



Game of Thrones

Executive Producers: David Benioff, D. B. Weiss

Studio: HBO

VFX Studio: Pixomondo

VFX Supervisors: Sven Martin (Pixomondo), Joe Bauer (HBO)

"Game of Thrones" is an American TV series based on the novels "A Song of Ice and Fire" by George R. R. Martin. I worked on the visual effects of the third and fourth season at Pixomondo, where my main task was to composite animated dragons into live action plates. Both seasons won Emmy Awards for "Outstanding Special Visual Effects" and VES Awards for "Outstanding Visual Effects in a Broadcast Program". Furthermore, I was personally nominated for a VES Award in the category "Outstanding Performance of an Animated Character in a Commercial, Broadcast Program, or Video Game" for season four in 2015.

My tasks:

- Compositing

Software I used:

- Nuke



The Physician

Director: Philipp Stölzl

Studio: Universal Pictures

VFX Studio: Pixomondo

VFX Supervisors: Sven Martin (Pixomondo), Denis Behnke (Universal)

“The Physician” is a historic drama based on the bestselling novel by Noah Gordon. My main task as a compositor at Pixomondo was to combine cg renderings of a Persian city and matte-painted mountain environments with live action plates. For the sunrise shot shown on the image above, I was also involved in the creation of the environment. While the basic setup for the matte painting was provided by two fellow artists, I extensively adjusted its appearance by replacing parts of the painting, refining geometry used for camera projections, and adding overall detail.

My tasks:

- Compositing
- Environment (partly, only on the sunrise shot)

Software I used:

- Nuke
- 3ds Max
- After Effects (with Optical Flares)



Golden Shire

“Golden Shire” was the Bachelor project of my former fellow student Nico Bauerschäfer. My task was to composite the 4k render passes to enhance the realism of the shots. In addition to Nuke as the primary compositing software After Effects with the Optical Flares plugin was used to create lens flares.

My tasks:

- Compositing

Software I used:

- Nuke
- After Effects (with Optical Flares)