

Renan Lopes

Compositor

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SUMMARY

- Experienced and skilled digital compositor with over 13 years of professional experience in the film and television industry. Specializing in CG integration, 2D/3D compositing, and motion graphics, I have a proven track record of delivering high-quality VFX for a variety of projects, including short films, television shows, and advertisements. My expertise in keying, background preparation, and photographic principles, along with my strong communication skills and supportive attitude, has made me a good asset to any production team.

WORK EXPERIENCE

- **Compositor**
Wildlife Studios (Nov/2018 – Nov/2022)

As a Compositor and later Lead Compositor at Wildlife, I was responsible for building and leading the compositing department. I established project deadlines, collaborated with other departments to define the visual style of our compositions, taught and mentored junior compositors, and provided and received feedback on our in-house projects.
- **Compositor**
Casa Blanca (April/2017 – Nov/2018)

From 2017-2018, I was a Compositor at Casa Blanca, a leading VFX production company, where I integrated CG into TV novels under tight deadlines. I worked on the successful novel series "Apocalypse" and "Jesus", using my skills in keying, rotoscoping, and color correction to bring photorealistic special effects to life. I also collaborated with the R&D team to develop tools to increase productivity, including a script-sharing platform and a fast footage-searching tool.
- **Compositor**
CoSa (Feb/Mar - 2017)

I worked on shots from Gotham, Lucifer, The Mist, and Imposters. Did prep and compositing, i.e. 2D tracking, rotoscoping, keying, screen burn in & more.

EDUCATION

- **3D Generalist / Motion Graphic Designer / Composer**

Studio Oca Filmes (2008 – 2015)

Worked on different projects for commercials/advertisements for a variety of clients like Coca-Cola, KFC, P&G, Vivo, and many others. As a Generalist, I worked doing modelling, rigging, render, and comp.

- **Advanced Visual Effects Compositing**

Lost Boys | School of Visual Effects (2016 - 2017) - Diploma

- **Game and Interactive Media Design**

Pontifical University Catholic - PUC-SP (concluded 06/30/2014) - Degree

SKILLS

- 2D/3D & multi-pass compositing, rotoscoping, keying, 2D/3D & planar tracking, BG prep, set extension, 3D projections, color correction, grading, grain matching, match moving, CG integration, texturing, multi-pass & multi-layer rendering. Photo editing & manipulation, digital painting, video editing, and art direction.

SOFTWARES

- Nuke, SilhouetteFX, Mocha Pro, PFTrack, Shotgrid, Maya, Photoshop, After Effects, Illustrator.

Hobbies / Interests

Photography, Cinema, Filming, Drums, Parkour, Hiking,
Snowboarding, RPG Table, Video Games

Languages

Portuguese (Native)

English (Proficiency)