

SLAV KRAVCHENKO

Matte Painter | VFX Generalist

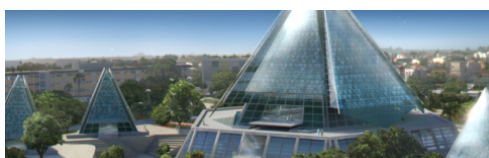
Breakdown



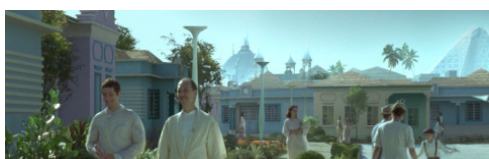
Matte Painted out the cars, people, flag and other misc elements in the background to create a clean plate. Replaced the sky.



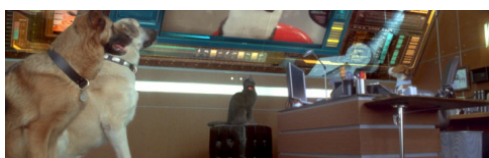
Tracked the camera move using the island. Created a 3D scene with a new sky and building geometry based on the tracking data. Used multiple projections to texture the geo with a matte painting. Rendered out multiple passes, and then composited them.



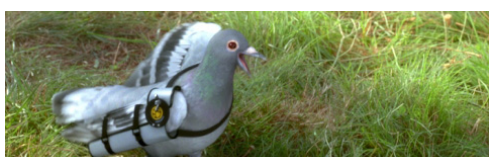
Created lighting concepts for the shot. Then polished into the final matte painting.



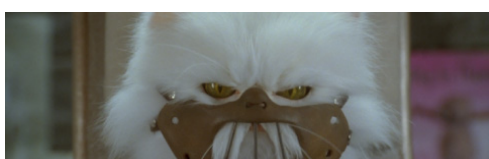
Modelled, Layed out UVs and Textured the pink and peach houses. The models had two fronts with different elements that can be shown to create a variety of similar homes.



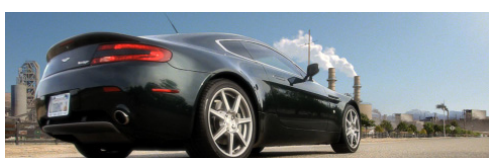
Matte painted out the characters in the Right eye, and misc artefacts that where in the shot.



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Replaced the background with a matte painting, rotoscoped the car, tracked ground, Simulated a sequence of smoke retimed and composited the final shot.



Created the matte painting for this dissolve shot to roughly match the scenes horizon in the next shot.



Modelled, Textured, layed out UVs, simulated rigid bodies, lit with HDRI, faked eraser subsurface scattering, rendered and composited the final shot.