

Invisible



Denoise using NEAT Video | Green Screen Keying | Edge Treatment | 2.5D Relighting
| Colour Correction | Focus Matching | Background Reconstruction | Roto | Grain
Matching

Object Removal



Paintouts/Live Patches | 2D Point Tracking | Grain Matching

Muzzle Fire



Muzzle Fire Element Integration | Muzzle Fire Element Fix | Relighting | Camera Shake

Marker Removal



2D Point Tracking | Paintouts | Relighting | Roto | Grain Matching

Articulate Roto

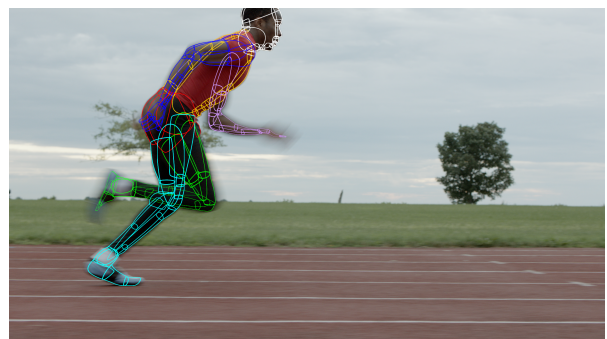
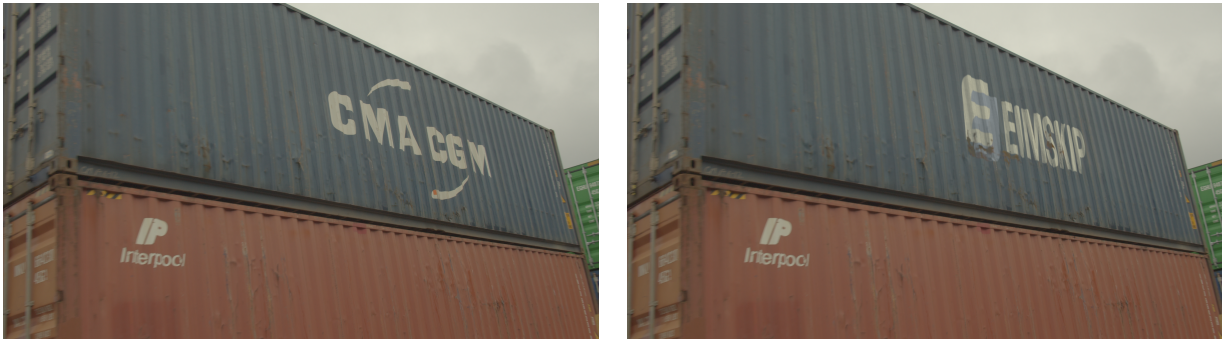


Plate | Shapes/Splines | Alpha

Logo Replacement



2.5D Planar Tracking (Mocha) | Paintout | Logo Integration | Logo Displacement |
Focus Matching | Weathering | Rust Element | Grain Matching

Screen Burn In



2.5D Planar Tracking (Mocha) | Markers Paintout | Reflection Reconstruction | 2D
Elements Integration | Layout Design | Element Retiming | Interactive Light | Focus
Matching | Grain Matching

CG Integration



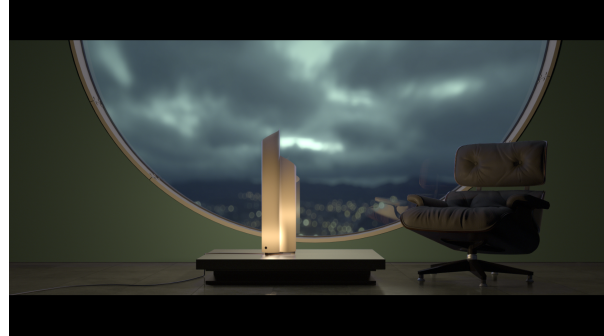
BG prep/paintout person | FX Element Integration | Interactive Lighting | 2D Element Design |
Smoke added | Colour Grading and Grain

Set Extension



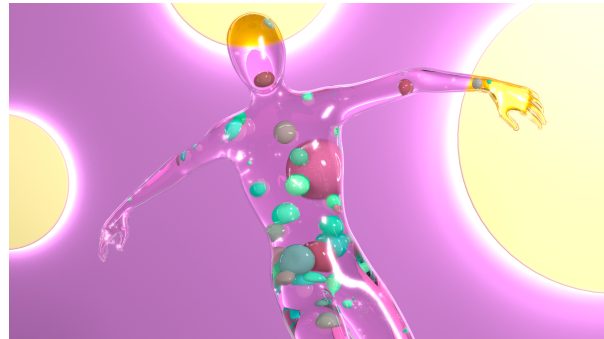
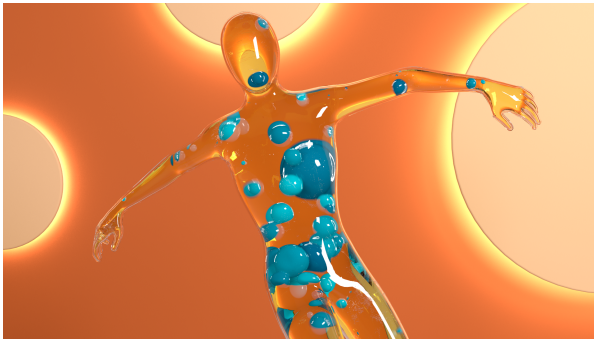
2D Point Tracking | Lighthouse Integration | Mist Element | Matchmoving | Colour Correction |
Focus Matching

Multipass



Lighting | Reflection fix | Chair colour | Wall Colour

Multipass



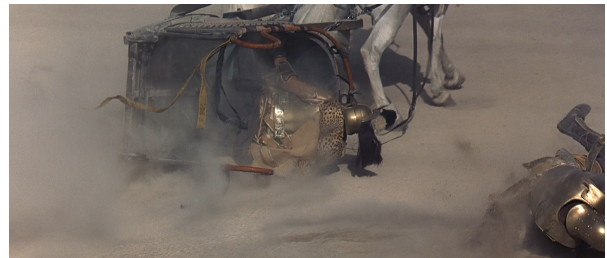
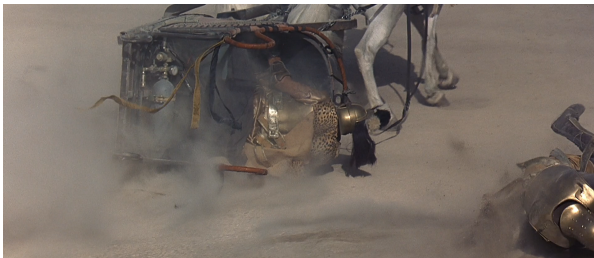
Lighting | Specular fix | Character colour change | Wall Colour change

Digital Makeup / De-aging



De-aging 10 years: Point tracking | Spline Warp | Paint | Texturing | Grain Matching

Gas Tank/ Trigger Paint Out



Paint out | bring back foreground | Grain Matching

Wall Replacement



3D Camera Tracking | 3D Projection | Wall Patch | Graffiti | Weathering | Relighting |
Colour Correction | Roto | Motion Blur | Focus Matching | Grain Matching