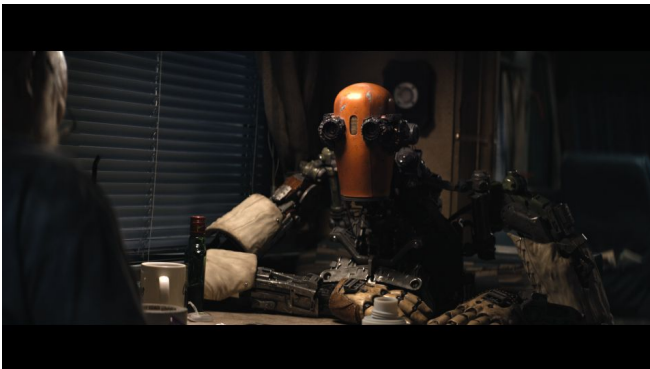


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Showreel 2022 Breakdown

Damir Filipovic Lighting Supervisor

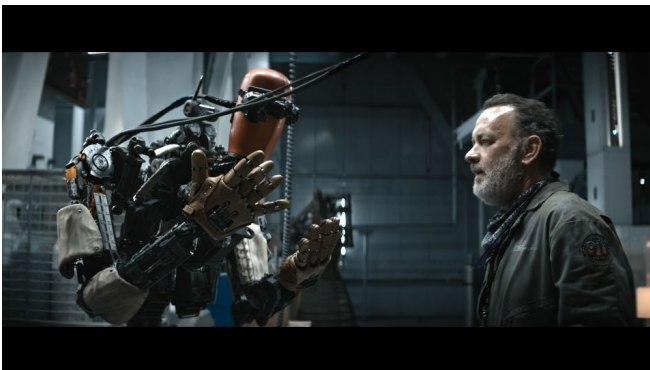


Shot 001

Finch
Mill Film (now MPC Adelaide), Adelaide,
Australia

Sequence key lighting, shot lighting, lookdev
tweaks.

Software: Katana, Renderman, Nuke, custom tools.



Shot 002

Finch
Mill Film (now MPC Adelaide), Adelaide,
Australia

Sequence key lighting, shot lighting, lookdev
tweaks.

Software: Katana, Renderman, Nuke, custom tools.



Shot 003

Peter Rabbit
Animal Logic, Sydney, Australia

Sequence key lighting, lighting of the rabbits.
Burrow is full cg.

Software: Maya, Glimpse, Nuke, proprietary tools.

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Shot 004

Peter Rabbit
Animal Logic, Sydney, Australia

Sequence key lighting, lighting of the rabbits.

Software: Maya, Glimpse, Nuke, proprietary tools.



Shot 005

The Jungle Book
MPC, London, UK

I was responsible for lighting of the shot.

Software: Katana, RenderMan, Nuke, proprietary tools.

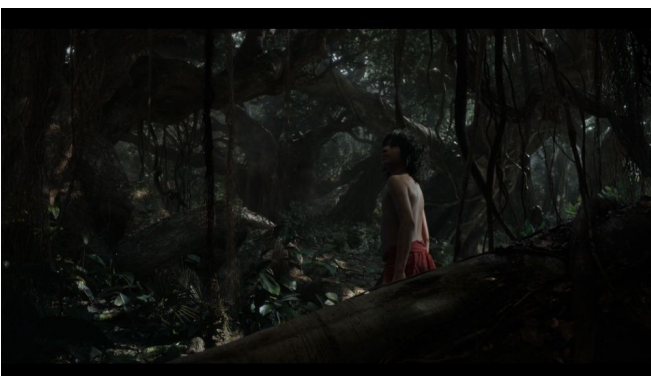


Shot 006

The Jungle Book
MPC, London, UK

I was responsible for sequence lighting as well as shit lighting. Everything is cg except the Mowgli character.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 007

The Jungle Book
MPC, London, UK

I was responsible for sequence lighting as well as shit lighting. Everything is cg except the Mowgli character.

Software: Katana, RenderMan, Nuke, proprietary tools.

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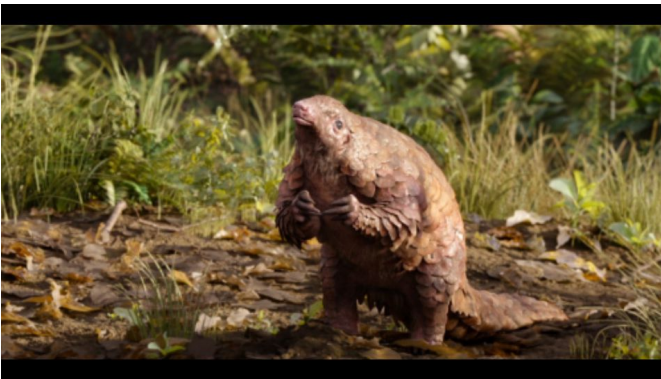


Shot 008

The Jungle Book
MPC, London, UK

I was responsible for sequence lighting as well as shit lighting. Everything is cg except the Mowgli character.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 009

The Jungle Book
MPC, London, UK

I did hero look development of the Pangolin character.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 010

The Jungle Book
MPC, London, UK

I did hero look development of the Cuckoo bird.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 011

The Jungle Book
MPC, London, UK

I did hero look development of the Wildpigs and different variations.

Software: Katana, RenderMan, Nuke, proprietary tools.

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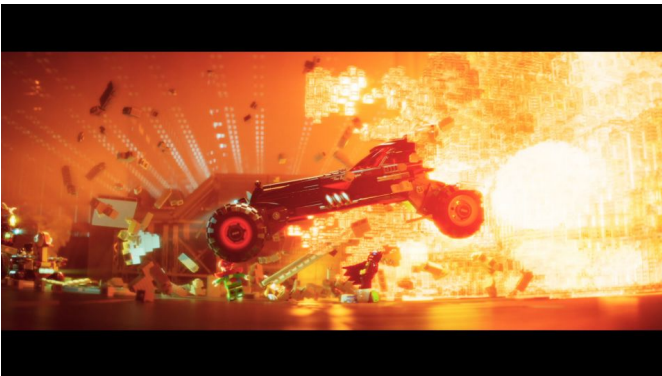


Shot 012

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 013

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 014

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 015

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.

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Shot 016

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 017

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.

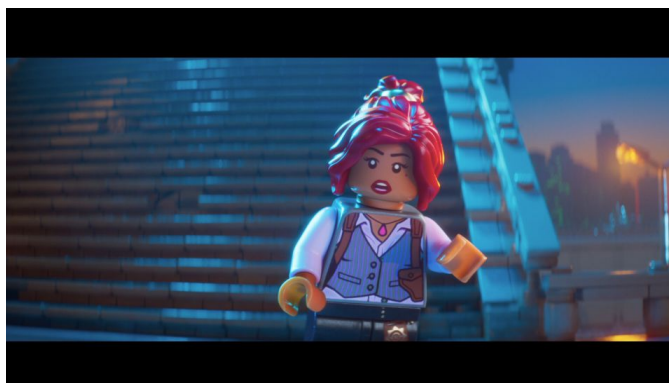


Shot 018

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 019

The Lego Batman Movie
Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.

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Shot 020

Smallfoot

Sony Pictures Imageworks, Vancouver, Canada

Sequence key lighting, lighting and compositing for this shot.

Software: Katana, Arnold, Nuke, in-house tools.



Shot 021

Smallfoot

Sony Pictures Imageworks, Vancouver, Canada

Sequence key lighting, lighting and compositing for this shot.

Software: Katana, Arnold, Nuke, in-house tools.



Shot 022

Smallfoot

Sony Pictures Imageworks, Vancouver, Canada

Sequence key lighting, lighting and compositing for this shot.

Software: Katana, Arnold, Nuke, in-house tools.



Shot 023

Yoko

Fido Film, Stockholm, Sweden

I lit Yeti's head and matched it to the real animatronic body and the environment.

Software: Maya, RenderMan, Nuke, Photoshop, in-house tools.

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Shot 024

Yoko

Fido Film, Stockholm, Sweden

I lit Yeti's head and matched it to the real animatronic body and the environment.

Software: Maya, RenderMan, Nuke, Photoshop, in-house tools.



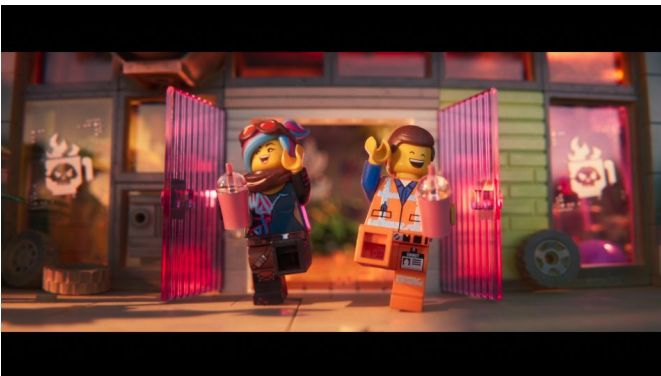
Shot 025

Abandoned train station

Personal project

This was a personal project where I created all the elements myself.

Software: Maya, V-Ray, Nuke, Photoshop.



Shot 026

Lego 2

Animal Logic, Vancouver, Canada

Sequence key lighting, lighting and compositing for this shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 027

The Martian

MPC, London, UK

I was responsible for doing look development and lighting of the glass visor for the helmet and integrate it into live-action plate

Software: Katana, RenderMan, Nuke, proprietary tools.

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Shot 028

The Martian

MPC, London, UK

I did hero look development of the MAV rocket.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 029

The Martian

MPC, London, UK

I did hero look development of the MAV rocket.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 030

David Attenborough's Alive

Fido Film, Stockholm, Sweden

I was responsible for the look development and lighting of the Moa bird as well as feather simulation.

Software: Maya, RenderMan, Nuke, Photoshop, in-house tools.



Shot 031

Ninjago

Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing of the shot.

Software: Maya, Glimpse, Nuke, in-house tools.

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Shot 032

Ninjago

Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing of the shot.

Software: Maya, Glimpse, Nuke, in-house tools.



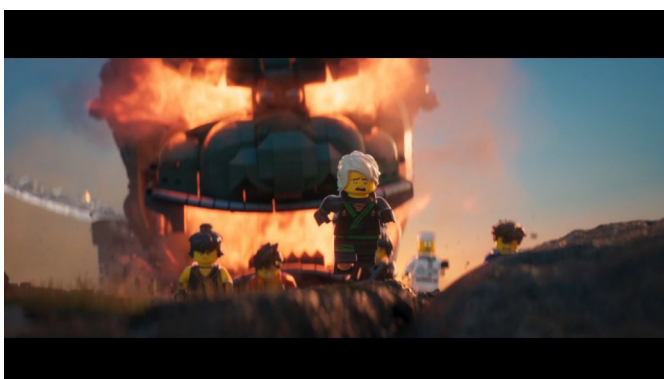
Shot 033

Ninjago

Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing of the shot.

Software: Maya, Glimpse, Nuke, in-house tools.



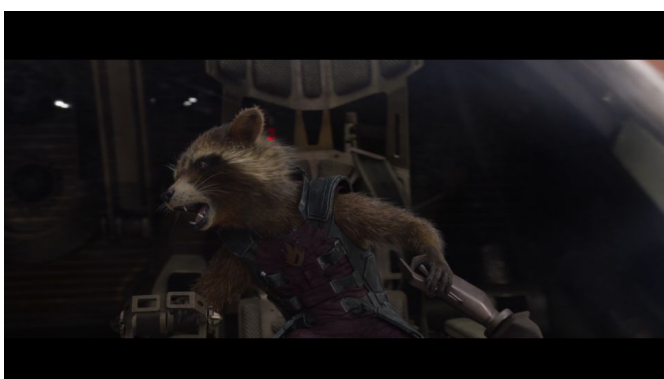
Shot 034

Ninjago

Animal Logic, Sydney, Australia

Sequence key lighting, lighting and compositing of the shot.

Software: Maya, Glimpse, Nuke, in-house tools.



Shot 035

Guardians of the Galaxy

MPC, London, UK

I did hero look development of Rocket's Warship.

Software: Katana, RenderMan, Nuke, proprietary tools.

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Shot 036

Guardians of the Galaxy

MPC, London, UK

I did hero look development of Rocket's Warship.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 037

Exodus: Gods and Kings

MPC, London, UK

I lit the midground and background crowd so it matched to the foreground ones.

Software: Katana, RenderMan, Nuke, proprietary tools.



Shot 038

Exodus: Gods and Kings

MPC, London, UK

I lit the midground and background crowd so it matched to the foreground ones.

Software: Katana, RenderMan, Nuke, proprietary tools.