

Max Dion Comp Reel 2026: Shot Breakdown

Shot #1: CG Creature in Grassland Comp

- Multi-pass recolor of CG creature from red flames to green flames, and from brown bark to grayish bark matching Plate BG.
- Created glow effect emanating from green flames using luminance keys and light passes as masks
- Used ST Maps to attach blood (a maroon graded noise element) onto the character's shirt and sleeve
- Used Nuke Particles to create green glowing wisps to populate the environment, emanating from creature
- Integrated CG creature
- Graded character's face to match the glow's lighting using a luminance key
- Created a matte for the character in the plate to keep him among the FG elements
- Integrated leaves using nuke particles, using particle gravity and other deforming nodes to create realistic pathing.

Shot #2: Keying shot with Hallway BG

- Created Multilayer matte using several different types of keys for different problem areas; includes IBK key as a base, lumakeys on softer areas, additive and multiplicative keys on hair, and roto to fill core mattes.
- Created BG using Google Gemini to make a BG matching the perspective of the shot, then graded BG to match the FG's color palate and room tone.
- Used Godrays and a wireframe cube 3D object to simulate a hologram coming from the eyepatch of the FG character, tracking the motion of the character with 2d trackers and making manual adjustments.
- Used Nuke Particles to simulate sparks coming from lights in the hallway BG, using glows to mimic glitches in the overhead light fixtures.

Shot #3: CG Lizard Walking shot

- Extracted the lizard's shadow from a CG background to overlay on plate BG, using a difference node and using the depth pass to accurately blur the shadow using ZDefocus.
- Integrated CG Lizard, graded it using isolated passes in conjunction to match the lighting of its environment, taking saturation, contrast and brightness matching into highest priority. Used ZDefocus to blur the creature matching the field of view of the camera.

- Integrated smoke element, recolored to match its environment, and used depth nodes to interweave it with the lizard, using both depth passes to source the smoke from inside the lizard rather than simulating that effect with matte and roto tricks.
- Integrated flame element, using the same techniques mentioned in the smoke element's integration.

Shot #4: Fall Recolor - *The Sex Lives of College Girls S3*

- Recolored trees and bushes using despill to color nodes to capture the green in the leaves and make them yellow/brown.
- Used the same trick to change the grass, with reduced opacity to dull the color.

Shot #5: Fall Recolor + Object Removal - *The Sex Lives of College Girls S3*

- Used despill to color nodes to recolor bushes, BG trees and grass to match fall setting.
- Used several techniques to remove the shoes and other objects on screen right bench, as the parallax and perspective change made a simple rotopaint impossible.
 - 3d tracked the scene in Nuke
 - Recreated the Bench on the bottom right with a 3d card
 - Used the 3d card as a matte to overlay a rotopaint that leaves the bench bare
 - Tweaked matte and rotopaint to include area slightly above the bench to cover all bases
- Used 3D track to matchmove several rotopaints to remove hoses on screen right.

Shot #6: Fall Recolor + Retime - *The Sex Lives of College Girls S3*

- Used Despill to color nodes to recolor trees, grass and bushes to match fall setting.
- Used Retime node to make camera movement faster while retaining steadiness.