

# Hod Winter

## SR. COMPOSITOR

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Canadian Citizen

## EXPERIENCE

### **ILM- VFX Compositor**

07.2023- present

### **AccessVfx- Compositing Mentor**

09.2022- present

### **Digital Domain- VFX Compositor**

04.2022- 06.2023

### **Sony Imageworks- VFX Compositor**

07.2021- 04.2022

### **Crafty Apes- VFX Compositor**

02.2021- 06.2021

### **Method Studios- VFX Compositor**

06.2020-11.2020

### **Encore VFX- VFX Compositor**

09.2019-05.2020

### **Vitality VFX Studios- VFX Compositor**

07.2016-08.2019

### **Recent Notable Projects:**

>**Skeleton Crew (star wars episodic)**- Env look dev (hero look for the whole seq), spaceship explosions, full cg shots,

>**Echo**- explosion integration, sparks, dust, debris integration, fx lookdev - chemical liquid reaction

>**Blue Beetle**- complex Env integration , fx lookdev (shooting, sparks) integration of full cg characters, full cg shots, muzzle flash look dev and creation with point render

>**Black Panther 2**- Env lookdev (cg ship deck, ship side), fx lookdev (shooting,

## SKILLS

///// Compositing 2D\3D

///// Keying

///// Paint\prep

///// 2D\3D Tracking

///// Roto

/// Photography

///// Editing

## SOFTWARE

///// Nuke

/// Silhouette

///// Mocha

/// Photoshop

///// Shotgun

// Maya

// After effects

///// Avid

///// Premiere

/// V-ray for Nuke

/// Point Render

/ Houdini/Mantra/Redshift

## LANGUAGES

///// Hebrew

///// English

sparks) integration of full cg characters, full cg shots

>**Mrs. Marvel**- Env integration, look dev for various fx elements.

> **Spider-man no way home (2021)**- Env integration with deep , tearing sky/nebula fx, cg spider man full body suit integration with live action face.

> **Dr Strange 2 (2021)**- Env integration, creation of 2d write on effect, explosion fx, debris fx, cg arrows and red energy integration, cg character with complex shadows integration, cg cape integration, snow leaves and gust fx.

> **Babysitters guide to monster hunting (2020)**- deep comp of volume and 3d creatures, complex keying and extracting multiple characters on different shots and integration with set extensions

> **Batwoman (2019-2020)**- Lookvdev- 2d spray effect created with noise and distortion, the effect required challenging matchmoving- matching motion of spray effect with the motion of hand and. Lookdev- Radar Night vision effect. Complexed greenscreen comps- very bright greenscreens on very dark. Cg integration- ropes. Batrangs, head replacements. Sign replacements, muzzle flashes, smoke.

> **Doom (2020)**- cg integration- complexed head replacements. Integration of melting 3d simulations, cg spider, cg finger, cg herd of butterflies.

> **The Flash (2019-2020)**- 2d and 3d lighting effects such as energy balls, flashes- integration- most of the work involved creating interactive lighting on environments and characters.

> **The Irishman (2019)** - deaging hands from 78 to 42, complex beauty fixes and makeup corrections on about 35 shots, creating glasses refraction effect 15 shots.

> **Always be My maybe (2019)**- keying and integration, sign replacements, split shots compositing, Day to night shot conversion: grading and light direction adjustments.

> **A Series of Unfortunate Events (2017-2018)**- keying and integration, Deaging multiple actors- reduction of laugh lines, forehead wrinkles , double chin, crow feet, and improving skin texture.

>**Stranger Things s02 (2017)**- adding a blood element on girls nose, using nuke particle system to add snow to shots, replacing a drawing, roto, paint.

## EDUCATION

Lost Boys - School of Visual Effects, Vancouver  
**Visual Effects Compositing**

Sep 2015 - Jul 2016

Tel Aviv University, Tel Aviv, Israel

**BFA in Film & Television**

Oct 2008 - Jun 2011

## REFERENCES

Arek Komorowski

**VFX Supervisor at Scanline VFX**

[arek.komorowski@gmail.com](mailto:arek.komorowski@gmail.com)

Cory Virs

**VFX Supervisor at EncoreVFX**

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