

Hod Winter

SR. COMPOSITOR

Phone: 778-681-0256

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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:

> **Invasion (s3)**- Creature, fx, env integration

>**Venom 3**- Complex env integration, creature integration, fx integration.

>**Silo (s2)**- complex env integration.

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

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

- >**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, 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.

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

