

Andrey Lutsker 2024 - Breakdown

Dune Part II - Paul's Visions



CG crowd integration | Lens flare reconstruction

Dune Part II - Sandworm Rider



Environment and FX atmospherics integration with live plate

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Dune Part II - Sandworm Rider



CG & 2D crowd integration | CG background extension | FX atmos integration

Zack Snyder's Justice League - Steppenwolf



CG monster and FG Amazons Integration with live plate

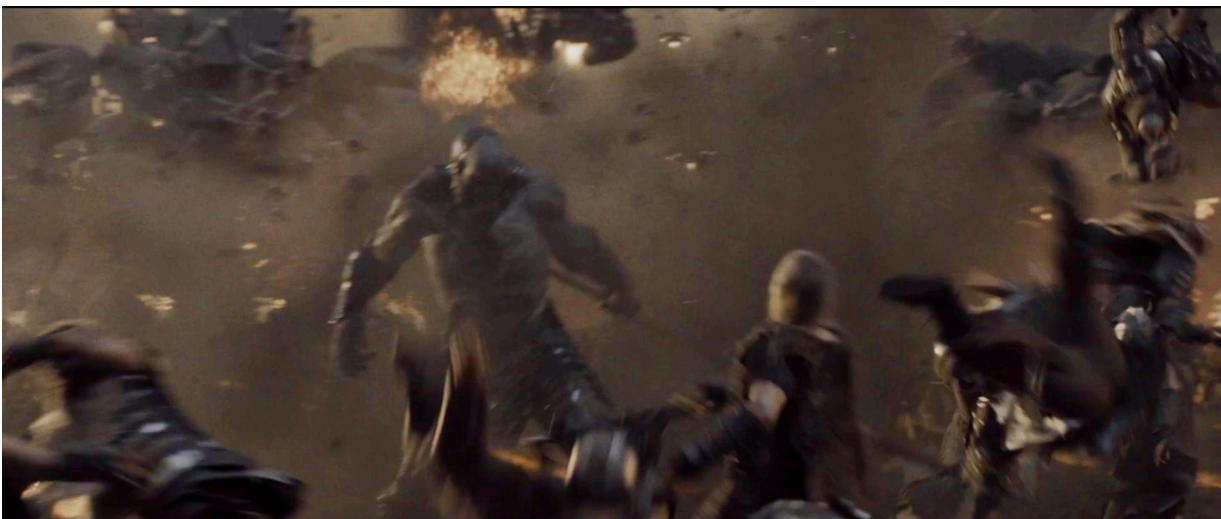
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Zack Snyder's Justice League - Acropolis



Green screen keying | CG background integration | Snow extraction and augmentation with Nuke particles

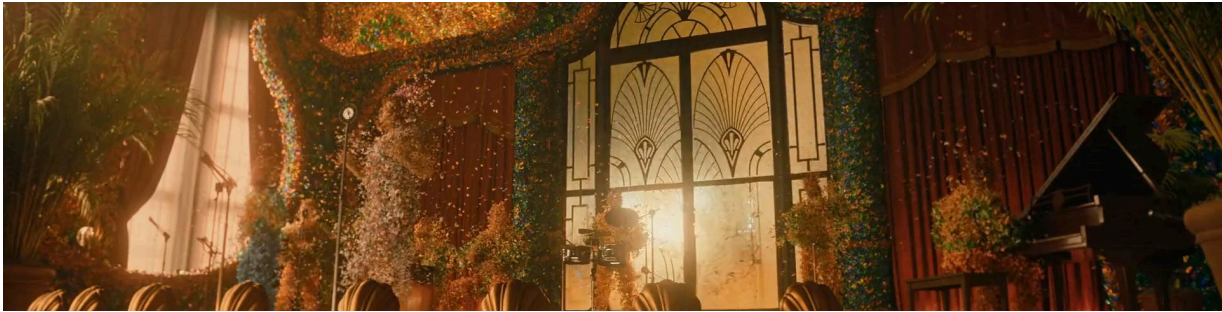
Zack Snyder's Justice League - Battle



Full CG shot: Deep compositing | 2D blast and other atmos elements integration

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Slumberland



Full CG shot: Deep compositing | Elements relighting and plate matching | FX dust and debris integration

Peacemaker - Eagly



CG eagle compositing & Integration with live plate

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Bullet Train



Green screen keying | CG background relighting & integration | 2D elements - debris and fire augmentation

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Mortal Engines - London



Full CG shot: Deep compositing | 2D elements integration

Mortal Engines - Traction City



CG Deep compositing: BG, FG environment and CG characters | FG characters green screen keying and integration

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Mortal Engines - M.E.D.U.S.A



Green screen keying | CG background integration

Spider-Man: Far From Home - Drone



CG Drone compositing | Interactive light, smoke, bullet tracers and debris integration

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Game of Thrones - Dragons I



Full CG shot Deep compositing | Nuke snow particles

Game of Thrones - Dragons II



CG Deep compositing: Dragons, atmos & BG, digidouble | Live plate Night King green screen keying and integration | Live plate fire Integration

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Mandalorian I



Green screen keying | Set extension | Laser beams and sparks integration

Mandalorian II



CG Characters integration | Set extension

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Mandalorian III



Full CG shot: Character and set compositing

Mandalorian IV



Green screen keying | Set extension & dynamic light matching

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Skyscraper



Green screen keying | CG background integration | Smoke and embers | Interactive light

Dune Part II - Jessica's womb



Practical prop augmentation: Procedural umbilical cord blood flow | Pulsing heart and veins | Procedural interstitial fluid

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Rim Of The World



2D Fire elements integration and tracking | Smoke and haze atmos | Impact embers with Nuke particles