SIMONE MENEGATTI

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Showreel breakdown

- *Video*: **Kea birds, personal video**
- *Software*: **NukeX**
- **Rotoscoping and paint reconstruction**

I created the matte of the two birds with "roto".
I removed the bird in bottom creating the clean patch, of the feathers and base, with paint reconstruction.

I used tracking point to match the movement of the new element with the original movement of the plate. Finally I added the grain, on the new element,
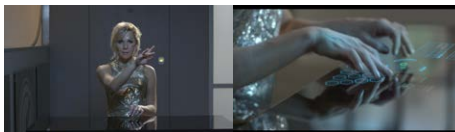
- *Video*: **HASTAG**
- *Software*: **NukeX, Nuke Studio**
- **Tracking, Rotopaint, Color correction**

Using "tracker" to lock the olographics elements on the desk.
All the graphics elements were created in nuke. With "roto" I extracted the matte of the girl's body. This allowed me to add the effects of lights, come from the holographics elements, that must influence her skin and clothes.
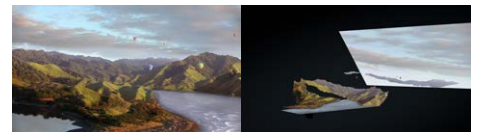

- *Video*: **Camera projection Tongaporutu**
- *Software*: **NukeX**
- **Tracking, Rotopaint, Color correction**

I assembled some pictures I took in one of my trips to create the dmp.
The idea was to create this animation with the camera projection technique, paying attention especially in recreating the movement of the sea and the water that is on the left.
To the right water I assembled different footage of moving sea to create waves and details. To then water on the left I created a UV channel (two noise node) and used it to create a light water movement, animating it with a transform node.
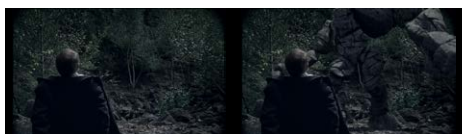
- *Video*: **40Y** *
- *Software*: **NukeX**
- **Rotoscoping and CG integration**

I created the matte of the man with "roto", and used it to mask the cg.

I did the CG integration using "grade", and I used all the passes of the CG such shadow, z_depth, AO, normals and position, to obtain the final result.
I Added dust element on the cg and finally matched the grain of the cg with the grain of the plate.

- *Video*: **Mailbox** *
- *Software*: **NukeX**
- **Camera tracking, camera projection**

I extracted the camera movement with "camera tracking". This allowed me to create clean patches of elements such wall, floor and alarm.
The opening in the wall and the stairs were completely built in nuke, with the elements of the clip.
Finally I added the graphic element on the wall and I matched the grain with the original footage.