

# Avi Salem

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## Objective

I am a skilled compositor with a keen eye for detail, skilled in seamless integration of visual effects and CG elements.

## Experience

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### Animal Logic

Compositor

February 2011 ~ June 2011

- Stereoscopic film conversion
- Separated scenes into stereoscopic layers employing 2d offset
- Generated clean plates used in occlusion clean up

### Mr X inc

Compositor

April 2010 ~ Present

- Stereo compositing of live action and CG elements using left / right eye plates
- corrected the polarization and disparity inconsistencies between the left / right plates
- credits include Tron: Legacy

### LUX VFX

Compositor

September 2009 ~ March 2010

- Compositing of CG creatures in live action scenes.
- Rotoscoping / matte creation / 2d/3d compositing
- used Nuke
- credits include Mongolian Death Worm and Goblin

### Soho VFX

Compositor

April 2009 ~ July 2009

- responsible for rotoscoping and clean plate generation
- used Shake
- credits include Book Of Eli

## **C.O.R.E. Digital Pictures**

Compositor

August 2008 ~ December 2008

- responsible for CG leg replacement / practical leg removal, clean plate generation, finger paint out
- used Shake
- credits include Splice

## **Intelligent Creatures**

Compositor

January 2008 ~ August 2008

- responsible for rotoscoping, monitor replacement, facial replacement 3d matte painting background replacements and final compositing
- used Digital Fusion and Nuke
- credits include Traitor and Watchmen

## **Mr. X FX**

Compositor

November 2005 ~ July 2007

- main responsibilities included rotoscoping, rig removal , chroma keying, facial warping and final composites
- used Combustion, Nuke and Shake
- credits include Silent Hill, Skinwalkers, Shoot 'Em Up and Resident Evil Extinction

## **Seneca College**

Teacher Assistant

September 2005 ~ November 2005

- assisted students with technical issues
- provided guidance with class assignments
- provided insight on methods of achieving the desired effect

## **Skills / Software**

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- Stereoscopic compositing of 2d and 3d stereo elements
- Stereoscopic conversion of 2d footage
- disparity and polarization matching between two stereo plates
- rotoscoping
- chroma keying
- 2d /3d tracking
- colour correction
- rig / marker / object removal
- warping / morphing
- clean plate generation
- multipass layered CG compositing
- Autodesk Combustion
- Autodesk Maya
- Adobe Photoshop
- Adobe Illustrator
- PFtrack
- Apple Shake
- Digital Fusion
- Nuke

- final compositing in 2d / 3d space

## Education

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### **Seneca College**

Visual Effects for Film and Television

2004 - 2005

### **Humber College**

Maya for Animation and Post - Production

2003 - 2004

### **Sheridain College**

Art Fundamentals

2001-2002