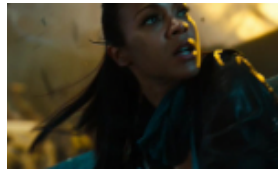


Kelly Fischer

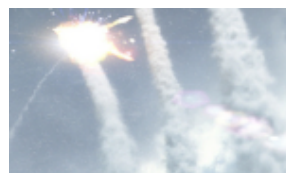
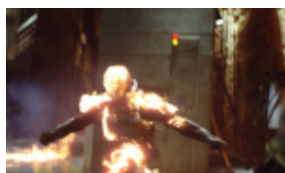
Compositing Reel Breakdown

<http://kellycfischer.com>



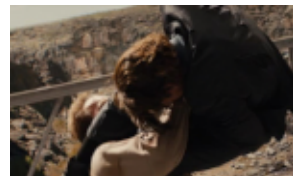
Star Trek: Into Darkness, Pixomondo Studios

Full composites using Nuke. Set extensions, CG spacecraft integration, atmospherics and phaser effects.



GI Joe: The Rise of Cobra, CIS Hollywood

Composited CG & live-action elements for final composites in Nuke. CG fire integration for man-on-fire shots.



The Last Stand, Method Studios

Full composites using Nuke.
Greenscreens, CG bridge augmentation, set extensions.



Black Swan, Look! Effects

Bump clean up and composite of animated CG bumps and hair, using Nuke.



Star Wars: Episode II – Attack of the Clones, Industrial Light & Magic

Full composites, ILM proprietary software. Light sabers, set extensions, atmospherics, CG character integration.



Captain America: The First Avenger,
CIS Hollywood

Full composites using Nuke. CG shield addition & replacement, set extensions, atmospherics.

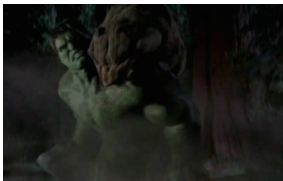


Pearl Harbor, Industrial Light & Magic
Water and ship repair/cleanup. CG ship, aircraft, smoke & explosives integration. Full composites using proprietary software.



Lord of the Rings: The Two Towers,
Weta Digital

Blue screen extractions for FGs, smoke and fire integration, using Shake.



Hulk, Industrial Light & Magic

Full composites using ILM proprietary software. Integration of CG characters, particles, and fire.



The Muppets, Look! Effects

3D tracking and projections for Paris buildings' augmentation and Sacre Coeur. Puppeteer removal, and green screen extractions. Nuke.



Invictus, CIS
Hollywood
Tracking on blood, wounds, sweat & dirt.



300, Animal Logic
Greenscreen extractions, set extensions, atmospherics, blood splatters.