

Jakub Jezek

CG generalist, Compositor

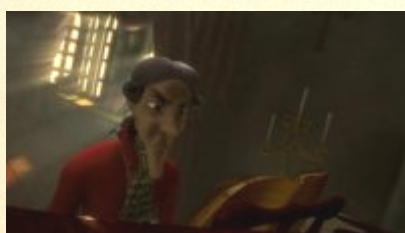
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Flat 6, Banks House
293 Wimborne Road
Bournemouth
Dorset, BH9 2AAReel breakdown ([link to online showreel](#)):

Project, clip#

Involvement:

Praguiemgraduation film in progress
- lighting breakdown & a shot
compositing**CG generalist, Compositor** - Screen-script, Storyboard, Concept painting, Animatic, Character modeling, Trainer (Maya, Nuke), Rigging, Production design, TD (Pipeline, Lighting, Rendering), Compositing, Supervision (8 people team) - Producer, Director

1. Connecting script on the pipeline (own scripted gizmo)
2. Contour remove (alfa multiplication) - deliberately chosen wrong camera background color to demonstrate ability of solving the problem.
3. Character multi-pass compositing - beauty, AO, specular, reflections, grading
4. Character relighting (normal pass) - rims and shadows
5. BG light rays, haze (zDepth), depth of field
6. Lens distortion; Bleach out effect; flickering vignetting (decomposed film style); grading

Lauren Loretto: Uptight

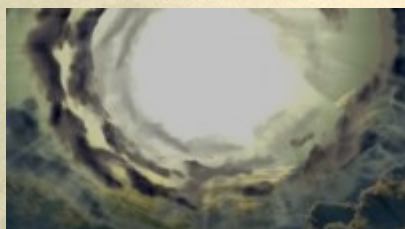
music video clip

**CG generalist, Compositor** - Storyboard, Production design, Animation, TD of Pipeline, Nuke - 3D comp and Rigging;

1. Connecting script on the pipeline
2. Separation character from background: chroma key + Primatte; roto of gloves and some leakage from bright areas; retouch of tracking spots; 2d camera tracking with transformation to 3d camera movement through own custom gizmo
3. 3D scene of the light tubes tunnel; match-move, merge character back on the back plate
4. 3D scene of interactive elements - breakdown PSD network; grading; cards and OBJ mapping; rigging panels and other objects; animation, 3D match-move; vector motion blur, zDepth blur, grading; merge over character

Špačkovi v síti času

Czech sci-fi TV show

**Environment Compositor** - Nuke 3D compositing and Rigging, creating template script for 3D matte-paint;

1. Connecting script on the pipeline
2. BG sphere matte-paint mapping
3. PSD layer separation in to 3D cards; rigging the cyclone elements + GUI for animators; import Maya camera CHAN
4. Rigging of light rays - lights and shadows
5. Combining layers together; grading

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Praguiem

graduation film in progress

- character presentation



CG generalist, Composer - multi-pass rendering, compositing

1. Compositing textured version of the character from multi-passes
2. compositing wired version of character (wire + AO)
3. creating animated mask for transition - import OBJ and map animated gradient as a texture; import camera CHAN
4. Bleach out effect; flickering vignetting; grading

Praguiem

graduation film in progress

- the girl's rig breakdown



CG generalist, Rigger

1. Character and blend shapes modeling,
2. rigging - I have rigged only dress, hair and face
3. UV-ing
4. Skinning
5. Shading
6. Texturing

Praguiem

graduation film in progress

- the man's rig breakdown



CG generalist, Rigger

1. Character and blend shapes modeling,
2. rigging - I have rigged only dress, hair and face
3. UV-ing
4. Skinning
5. Shading

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Lullaby

1st prize - Royal Television
Society Southern Centre Awards



CG animator

shot #1: animation of character and mattress

shot #2: animation of character, bear, picture frame

Klumpies

TV show



CG animator

shot #1: both characters animation

shot #2: character animation

shot #3: all characters and vehicle animation