

## Andrey Lutsker 2023 - Breakdown

### Zack Snyder's Justice League - Steppenwolf



CG monster and FG Amazons Integration with live plate

### Zack Snyder's Justice League - Acropolis



Green screen keying | CG background integration | Snow extraction and augmentation with Nuke particles

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### Zack Snyder's Justice League - Battle



Full CG shot: Deep compositing | 2D blast and other atmos elements integration

### Slumberland



Full CG shot: Deep compositing | Elements relighting and plate matching | FX dust and debris integration

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### Peacemaker - Eagly



CG eagle compositing & Integration with live plate



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### Bullet Train



Green screen keying | CG background relighting & integration | 2D elements - debris and fire augmentation

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### Mortal Engines - London



Full CG shot: Deep compositing | 2D elements integration

### Mortal Engines - Traction City



CG Deep compositing: BG, FG environment and CG characters | FG characters green screen keying and integration

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### Mortal Engines - M.E.D.U.S.A



Green screen keying | CG background integration

### Spider-Man: Far From Home - Drone



CG Drone compositing | Interactive light, smoke, bullet tracers and debris integration

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### Game of Thrones - Dragons I



Full CG shot Deep compositing | Nuke snow particles

### Game of Thrones - Dragons II



CG Deep compositing: Dragons, atmos & BG, digidouble | Live plate Night King green screen keying and integration | Live plate fire Integration



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### Mandalorian I



Green screen keying | Set extension | Laser beams and sparks integration

### Mandalorian II



CG Characters integration | Set extension



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### Mandalorian III



Full CG shot: Character and set compositing

### Mandalorian IV



Green screen keying | Set extension & dynamic light matching

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### Skyscraper



Green screen keying | CG background integration | Smoke and embers | Interactive light

### Rim Of The World



2D Fire elements integration and tracking | Smoke and haze atmos | Impact embers with Nuke particles