

This is Joan Azpeitia a Junior Compositor artist.

On my Junior Compositor profile I developed good skill sets solving issues and time managing in the main compositing tasks; keying, CG integration, stock images or mate paintings integration and grading.

I use Nuke as my compositing tool and I'm trying to build a good and photorealistic eye as a Junior to be able to deliver beautiful images as one of the last steps in the pipeline.

On the Roto and Prep. artist role I can use Silhouette or Nuke.

I'm able to do the main roto/prep artist tasks: creating solid mates, dealing with mblur, painting and revealing techniques, degrading and regrading, tracking projecting stabilizing, transforming wrapping and morphing and time and frame range offsets.

I feel that I can find a good balance between work time and quality result and be able to deliver to the Senior Compositor the footage ready for being comped.

The other skill that can become in handy is my knowledge using Maya software.

As a compositor that helps me to understand the CG side of the projects and my improves my workflow with the renders that come from the CG artists.

If needed I can help them on the production as well, you can check my skills on my reel.

I'm looking forward to hearing from you, thanks.

Joan Azpeitia