

- Optimized 2D Nuke script for shot sequence to client specification.



Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects in scene.



Software: Nuke

- Optimized 2D Nuke script for shot sequence to client specification.



Software: Nuke

- Optimized 2D Nuke script for shot sequence to client specification.



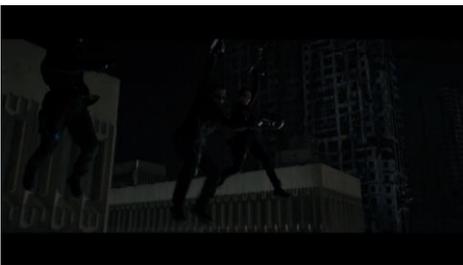
Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects in scene.



Software: Silhouette

- Tracked and Rotoscoped all subjects and objects in scene.



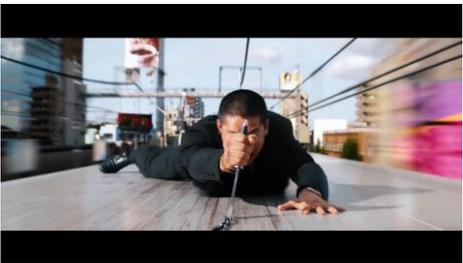
Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects in scene.



Software: Maya, After Effects

- Rotoscoped and color corrected performance captured footage of actors' faces within After Effects and projected that footage to models in Maya.



Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects in scene.



Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects and individual snow in scene.



Software: Silhouette, Mocha

- Tracked and Rotoscoped all subjects and objects and individual snow in scene.



Software: RealFlow, Maxwell Render, Maya

- Particule simulated Milk and cereal within RealFlow, Milk rendered within Maxwell, put together in Maya



Software: Maya

- Simulated using Maya fluids



Software: Maya

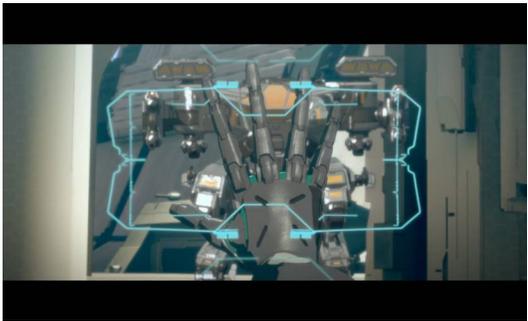
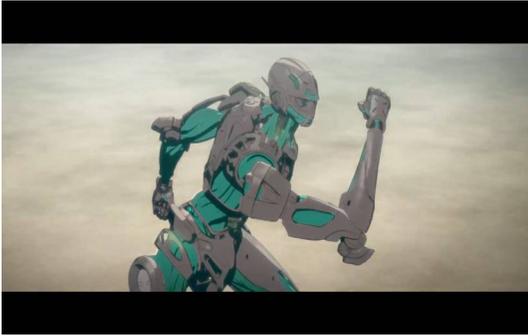
- Simulated using Maya fluids



Software: After Effects

- Layering of all elements, tracking, matte extraction, roto, color correction, etc.

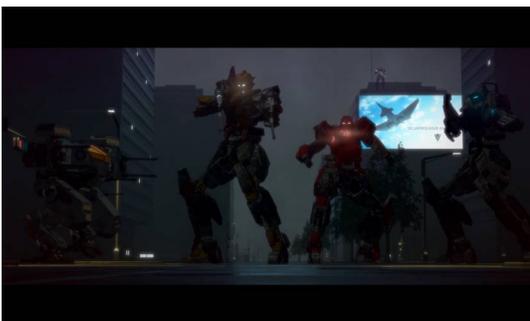




- Layered all elements, added rack focus, UI, muzzle flashes



- Layered all elements, put together UI and maps





- Layered all elements, utilized stardust to achieve vanishing FX

