

MARC CZERWIEC

Nuke Compositor & Maya TD currently working in London.

Shot breakdown.

Nokia campaigns: Lumia/Asha/808



Nokia 808 .30 shots comped in Nuke X. HD 1080p

Nokia lumia 900 30x4 shots comped in Nuke X

Nokia lumia 800 27x3 shots comped in Nuke X

My role was to assist the team (up to 6 people) on every step of the post-production process from the storyboard to the delivery. Build the master nuke script and make sure everything runs smoothly.

Project & Workflow Optimisation:

Development of a UV mapping system to map the user interface on each device and manage the reflections of this UI directly in the compositing.

Development of a master nuke script linked to the sequencer in Maya so the editing was fully done in Maya. This is giving to the team an incredible flexibility while boosting their efficiency. Also this helped a lot to reduce the rendering time for the past current and (I assume) future projects allowing us to deal with last minute changes from the client.



Nuke comp for WeAreDigital new idents

HD 1080p

Final look development and compositing of a series of 5 videos for WeAreDigital. My role was first to design and storyboard every pieces, then comp them using Nuke and edit in After effects.

I also animated and lighted 2 of the 5 movies using maya MR.

Team: 2 people in total. Plugin used: frischluft DOF+sapphires



Nuke comp for the FFT

HD 1080p

Keying on all the shots as the two tennis stars were shot initially on green-screen due to their very limited availability. On most of the shots i had to clean the plates and as the weather was changing a lot during the shooting and deal with a lot of sky replacement.



Nuke comp for Chanel

Total resolution: 10k. 50" loop.

Final look development and full compositing for a 360* wall projection. Development and optimisation of the passes and files to render and comp at a resolution over 10k.

Team: 2 people. Plugin used: Frischluft DOF.



Nuke comp for Nissan

HD 1080p 25"

3D Compositing and match-moving using PF track.

Part of a competition for a nissan advert.

Team: 3 people in total. Plugin used: Frischluft DOF+Sapphire



2 shots for Saddington&Baynes

HD 1080p 2x10"

Uv mapping/ texturing (using Mari) and lighting (maya MR)

Full compositing and grading of the bird using Fusion.

Team: 3 people in total. Plugin used: Frischluft DOF+Sapphire



Light Rhapsody.short film

HD 1080p

Personal short film project.

Extensive use of maya on some shots: the projections were done in the comp using a projected animation over a tracked geometry with a custom SSS material.

Team: 2 people. Plugin used: Frischluft DOF+Sapphires+RSMB



Nuke comp for Pepsi

HD 1080p

Full Compositing. I also created some of the particles FX in the comp.

Team: 2 people in total. Plugin used: Frischluft DOF.



Vfx for Xbox lips

HD 1080p 4x7"

After a basic 3D model was provided by the agency, I happily created all the vfx on those one:

Rig/blend shapes/clean of the geometry/shading/lighting/rendering (using maya MR) and did all the compositing.

Plugin used: Frischluft DOF.Sapphires.ReelsmartMB.



Packshot for Burn

HD 1080p 6"

Lighting/shading/rendering using maya MR.

Compositing using Fusion.

Plugin used: Frischluft DOF.Sapphires.ReelsmartMB.



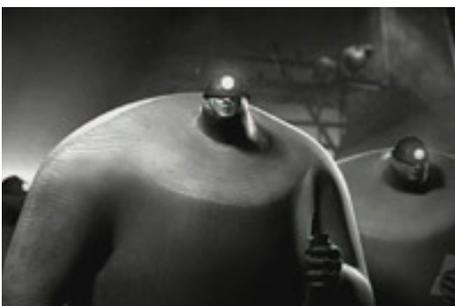
Theater sequence for Caravan Palace.

HD 1080p 35"

Modeling/shading/lighting using maya and comp of the Radio City sequence using fusion.

Integration of the band & additional work: green screen removal.

Plugin used: Frischluft DOF.Sapphires.ReelsmartMB.



Facteur mineur. Short film

HD 1080p 6min

Character design/shading (zbrush)/ layout (maya) and storyboard.

I was also in charge of the comp on this sort film.

Plugins used: Frischluft DOF.Sapphires.ReelsmartMB.twixtor