







Lighting and Compositing Reel Breakdown - Rigel Ranciato

<https://www.rigelranciato.com/reels>

rigel.ranciato@gmail.com

	:01	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X Camera tracking - Nuke X Roto
	:07	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X
	:08	Spirited (2022) - Digital Frontier FX	VFX + Split Screen Compositing - Nuke X
	:10	Spirited (2022) - Digital Frontier FX	Lighting + VFX Compositing - Nuke X
	:17	Sea World Hypersphere 360 Ride	Environment lighting - Unreal 5 Pano compositing clean-up - AE VR
	:26	Sea World 360°Hypersphere: Arctic	Pano compositing clean-up - AE VR Ripple transition effects
	:33	High Desert (2023) S1- Digital Frontier FX	Green screen compositing - Nuke X Relighting windshield and environment
	:40	High Desert (2023) S1- Digital Frontier FX	Compositing - Nuke X Billboard replacement + lights Tracking + stabilizing Roto of foreground tree
	:44	High Desert (2023) S1- Digital Frontier FX	Wound + Blood Compositing - Nuke X Tracking

	:47	Sea World Endless Ocean Park Portals	Matte Painting - Photoshop Lighting + 3D caustics - Maya Compositing - Nuke X and After Effects
	1:01	Counter	Cam track and marker removal - Nuke X
	1:08	Monty and the Runaway Fur. (2016) B-roll	Relighting Gear Texturing Camera Compositing - Nuke X
	1:15	Flutter (2024) Short	Butterfly lighting - Maya + Nuke X Compositing - Nuke X
	1:27	Flutter (2024) Short	Particle Simulation + Lighting + Shadows - Maya + Nuke X Compositing - Nuke X
	1:36	Ryfylke	Set extension matte painting - Photoshop Foreground texture - Substance Painter Sky + snow + village compositing - Nuke X