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Rubble City - Personal Project

For this shot, I rotoed out a few of the buildings and projected them onto cards in 3D space. Next, I extended parts of the buildings with a RotoPaint so more of the building would be revealed as the camera moved. Continuing on, I extracted mattes of more rubble images and placed them in the 3D scene at appropriate depths. I found an image of a landscape with a similar perspective as the city as well as a stock explosion and added those as well. Added stock elements of dust, embers, and other atmospheric to build to the environment.

Disney Channel Coop and Cami Main Title - Sarofsky

On this spot, I started by created a matte for the hands. I used a combination of roto and keying on different channels to create a matte. The motion blur wasn't perfect, so I used RSMB to add a new motion blur. I then tracked the screen of the laptop using a 4 point corner pin in Nuke and composited the screen asset on to the laptop screen. I had to keyframe a defocus to match the natural defocus of the plate as well as add a slight color correction as the laptop screen pulled away from the camera.

Photo Frame Paintout - Indigo Short Film

For this task I was asked to remove the picture frames in the coffee shop where we shot this scene for my group's capstone short film, Indigo. I started by generating a 3d camera track using the Nuke camera tracker and used that 3d track to stabilize the plate. From the stabilized plate, I painted out the photo frames and an ugly smoke alarm and masked back in the two actors. I then reapplied the matchmove and used an apply material node with the tracked camera to restore the original motion of the plate.

Winter Holidays - Personal Project

For this project, I purchased models from the internet, and unwrapped them in Maya. I exported them over to Substance Painter where I brushed on texture detail. For the repetitive patterns on the gift boxes, I used Substance Designer to make tileable gift wrap textures. I animated the shot in Maya and rendered out multi-pass .exr files using Arnold 5. Finally, I reassembled the renders using Nuke, added depth of field, grain, and aberration among other details.

Gun Text Paintout - Purge 2024 Short Film

On this shot, I was tasked with removing the warning text on the airsoft gun. I started tracking the gun and merged over a patch that was frameheld with the text painted out from a rotopaint. I matched the grain from the original plate with the painted patch.

City Centre - Personal Project

For this shot, I was given an image of this city block and was tasked with clean plating and creating parallax between buildings. I started by cleaning out all the people in the scene as well as any objects that were on their own parallax planes. I extended each card using a RotoPaint so more of the

buildings would be seen as the camera moved. I projected each piece of the city on to its own card and aligned them realistically in 3D space.

Smoky Mountains - Personal Project

I found images of trees shot at different angles, plugged these images into 3D cards, and used them as particles in NukeX's particle emitter with the emission geometry as the hill that I modelled. I set the emission velocity to 0 so the cards would stick to the hill geometry. I then frame held the particle simulation so that the trees would be static. For the background hills, I rendered out an image from the simulation and projected those onto cards in 3D space, this sped up my script because Nuke was no longer processing 12,000 cards of trees, only 3 cards. However, in order to have parallaxing between the individual trees of the closest hill, I needed to keep the mountain geometry with the particle trees as they were, I chose not to render them out as a still frame. Finally, I added atmospheric clouds at various depths using the reference for color correction and look.

Caldrea - Sarofsky

For this spot completed at Sarofsky in Chicago, I was tasked with pulling keys on the model. It was a straightforward assignment but I learned how to work more efficiently by repeating keying setups over multiple takes. This spot had many more takes than the final product shows and being able to reuse previous work saved a whole bunch of time while working on this spot.