



SHOT BREAKDOWN

HERDIAN SAPUTRA / COMPOSITING REEL 2026 / HERDIANSPTRA.COM



SHOT 01

Multi-channel CG integration with 3D projection, set extension and matte painting, sky replacement, atmospherics, fire and particle FX, grade balancing and lens FX. Final comp. (Nuke)



SHOT 02

Tracker removal, multi-channel CG integration, sky replacement and atmospherics. Final comp. (Nuke)



SHOT 03

CG lighting and integration, multi-channel AOV rebuild, sky replacement and lens FX. Final comp. (Nuke, Katana)



SHOT 04

CG lighting and integration, multi-channel AOV rebuild, sky replacement and lens FX. Final comp. (Nuke, Katana)



SHOT 05

CG lighting and integration, multi-channel AOV rebuild, sky replacement and lens FX. Final comp. (Nuke, Katana)



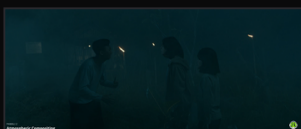
SHOT 06

CG integration with set extension and atmospherics. Final comp.



SHOT 07

CG lighting and integration with multi-channel AOV rebuild. Final comp. (Nuke, Katana)



SHOT 08

Rotoscoping and atmospherics. Final comp. (Nuke)



SHOT 09

Rotoscoping, paint, rig and tracker removal, multi-channel CG integration, muzzle flashes and particle FX, balanced in grade. Final comp. (Nuke, Silhouette)



SHOT 10

Atmospherics and particle FX with lens FX. Final comp. (Nuke)



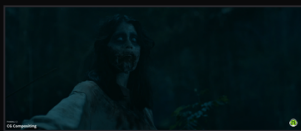
SHOT 11

Fire, smoke and muzzle-flash FX integration. Final comp. (Nuke)



SHOT 12

Rotoscoping, edge work and paint, CG integration with fire, smoke, atmospherics and particle FX, grade balancing and lens FX. Final comp. (Nuke)



SHOT 13

Multi-channel CG integration. Final comp. (Nuke)



SHOT 14

Full set replacement with rotoscoping and rig removal. Final comp. (Nuke)



SHOT 15

Rotoscoping, paint, rig and tracker removal, multi-channel CG integration and 3D projection. Final comp. (Nuke, Silhouette)



SHOT 16

Rotoscoping with fire, smoke, atmospherics and particle FX. Final comp. (Nuke)



SHOT 17

Full set replacement with rotoscoping. Final comp. (Nuke)



SHOT 18

Shot stitching with rotoscoping and paint, multi-channel CG integration, 3D projection, atmospherics and particle FX. Final comp. (Nuke)



SHOT 19

CG integration. Final comp. (Nuke)