

# Hod Winter

## COMPOSITOR

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Canadian Permanent Resident

## EXPERIENCE

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

06.2020-present

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

09.2019-05.2020

### **Vitality VFX Studios, Vancouver- VFX Compositor**

07.2016-08.2019

### **Recent Notable Projects:**

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

> **Batwoman-** Lookdev- 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-** cg integration- complexed head replacements. Integration of melting 3d simulations, cg spider, cg finger, cg herd of butterflies.

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

> **supergirl** - bullet hits 2d blood wounds and sprays, greenscreens, sign replacements, cg integration, laser beams, muzzle flash.

> **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

## 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

## LANGUAGES

///// Hebrew

///// English

chin, crow feet, and improving skin texture.

> **The Empty Man (2018)**- creating fog and atmosphere in shots using 2d elements creating a bleeding wound on face by combining multiple images and 2d blood elements

> **Mowgli (2018)**- deaging Mowgli from a teenager to a younger boy, creating and integrating blood elements.

> **Damnation (2018)**- day to night shot conversion: grading and light direction adjustments.

> **Baywatch (2017)**- head replacement shots

> **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.

## **Channel 10 News, Tel Aviv — Video Editor**

2011 - 2015

## EDUCATION

Lost Boys - School of Visual Effects, Vancouver

### **Visual Effects Compositing**

Sep 2015 - Jul 2016

Tel Aviv University, Tel Aviv

### **BFA in Film & Television**

Oct 2008 - Jun 2011

## REFERENCES:

Ji kim

**VFX Supervisor - Vitality VFX**

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Joyce au

**Producer - Vitality VFX**

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