



Gautama Murcho

ABOUT ME

Visual Effects Compositor serving 9 years as a Compositing Artist, 1 year as a Compositing Lead, and 4 years as a Compositing Supervisor. Citizen of both United States and Philippines.

WORK EXPERIENCE

2020 Jan - 2023 March

Compositing Supervisor | Megalis VFX | Tokyo, Japan

Responsible for creative and technical compositing supervision. Medium-size team management (assignment, schedule). Technical support for composers including debugging. Bidding. Hero shot compositing involving multi-layered CG and plate integration. Hero look development. Template creation. Built tools/gizmos for compositing team workflow.

Responsibilities spanned across multiple projects:

- **ZOM 100** (Netflix feature film, 849 shots)
- **ALICE IN BORDERLAND 2** (Netflix TV series)
- **FULL METAL ALCHEMIST 2 & 3** (Japanese film)
- **THE NEVERS** (HBO TV series)
- **FINAL FANTASY XVI** (video game cinematics)

2018 Oct - 2020 Jan

2D Compositing Supervisor | DNEG | Mumbai, India

Supervising compositing/2D department for large teams and shot counts. Teams were between 40-70 people. Educating composers with techniques and examples from previous project experience. Bidding shots. Look development on hero shots and certain effects. Template creation to pass around teams. Creative and tech reviews.

Projects included:

- **BRAHMASTRA** (Bollywood Film)
- **GREYHOUND** (Hollywood film)

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

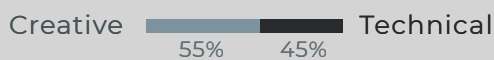
+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	████████████████████
ShotGrid	████████████████████
Digital/Matte Painting	████████████████████

COMP BALANCE



NUKE/Comp Skills

Lookdev	████████████████████
CG Passes: AOV, Utilities, LightGroups	████████████████████
Integration	████████████████████
Gizmo/Tools	████████████████████
Particles	████████████████████
TCL/Expression	████████████████████
Chroma Keying	████████████████████
Nuke Python	████████████████████



WORK EXPERIENCE (continued)

2018 Jun - 2018 Oct

Compositing Sequence Supervisor | DNEG | Mumbai, India

BOHEMIAN RHAPSODY [Film]

- Supervising Wembley Stadium sequence at the end of the film.
- Creating CG template for Wembley stadium.
- Providing technical help for integration and CG treatment for composers across Mumbai and Chennai facilities.
- Supervising shot submissions as a filter before DFX/VFX supervisor.
- Ensuring shot consistency among sequences.
- Relaying client meeting notes to artists to ensure a healthy bridge of communication.

2017 Apr - 2018 Apr

Senior Compositor | ILM | London, UK

JURASSIC WORLD: FALLEN KINGDOM [FILM] • Integration of CG dinosaurs with plate footage and FX/practical destruction.

Text Majestic flares for dinosaur establishing hero shot. **READY**

PLAYER ONE [FILM]

- Multiple hero shot full CG compositing with heavy FX, mixed with practical effects and flares.
- Comp FX lookdev of iconic characters & their attributes.
- Sequence-wide particle atmosphere setups.

STAR WARS: THE LAST JEDI [FILM]

• Integration of light-sabers and their impacts, among battling character footage in burning environment.

• Full CG space battle, including heavy FX destruction mixed with plate elements and flares.

• Sequence-wide particle ember, ash and space-dust setups.

TRANSFORMERS: REVENGE OF THE FALLEN [FILM]

• Emergency call to final two problematic FX-destruction-heavy shots.

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

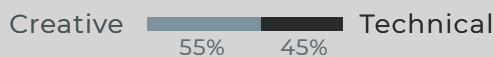
+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	██████████████████
ShotGrid	██████████████████
Digital/Matte Painting	██████████████████

COMP BALANCE



NUKE/Comp Skills

Lookdev	██████████████████
CG Passes: AOV, Utilities, LightGroups	██████████████████
Integration	██████████████████
Gizmo/Tools	██████████████████
Particles	██████████████████
TCL/Expression	██████████████
Chroma Keying	██████████████
Nuke Python	██████



WORK EXPERIENCE (continued)

2016 Oct - 2017 March

Lead/Lookdev Compositor | DNEG | London, UK

LIFE [FILM]

- Created 2.5D Earth setup using hi-res textures to be used by artists in multiple shots and sequences throughout the movie. The setup used python and TCL expression-linking, under the hood.
- Set the look for exterior space/ISS/Earth shots by finaling some defining hero shots, including the opening shot.
- Tweaking CG creature/monster to have a more organic feel, by giving it iridescence and boosting its subsurface scattering properties in comp.

2016 Feb - 2016 Oct

Senior Compositor | DNEG | London, UK

FANTASTIC BEASTS & WHERE TO FIND THEM [FILM]

- FX particle-creature integration.
- Magic spell energy battle with FX-heavy particle creature.

STAR TREK BEYOND [FILM]

- Heavy FX destruction integration with full CG and practical elements.
- Helping out FX department delays with Nuke particles and practical elements.
- Extensive plate/CG/matte painting/green screen extraction and integration.
- CG space battles, including hero shots of the Enterprise.

2015 Nov - 2015 Dec

Senior Compositor | ZOIC | NYC, New York

QUARRY / LUCIFER / LIMITLESS [TV SERIES]

- Practical element integration to enhance violence (blood, injuries, etc).
- Integrating CG props to enhance 1970's period pieces look.

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	████████████████████
ShotGrid	████████████████████
Digital/Matte Painting	████████████████████

COMP BALANCE

Creative ██████████ Technical ██████████
55% 45%

NUKE/Comp Skills

Lookdev	████████████████████
CG Passes: AOV, Utilities, LightGroups	████████████████████
Integration	████████████████████
Gizmo/Tools	████████████████████
Particles	████████████████████
TCL/Expression	████████████████████
Chroma Keying	████████████████████
Nuke Python	████████████████████



WORK EXPERIENCE (continued)

2014 Oct - 2015 Oct

Compositor | ILM | Singapore

STAR WARS DURACELL [COMMERCIAL]

- Light saber, gun blaster, flare integration.
- Tai fighter laser FX and blast integration.

WARCRAFT [FILM]

- Heavy CG character, tweaking lighting and highlighting certain features of characters.
- Lots of practical element and FX integration to enhance and integrate fight scenes.
- Extensive integration of CG characters interacting with live-action actors.

AVENGERS: AGE OF ULTRON [FILM]

- CG Character/Plate footage fight scene integration.

2013 Dec - 2014 Jun

Compositor | DNEG | London, UK

JUPITER ASCENDING [FILM]

- Heavy CG environment, character and FX integration for visually stunning hero shots.
- Artistic look development of Jupiter and space imagery to be used by fellow artists among multiple sequences.

2013 Mar - 2014 Nov

VFX Consultant | Underground Logic | Manila, Philippines

- Responsible for re-inventing and modernizing pipeline of Philippine commercial/film VFX house, for pursuit of higher efficiency and production of more lucrative projects.
- Heavy technical knowledge of Nuke applied, to teach compositing artists as part of VFX pipeline revolution.
- Working as active lead compositor and supervisor, setting example for team to follow.

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

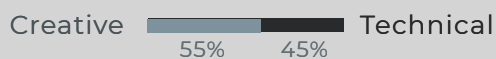
+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	████████████████████
ShotGrid	████████████████████
Digital/Matte Painting	████████████████████

COMP BALANCE



NUKE/Comp Skills

Lookdev	████████████████████
CG Passes: AOV, Utilities, LightGroups	████████████████████
Integration	████████████████████
Gizmo/Tools	████████████████████
Particles	████████████████████
TCL/Expression	████████████████████
Chroma Keying	████████████████████
Nuke Python	████████████████████



WORK EXPERIENCE (continued)

2012 Oct - 2013 Mar

Compositor | ILM | Singapore

PACIFIC RIM [FILM]

- Full CG compositing of Arnold renders, integrated with Houdini FX and practical elements.
- Heavy look-development of alien 'sonic' effects, created with generic practical patterns and footage, Nuke procedurals, and abstract CG patterns.

2012 Jun - 2012 Sep

Senior Compositor | Digital Domain | Port St Lucie, FL, US

47 RONIN [FILM] / **METS** [SHORT]

- Intricate blue screen/key integration; some shots involving heavy focus shifts and on-set atmospheric effects.
- Full CG integration, boosting aesthetics and realism of "Mets" short film advertisement.
- Film and CG short in native stereo.

2012 Jan - 2012 May

Compositor | Sony Imageworks | Los Angeles, CA

THE AMAZING SPIDERMAN [FILM]

- Composited heavy multi-pass Arnold creature renders of CG "lizard."
- CGI/plate integration, as well as full CG shot integration.
- Heavy use of practical and CG FX for fight scenes.
- In native stereo.

2011 Dec

Compositor | Digital Domain | Los Angeles, CA

UFC OPEN [COMMERCIAL/PROMO]

- Composited old fight footage intro dramatic FX-heavy CG scenes.

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

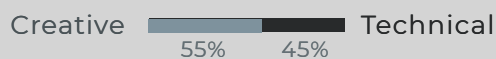
+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	██████████████████
ShotGrid	██████████████████
Digital/Matte Painting	██████████████████

COMP BALANCE



NUKE/Comp Skills

Lookdev	████████████████████
CG Passes: AOV, Utilities, LightGroups	████████████████████
Integration	████████████████████
Gizmo/Tools	██████████████████
Particles	██████████████████
TCL/Expression	██████████████████
Chroma Keying	██████████████████
Nuke Python	██████████████



WORK EXPERIENCE (continued)

2011 Aug - 2011 Dec

Compositor | Zoic | Los Angeles, CA

PAN AM / MAGIC CITY / THE RINGER / POWERS

[ALL EPISODIC TV]

- Multi-pass CG V-Ray renders, blue/greenscreen, plate, and practical element integration.
- Full CG shot integration, often with manipulated practical elements.
- Created several sequence and one-off matte paintings.
- Hero/lookdev shot compositing of created sequence matte paintings.

gmurcho@gmail.com

DEMO REEL:
<https://vimeo.com/296307124>

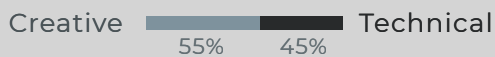
+81 070 8504 6973

Tokyo, Japan

SKILLS

NUKE Compositing	████████████████████
Creative Eye	████████████████████
People/Communication	████████████████████
Photography	████████████████████
ShotGrid	████████████████████
Digital/Matte Painting	████████████████████

COMP BALANCE



NUKE/Comp Skills

Lookdev	████████████████████
CG Passes: AOV, Utilities, LightGroups	████████████████████
Integration	████████████████████
Gizmo/Tools	████████████████████
Particles	████████████████████
TCL/Expression	████████████████████
Chroma Keying	████████████████████
Nuke Python	████████████████████

2010 Jul - 2011 May

Compositor | Luma | Los Angeles, CA

THOR / X- MEN: FIRST CLASS / CAPTAIN AMERICA / IN TIME / FRIGHT NIGHT / TRUE GRIT [ALL FILM]

- Heavy multi-pass CG, (mental ray) Plate. FX and practical element integration.
- Green/Blue screen matte extraction, despill, and integration.
- Stereo output and integration (Fright Night).
- Sequence color grade set-up and matching.
- Environment matte painting (Captain America, In Time).
- Lighting & Rendering CG assets and fluids/fume/fx in Mental Ray.

2009 Oct - 2010 July

Rotopaint / Jr Compositor | Luma | Los Angeles, CA

BATTLE: LOS ANGELES / PERCY JACKSON / GREEN HORNET [ALL FILM]

- Paint operations including removal, replace, and addition on live-action plates.
- Live action compositing, light CG integration.
- Matte extraction using rotoscope and key techniques on live-action plate



WORK EXPERIENCE (continued)

- 2009 May - 2009 Aug
Junior Compositor | **Pendulum Studios** | San Diego, CA
SINGULARITY [GAME]
- Composited multiple CG cinematic shots.
 - Supervised and judged the usability of 3D renders.

- 2009 Feb - 2009 May
Compositing + Matte Painting Intern |
Full Sail University | Winter Park, FL
- Lead matte painter for independent film "Eden."
 - Created learning tutorial media for matte painting, illustration and texturing technique.
 - Helped students with problem-solving artistic and technical issues in Photoshop and Nuke.

EDUCATION

2007 Mar - 2009 Feb
Full Sail University
Bachelor of Science in Computer Animation

School Awards:

- Class Valedictorian
- Outstanding Achiever Award
- Course Director's Award: Compositing & Scene Finishing
- Course Director's Award: Computer Animation Production

REFERENCES *emails available on request

- **Christophe Rodo** | Owner/VFX Supe | Megalis VFX
- **Daniel Ferreira** | Owner/VFX Supe | Megalis VFX
- **Brad Floyd** | Compositing Supervisor | Weta Digital
- **Grady Cofer** | VFX Supervisor | ILM San Francisco
- **Milos Milosevic** | VFX | MPC London
- **Nik Brownlee** | Compositing Supervisor | DNEG Vancouver
- **Pranay Agarwal** | HOD Compositing | DNEG Mumbai



✉ gmurcho@gmail.com

🔗 DEMO REEL:
<https://vimeo.com/296307124>

☎ +81 070 8504 6973

📍 Tokyo, Japan

SKILLS

NUKE
Compositing ██████████
Creative Eye ██████████
People/
Communication ██████████
Photography ██████████
ShotGrid ██████████
Digital/Matte
Painting ██████████

COMP BALANCE

Creative ██████████ 55% Technical ██████████ 45%

NUKE/Comp Skills

Lookdev ██████████
CG Passes:
AOV, Utilities, ██████████
LightGroups ██████████
Integration ██████████
Gizmo/Tools ██████████
Particles ██████████
TCL/Expression ██████████
Chroma Keying ██████████
Nuke Python ██████████