Chris Ingersoll VFX Reel breakdown

1. The Hobbit: The Desolation of Smaug - Stereo cleanup, key, and comp in Nuke

2. The Hobbit: The Desolation of Smaug - Stereo cleanup, key, and comp in Nuke

3. - 4. The Hobbit: The Desolation of Smaug - Completely CG comp in Nuke

5. The Hobbit: The Desolation of Smaug - Stereo cleanup, paint cleanup on practical staff, and comp CG staff in Nuke

6. The Hobbit: An Unexpected Journey - Stereo cleanup and key stunt performer, and comp CG warg, and background plates in Nuke

7. The Hobbit: An Unexpected Journey - Stereo cleanup and comp CG wargs into background plates in Nuke

8. The Hobbit: An Unexpected Journey - Stereo cleanup and comp CG rock walls on top of shot background plates in Nuke

9. - 10. The Hobbit: An Unexpected Journey - Stereo cleanup and key performer, and integrate with CG eagle and background plates in Nuke

11. The Hobbit: An Unexpected Journey - Completely CG comp in Nuke

12. - 16. The Wolverine - Cleanup and key of performers and practical train car, comped with shot backgrounds and CG train yard and environments in Nuke.

17. Green Lantern - Composited all elements (except the girl which was done by another vendor) in Nuke.

18. Green Lantern - Composited all elements in Nuke including CG mask costume and ring.

19. Green Lantern - Primary compositor of all elements in Nuke.

20. Captain America - Comped foreground and background elements and shrunk down Steve Rogers character to pre-super soldier serum build. Work done in Flame.

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22. - 24. Xmen Origins: Wolverine - green screen cleanup and comp - work done on Autodesk Flint/Flame

25. The Curious Case of Benjamin Button - cosmetic work - rejuvenation by skin smoothing, color correction, and deformation - work done on Autodesk Flint/Flame

26. The Curious Case of Benjamin Button - cosmetic work - rejuvenation by skin smoothing, color correction, and deformation - work done on Autodesk Flint/Flame