






Rob Garfinkel

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For additional information or clarification on individual projects, feel free to contact me at the email or phone numbers above. I look forward to speaking with you.

	<p>Film: The Expendables 3</p> <p>Tasks: Blue screen key, background sequence stabilization</p> <p>Software: NUKEX</p>
	<p>Film: The Expendables 3</p> <p>Tasks: Remove blue screen, van rig removal, reintegrate debris and paper, light posts, guardrails.</p> <p>Software: NUKEX</p>
	<p>Film: Inhumanwich!</p> <p>Tasks: Leg removal of the character on the left—rotoscoping leg bones, match Jeep and tire rocking movements, Jeep body restoration (with and without shadow creation on Jeep).</p> <p>Software: NUKE</p>
	<p>Film: Inhumanwich!</p> <p>Tasks: Rotoscoping of the actor, door, and the doors' windows, green screen removal, reintegrate the reflections in the doors' windows, creation and placement of multiple footage pieces for the meat monster.</p> <p>Software: NUKE</p>
	<p>Film: The Legend of Hercules</p> <p>Tasks: Marker removal, especially in areas where the marker intersects with the flames/pitchforks.</p> <p>Software: NUKE</p>



Short: Code Red: Intergalactic Trauma Unit

Tasks: Matchmove camera, green screen key, animate graphics and movement for the “screen” in front of the actor, animate background “status” lights, background blur, final comp.

Software: Lightwave, After Effects, NUKEX



Short: Code Red: Intergalactic Trauma Unit

Tasks: Matchmove camera, match focus changes, animate graphics and movement for the “screen” in front of the actor, animate background “status” lights, blurred background, final comp.

Software: Lightwave, After Effects, NUKEX



Film: King's Gambit

Tasks: Replace filmed table asset with 3D model, matchmove, rotoscoping, characters' arms shadow, final comp.