

# VFX PORTFOLIO



Name : Ramesh Nilanga Rajakaruna

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## ABOUT ME



My name is Ramesh, and I am a Nuke Compositor from Sri Lanka with over five years of international experience in the VFX industry. I've worked on high-profile projects like *Gangs of London*, *Grace*, *The Suspect*, and *Red, White & Royal Blue*, developing strong skills in photorealistic compositing, keying, rotoscoping, paint, and 3D integration.

Currently, I am working on TV and film projects with the UK-based company Thank You Mam LTD. I am looking for a challenging compositing role with a leading VFX studio, where I can collaborate with creative VFX teams to deliver polished final shots. I thrive in fast-paced environments and enjoy working alongside talented professionals to bring visual stories to life.

## CAREER HIGHLIGHTS

- **Over 5 Years of Experience** in VFX, specializing in Nuke Compositing for international films and TV series.
- **Freelance Expertise:** Delivered high-quality compositing and post-production work for global VFX houses, collaborating remotely on challenging projects.
- **Advanced Skills:** Proficient in Motion Graphics, Roto/Paint, Matchmove, 3D 2D Compositing, Shot Management, and Digital Cleanup.

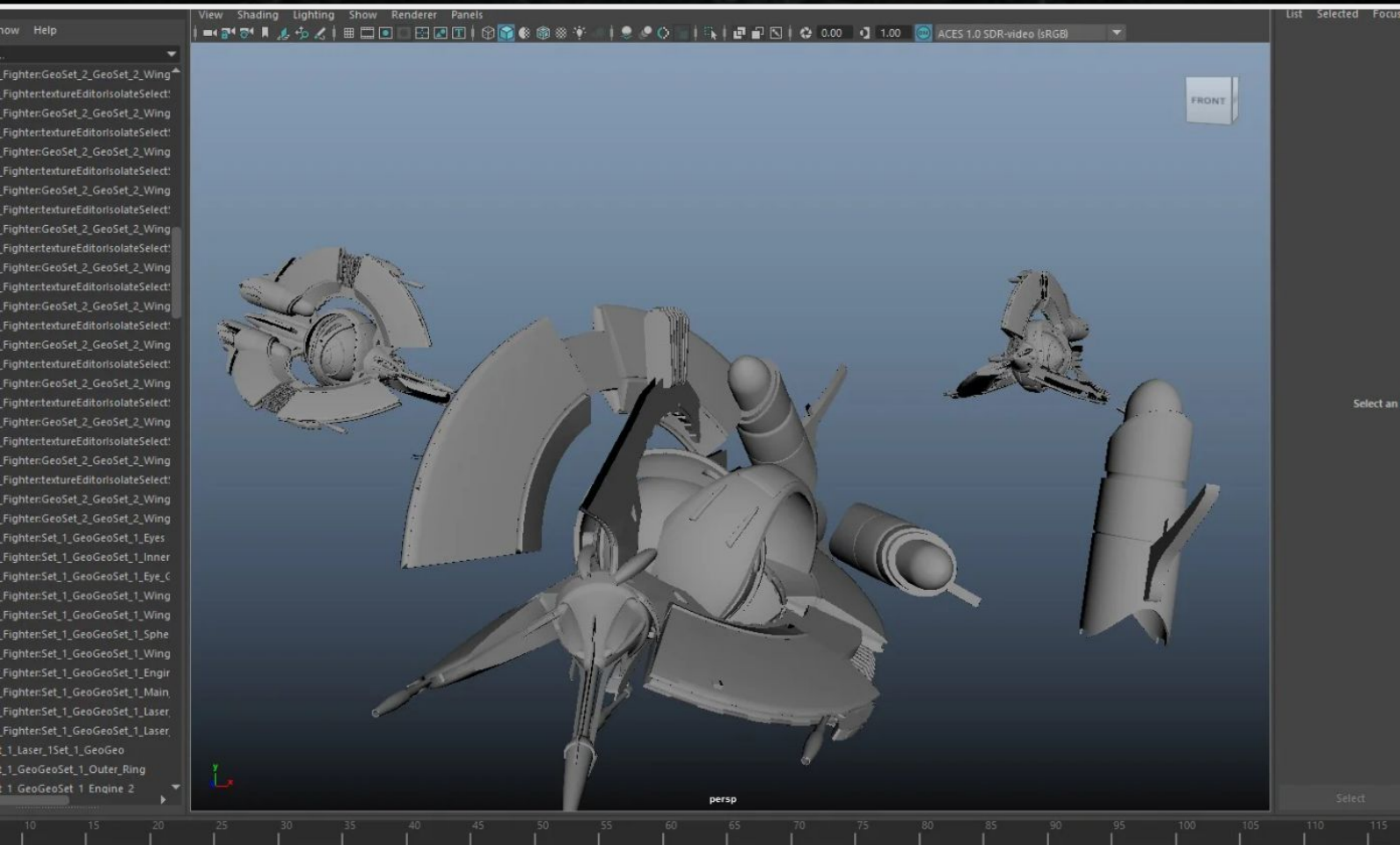
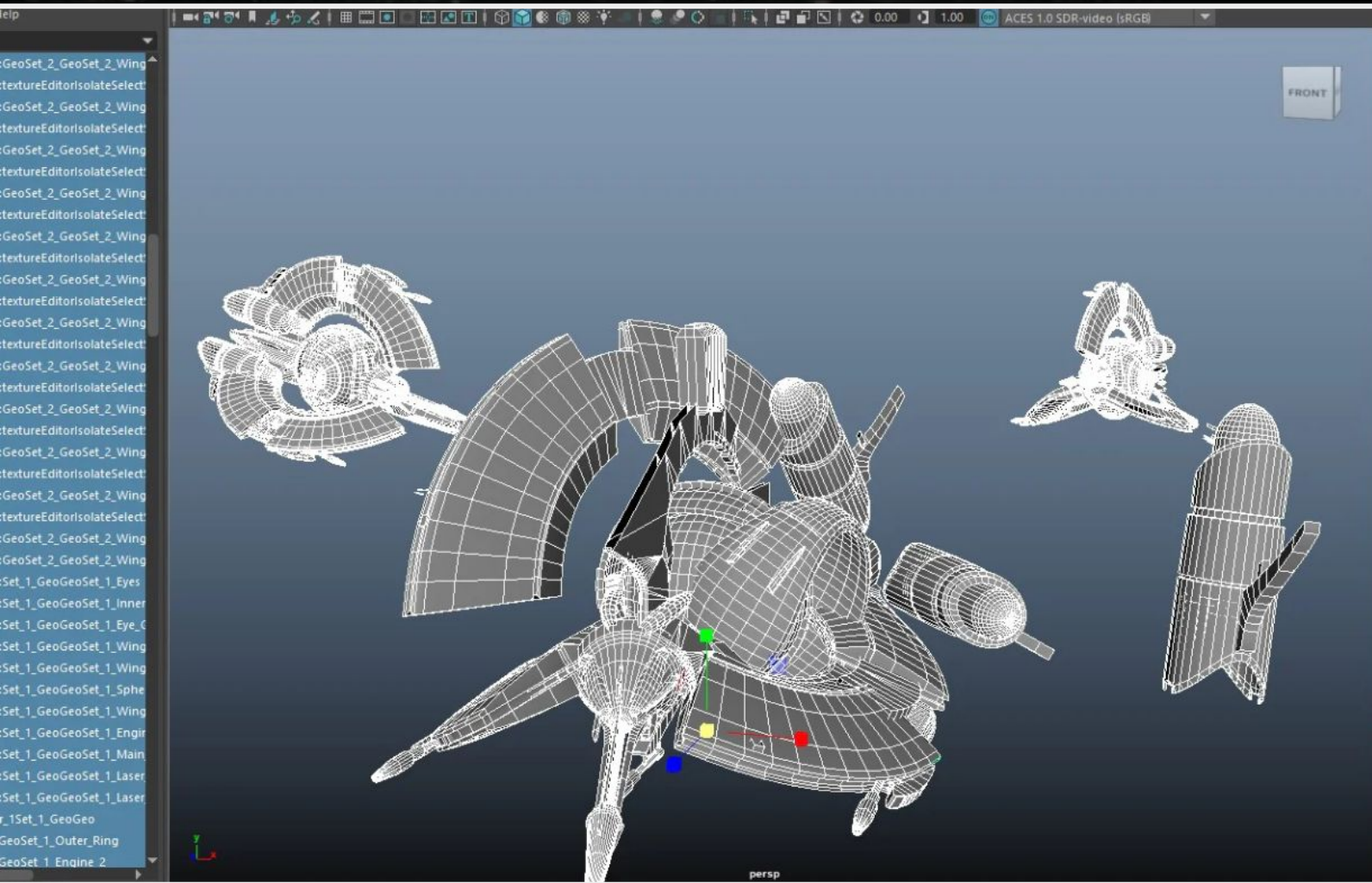
# PERSONAL PROJECTS

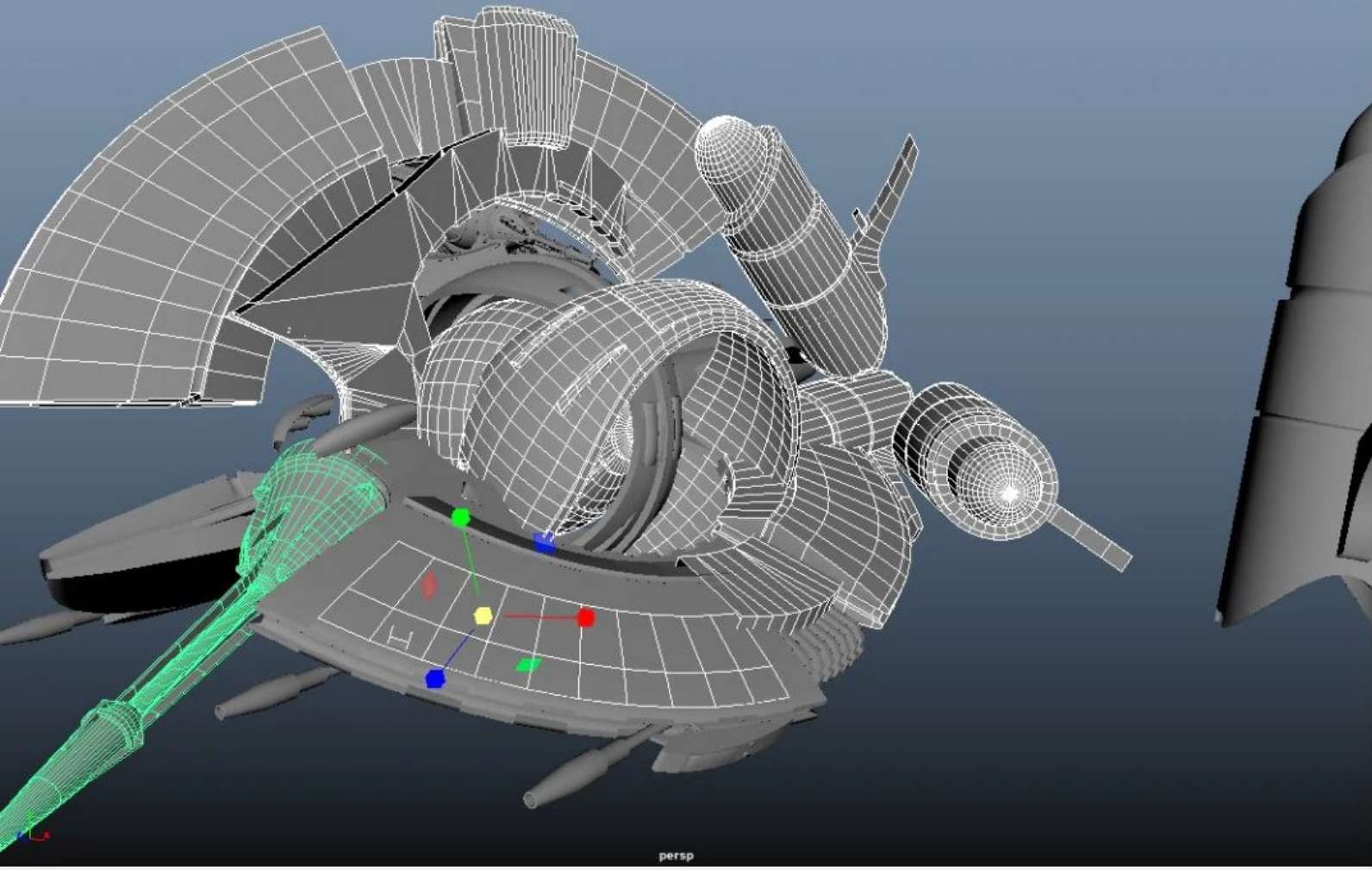
Destroyed\_spaceship



The live-action footage prior to adding the CG elements

# 3D LAYOUT





persp

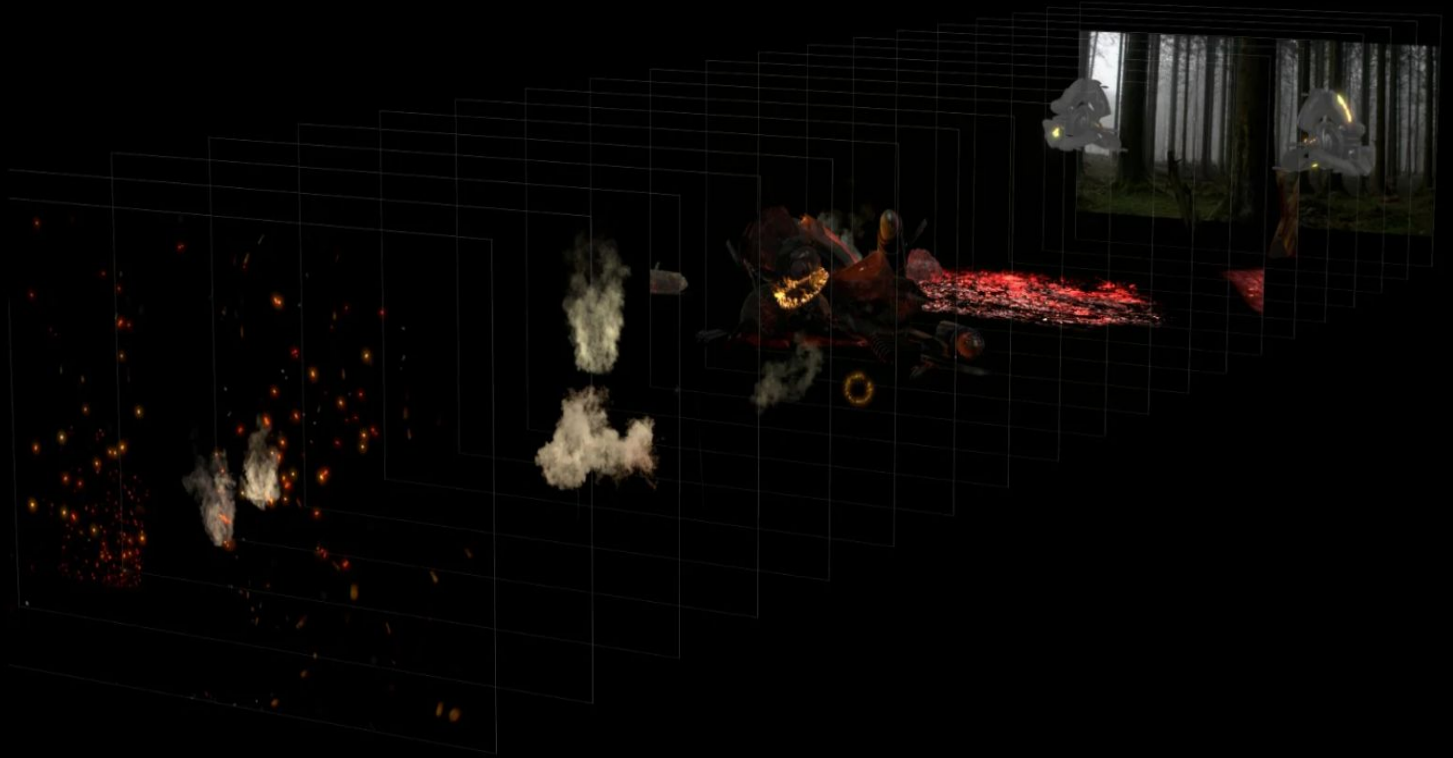
CG OVER THE LIVE-ACTION PLATE



ADDING FIRE LAYERS ON TOP OF THE SPACESHIP



SIDE VIEW OF THE COMP LAYERS



FRONT VIEW OF THE COMP LAYERS



FINAL COMP



CG Car replacement

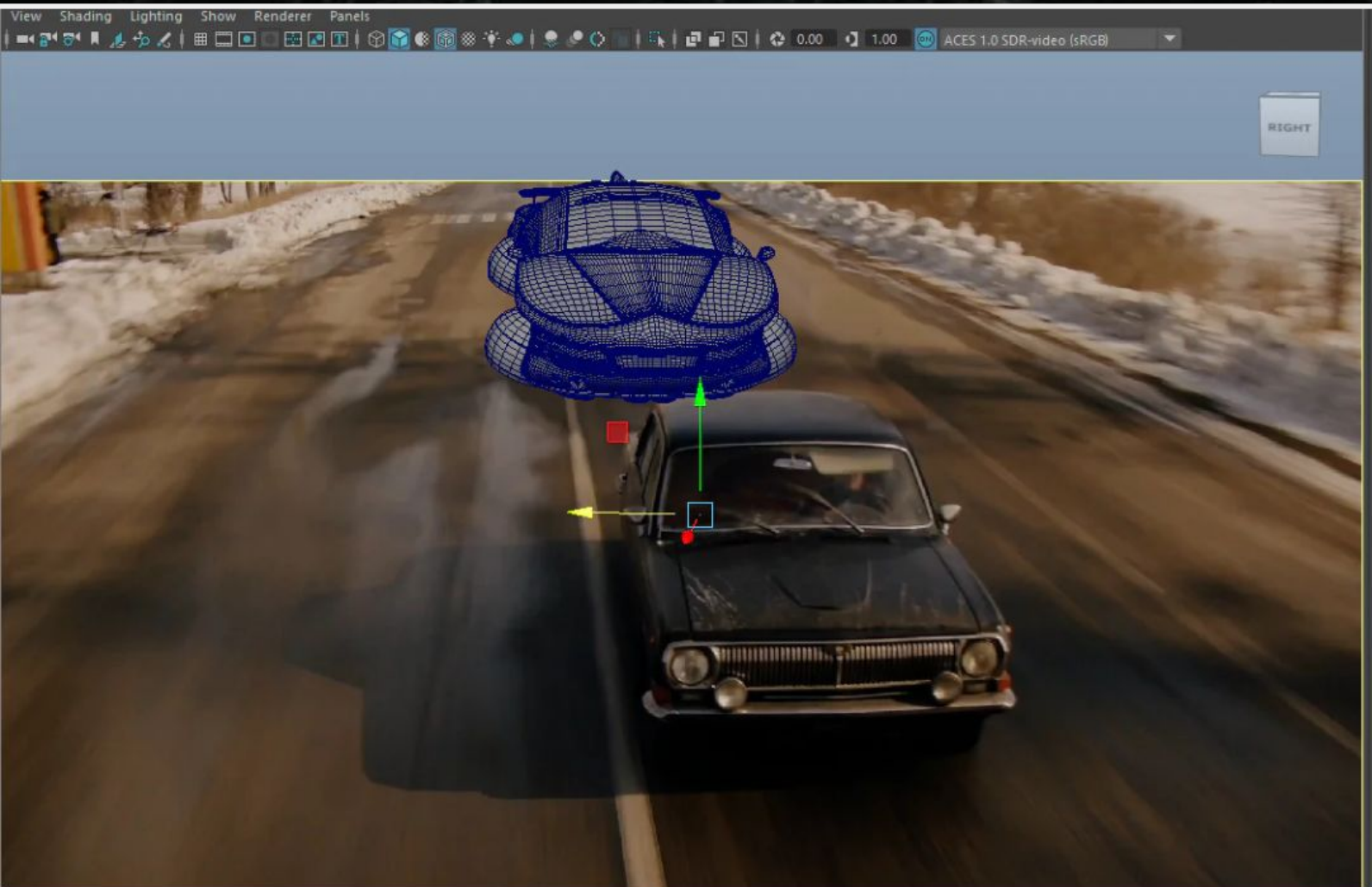


The live-action footage prior to adding the CG Car

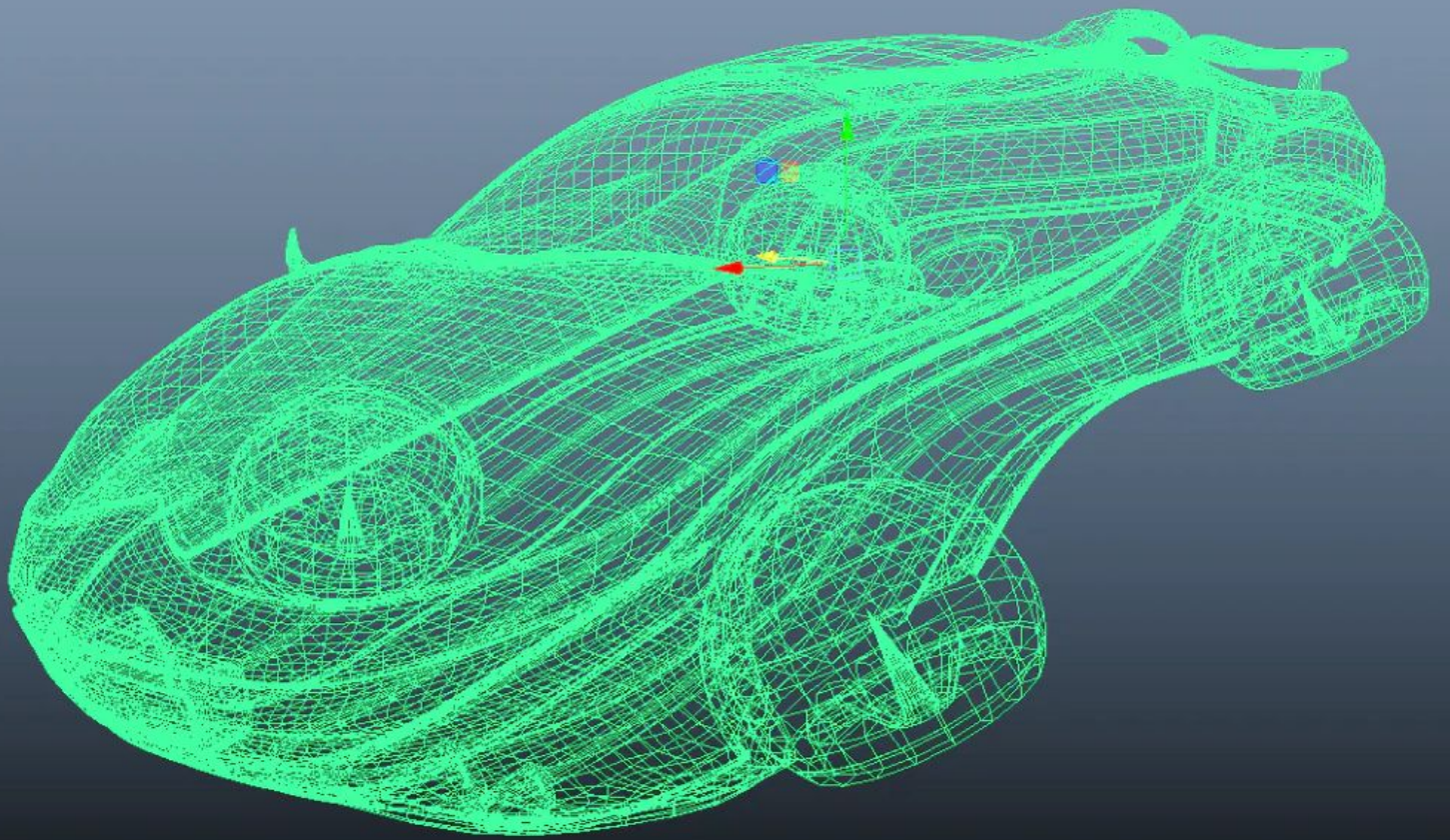
Painted out the screen left side car to prepare the clean plate



### 3D LAYOUT

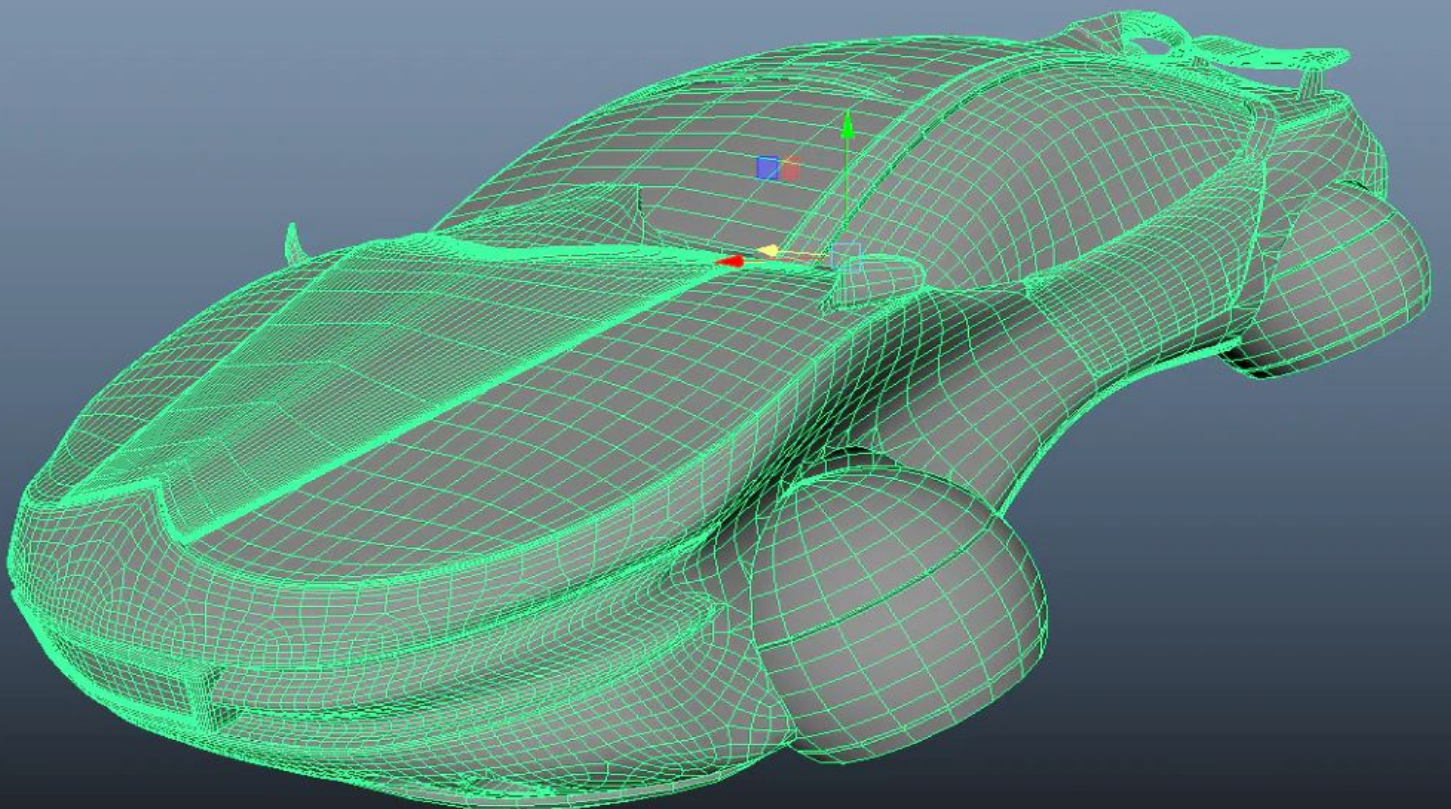


FRONT BACK



Isolate : persp

FRONT BACK



Isolate : persp

# RENDERING AND LIGHTING

## ARNOLD RENDER

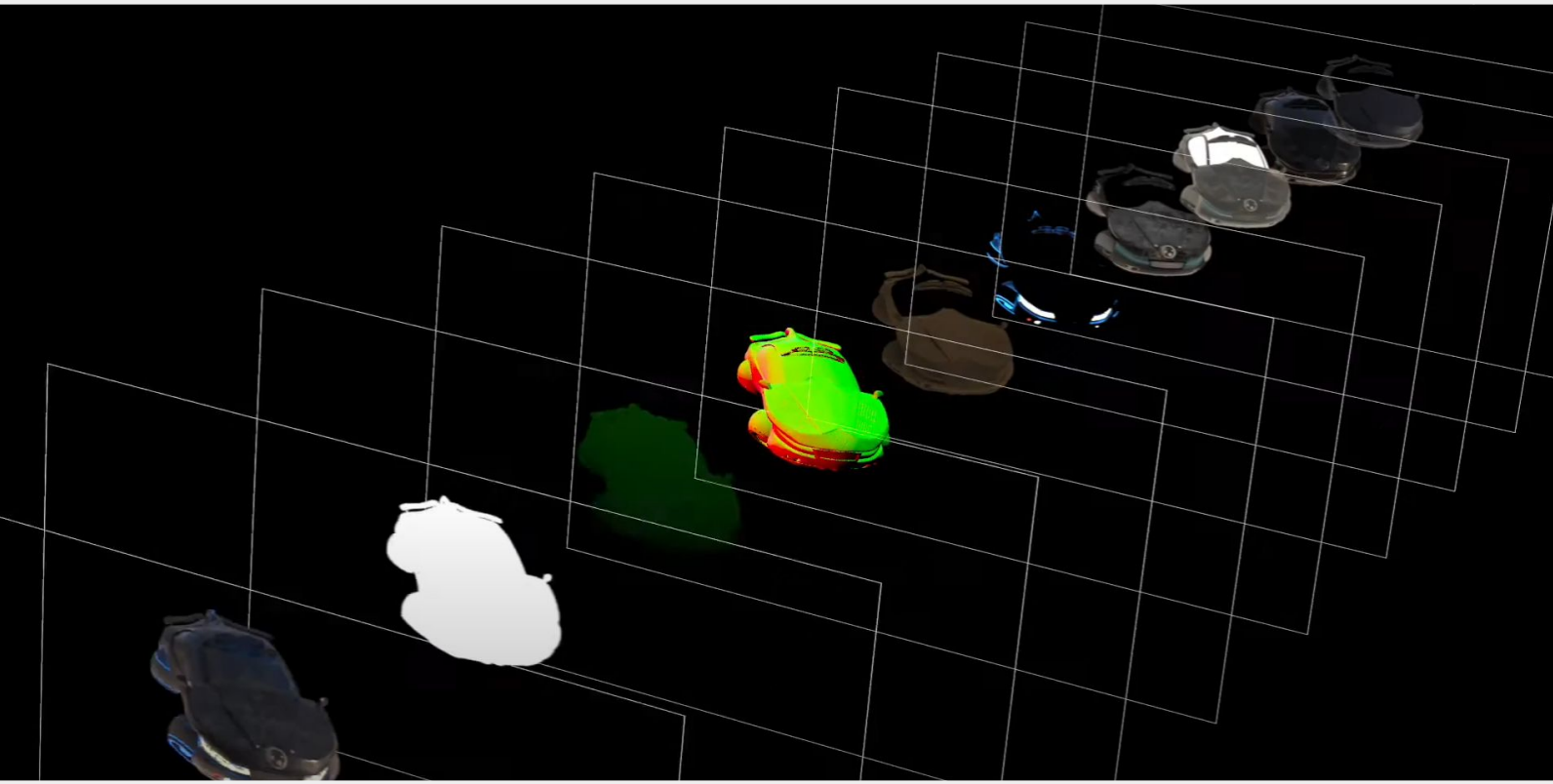


## TESTING RENDER OVER LIVE-ACTION PLATE



GETTING LAYERS TO THE COMP

RENDER PASSES



COMPOSITING



FINAL COMP



New York city attack



The live-action footage prior to adding the CG elements

## PLATE PREP

Painted out the cars, people and signs to prepare the clean plate

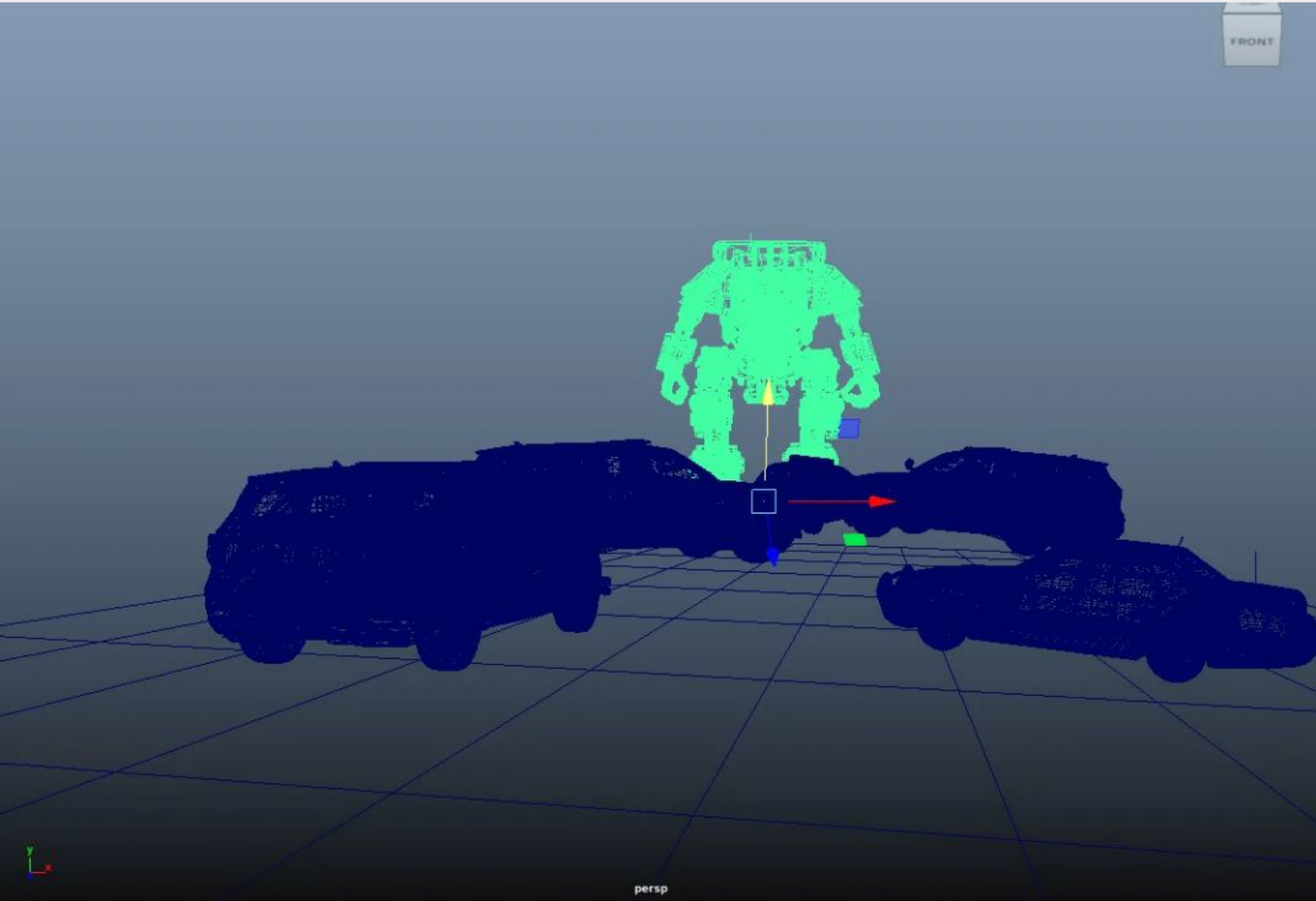


## DIGITAL MATTE PAINTS

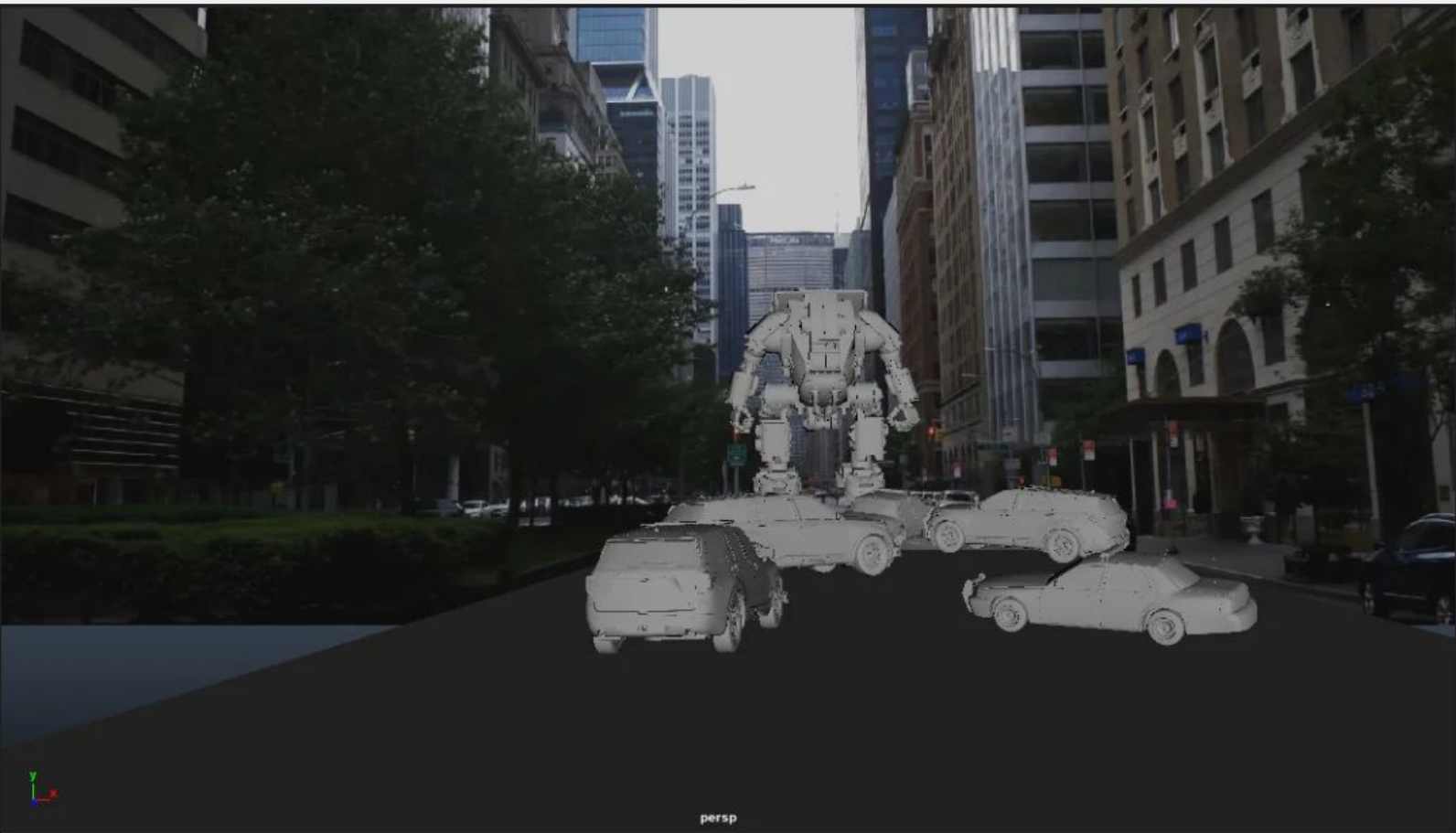


3D LAYOUT

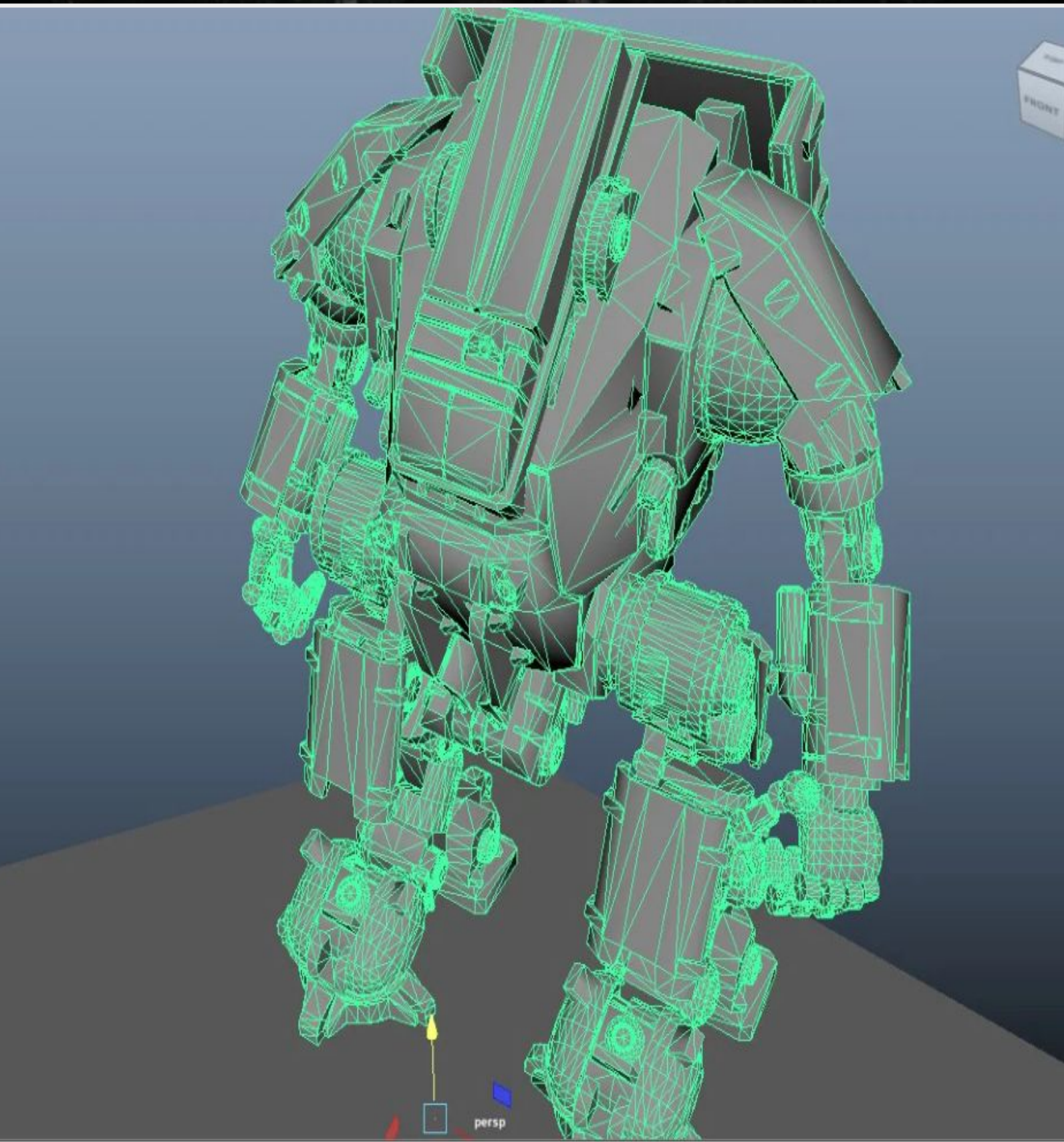
FRONT



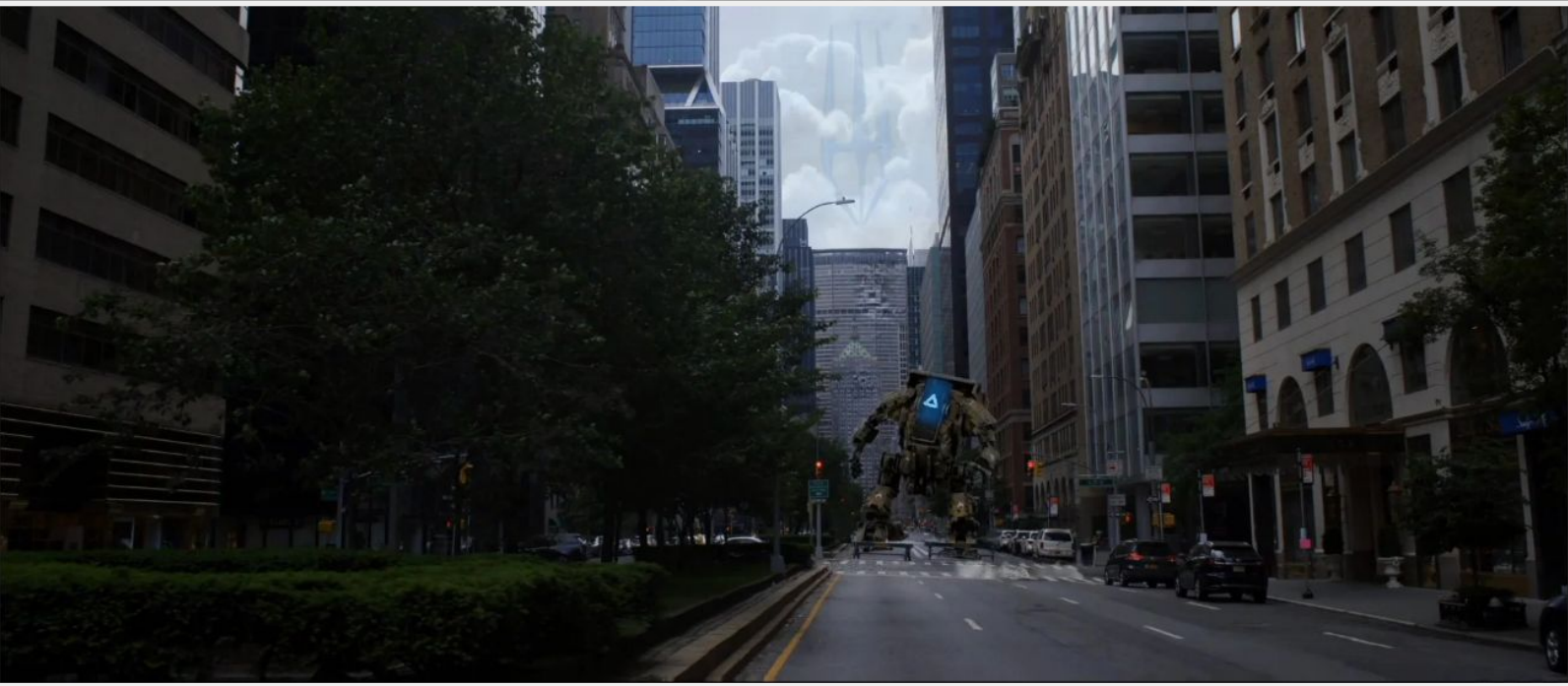
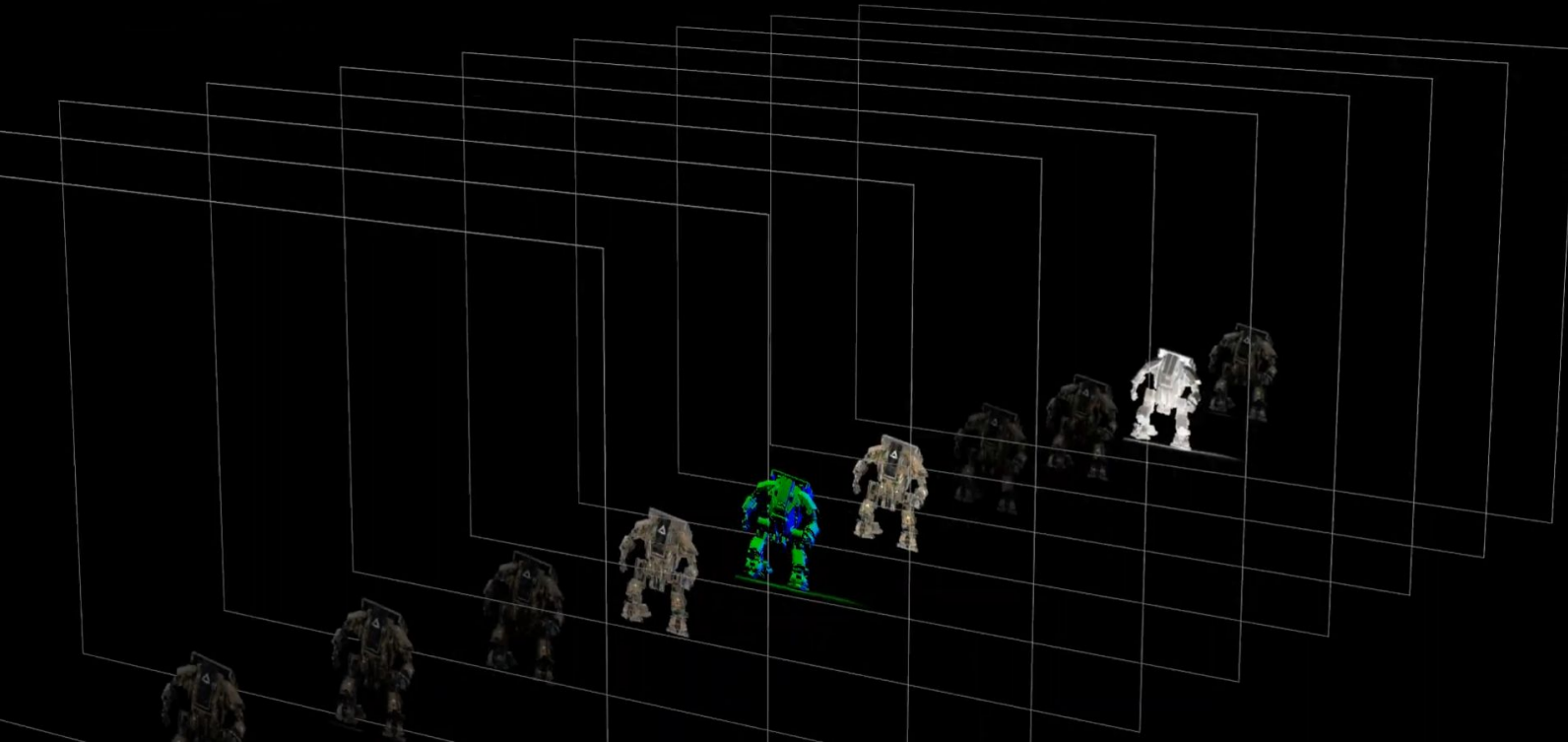
persp



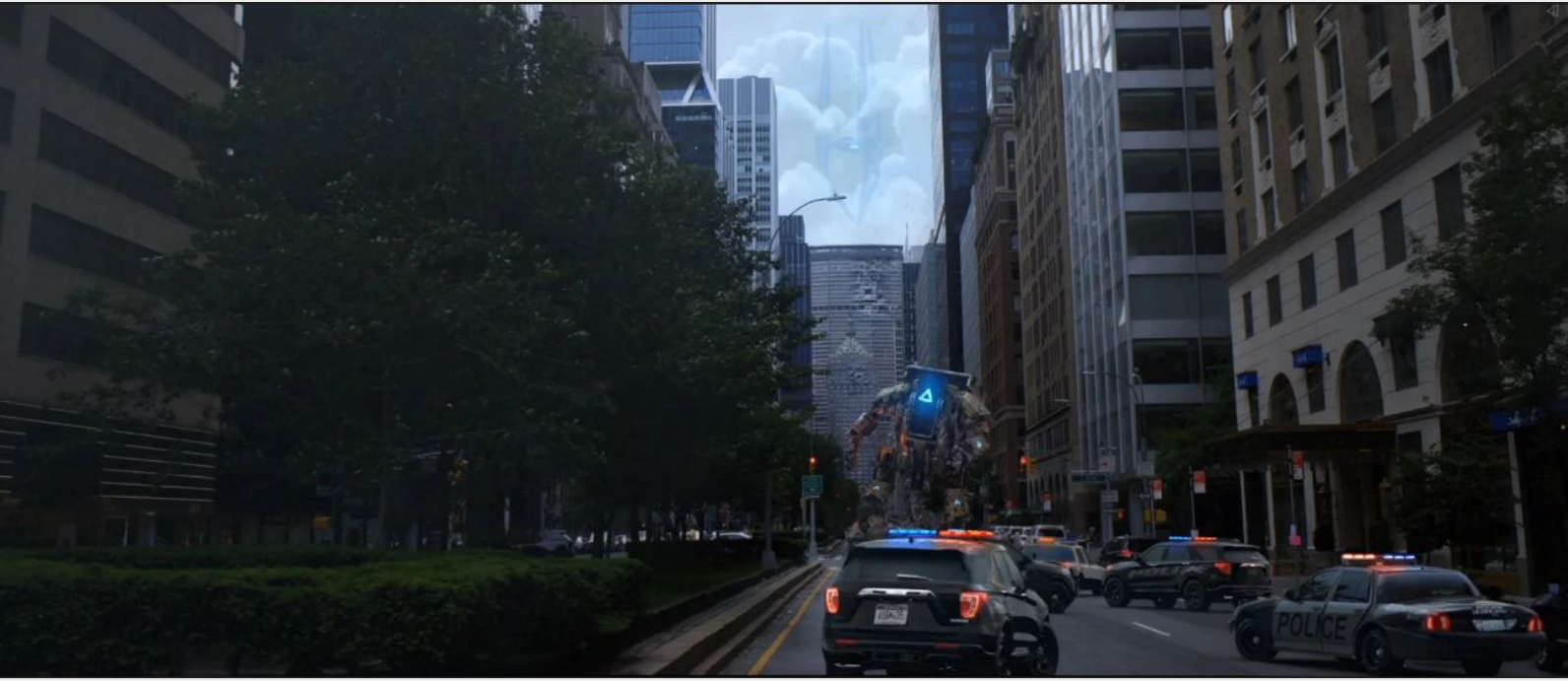
persp



GETTING LAYERS TO THE COMP



FINAL COMP



The warrior



The live-action footage prior to adding the CG elements

## KEYING OUT THE SHOT



BG Elements added : Smoke,Fire,Debris,The sky and DMPs

Smoke and Fire elements comp



CHARACTER COMP WITH THE BG

ADDED RAW CG OVER LIVE-ACTION PLATE



FINAL COMP



Warzone



The live-action footage prior to adding the CG elements

The sky replacement and BG smokes comp



BG elements grading/ Other CG elements comp

Fire and Smoke elements comp

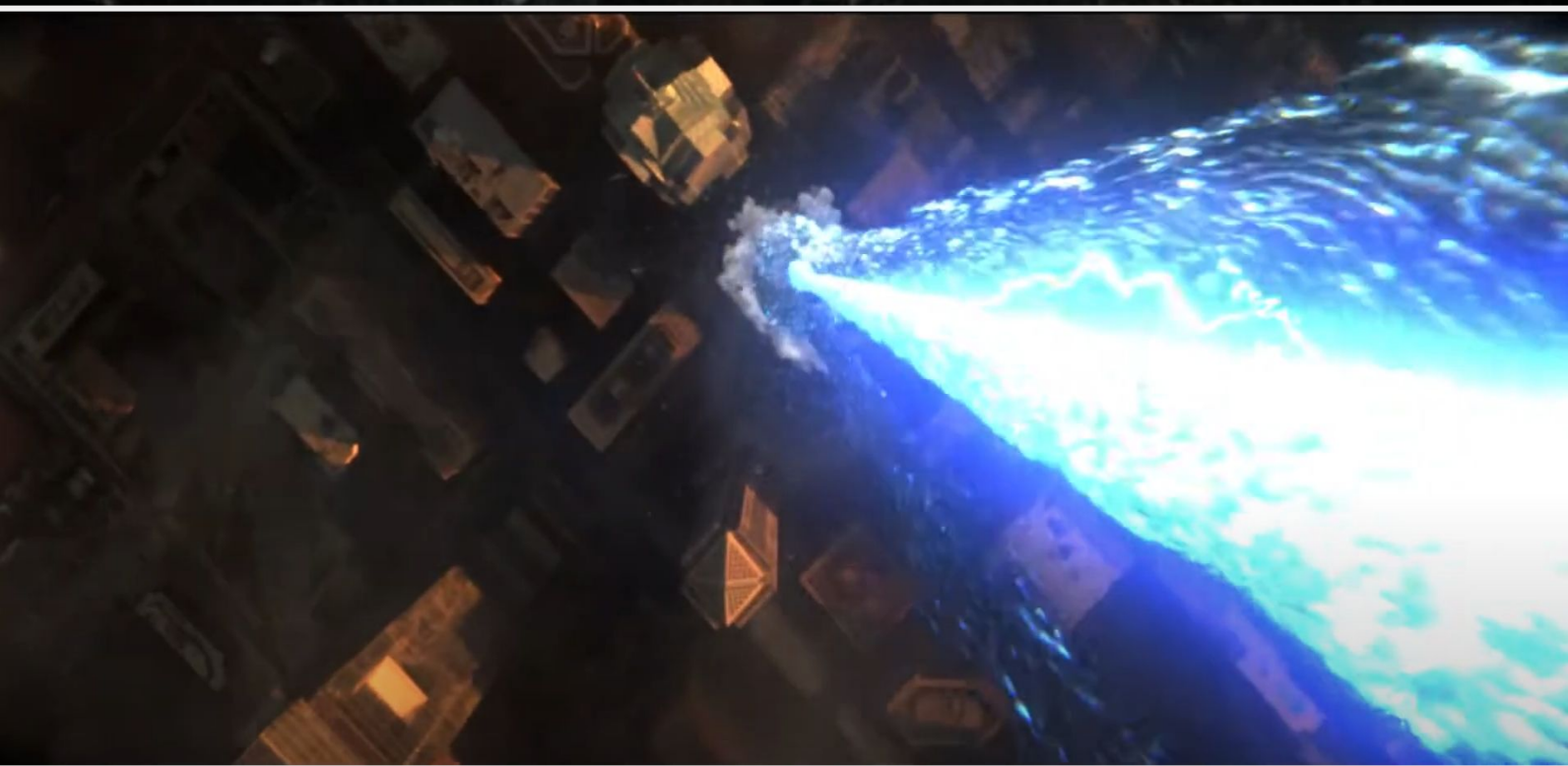


ADDED CG CAR

FINAL COMP

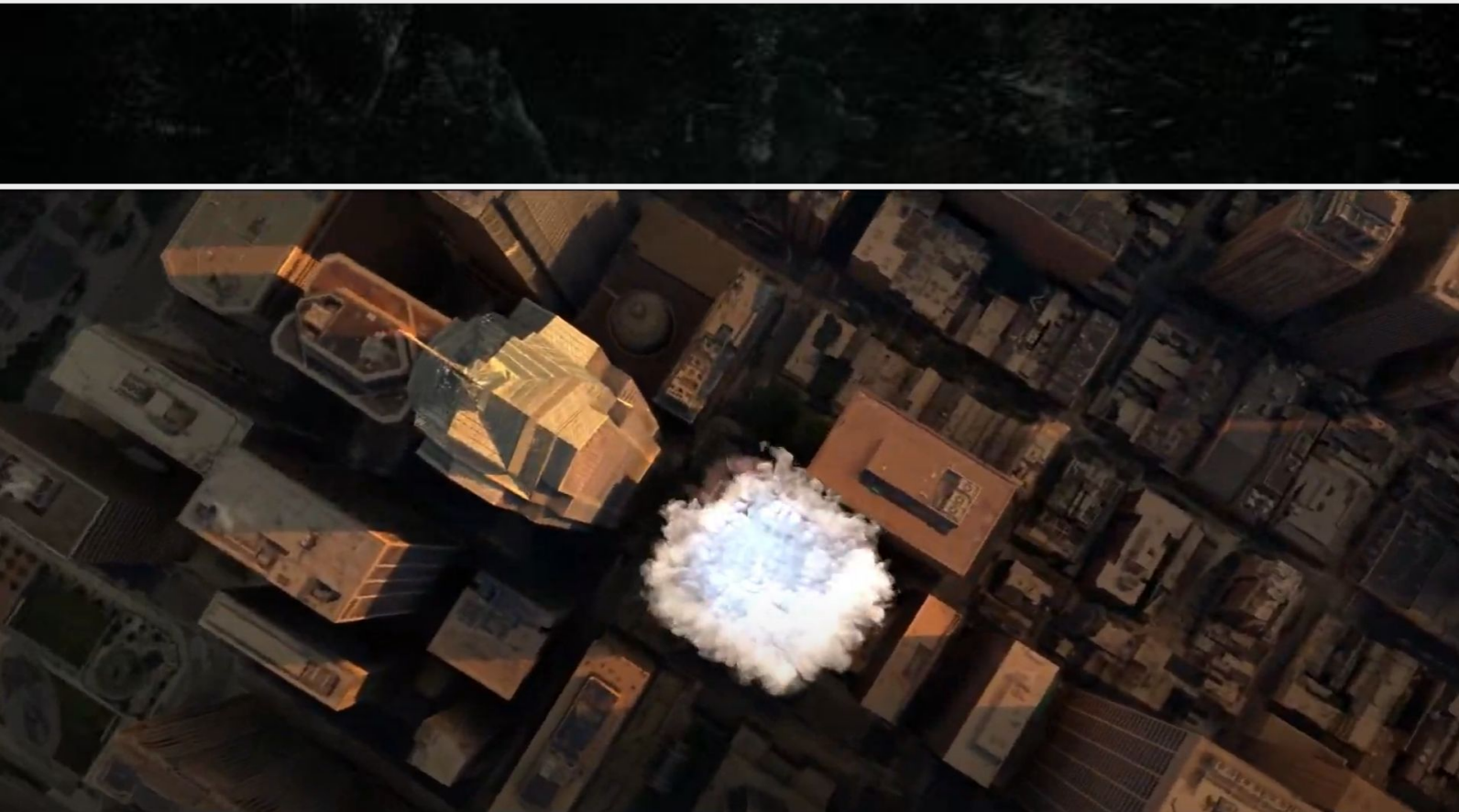
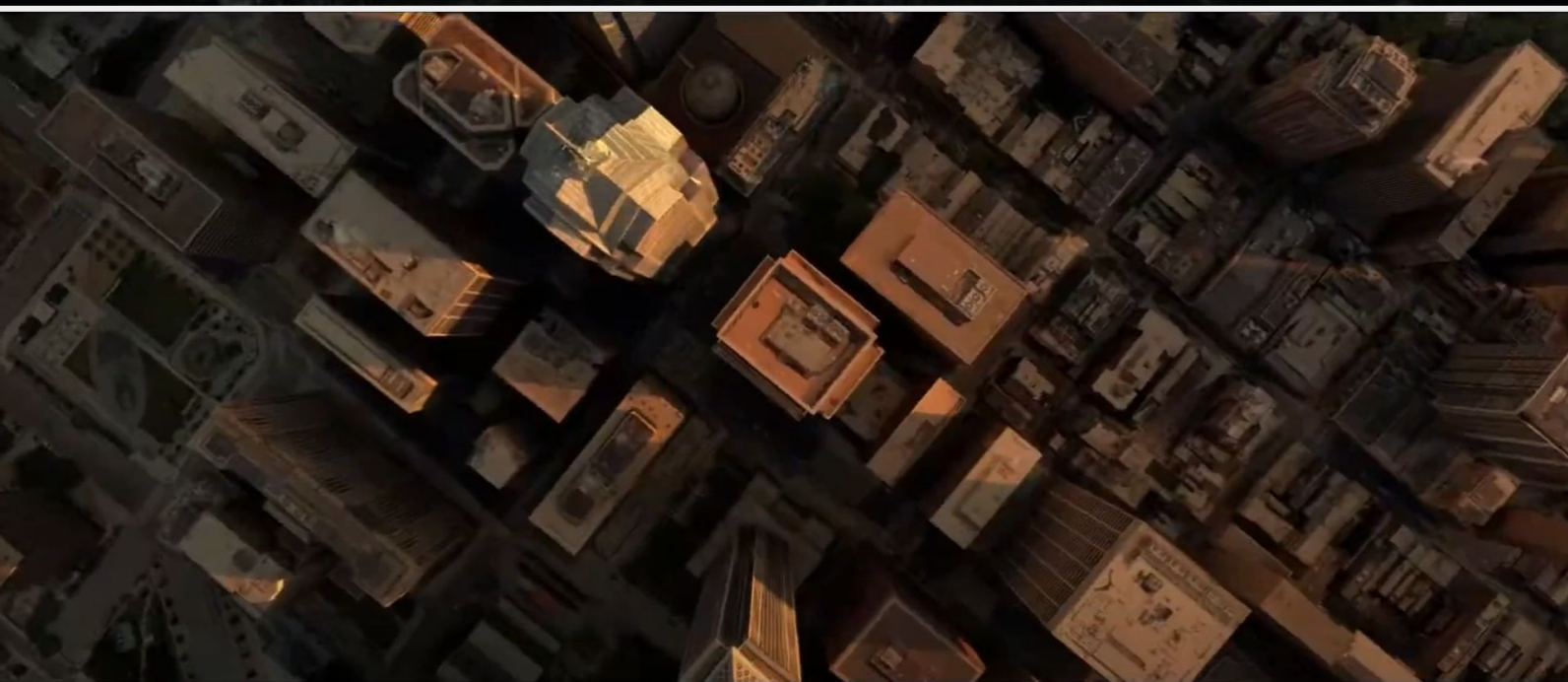


The portal



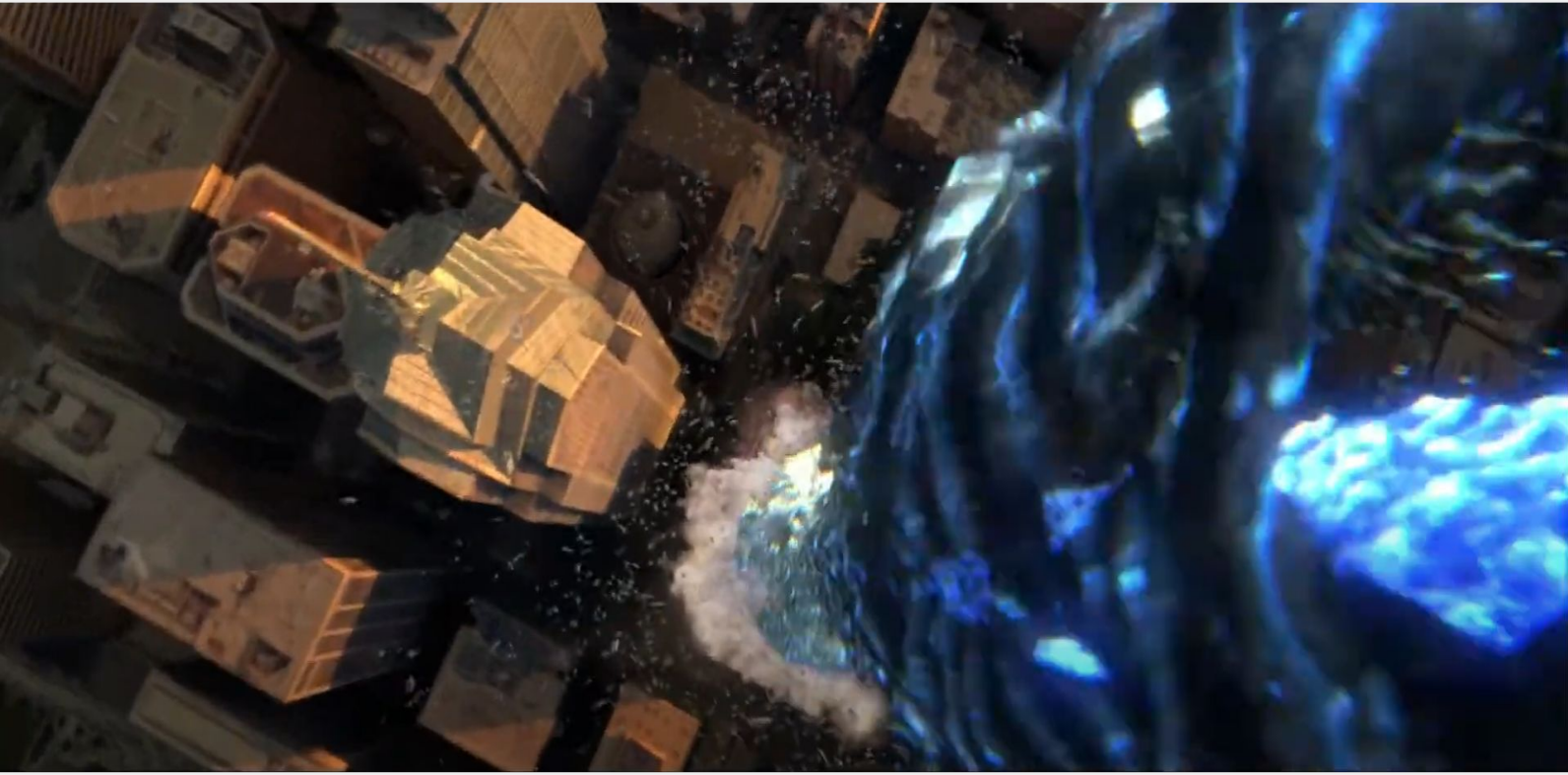
The live-action footage prior to adding the CG elements

City texture map projection over the geometry



BG elements dusts, smoke comp

Alien energy beam/Other elements of the portal comp



BG elements dusts, smoke comp

Final comp



The explosion



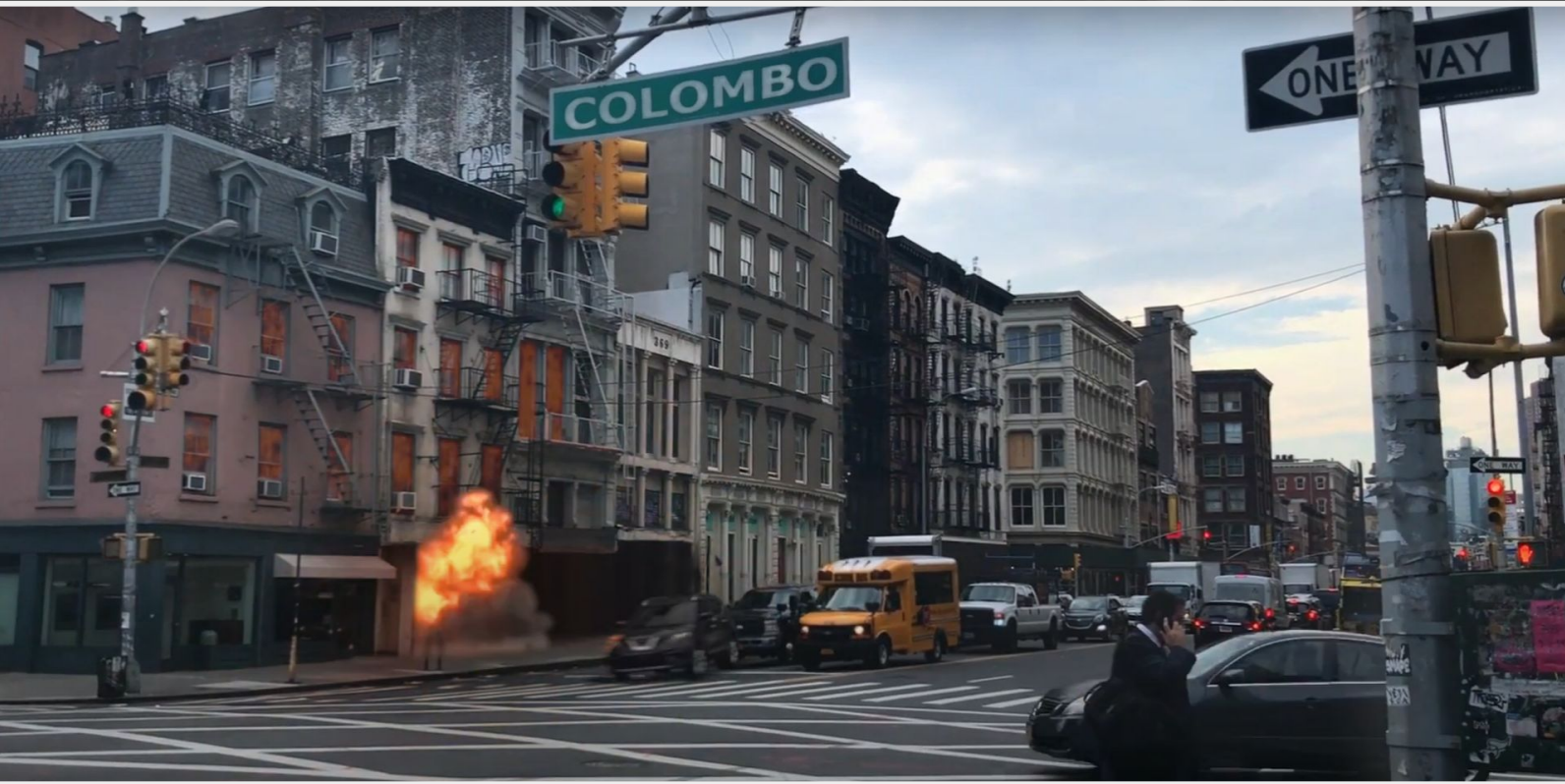
The live-action footage prior to adding the CG elements

Cleanups : Painted out the BG elements



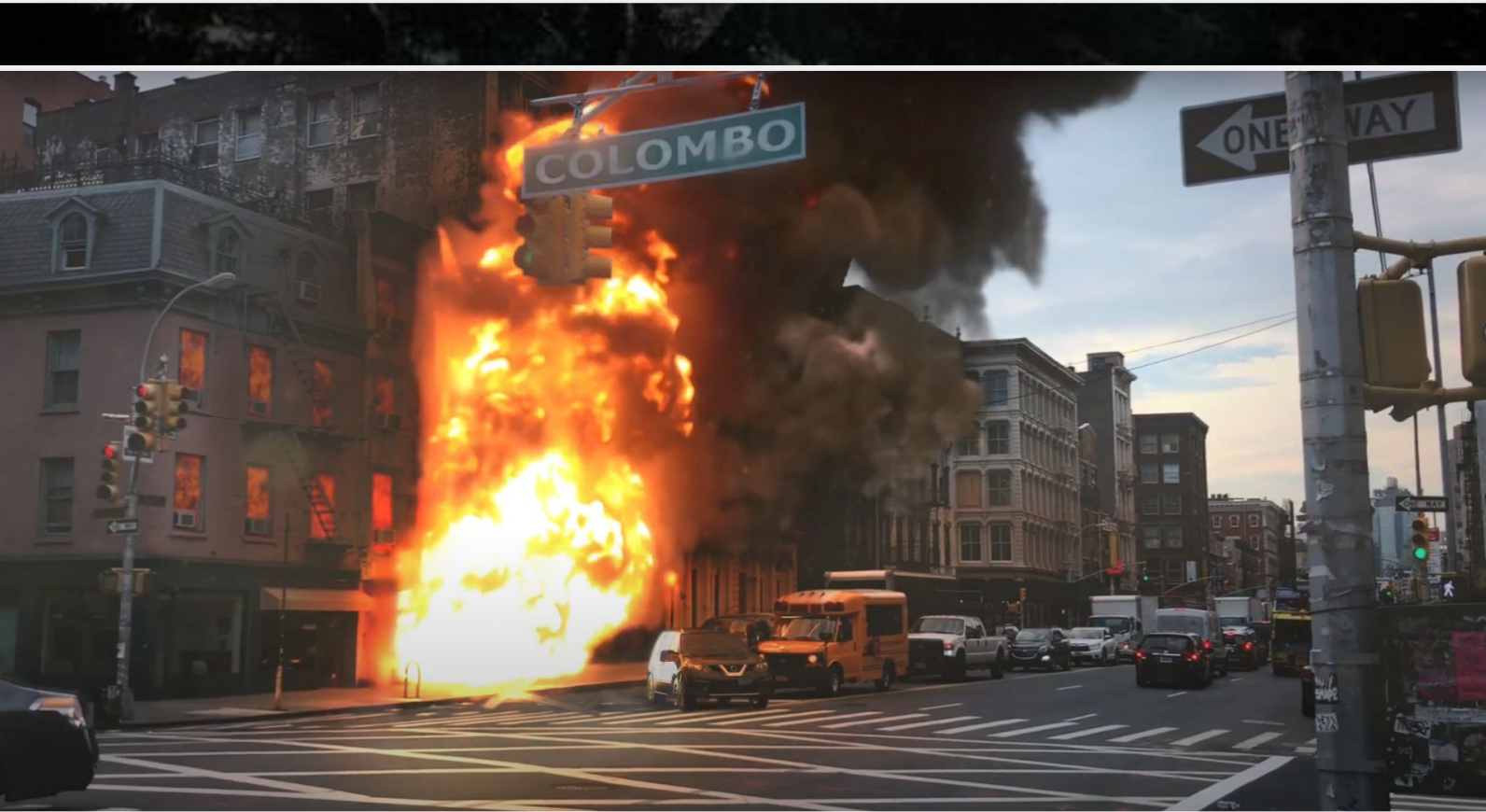
Added CG car

Added layers to the comp for Flame, Smoke and Building grading



Added CG car, Smokes, Flame, Debris, Dusts etc

FINAL COMP



The spaceship



The live-action footage prior to adding the CG elements

PLATE,SKY,DOG AND CHARACTER REMOVED



PLATE+SKY,DOG AND CHARACTER REMOVE



PLATE+SKY,DOG AND CHARACTER REMOVED+ADDED BG DMP

ADDED BG DMPs

ADDED LGT,HAZE AND GRADED BG



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG



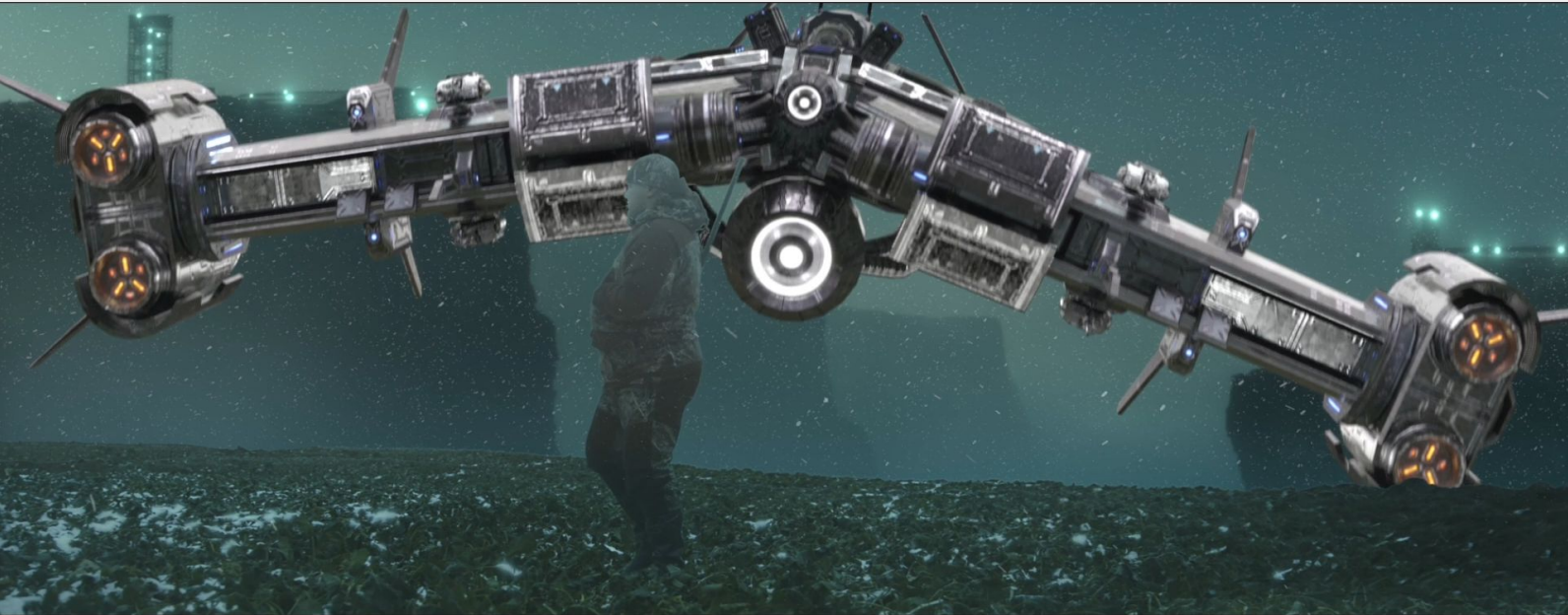
PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW

ADDED BG SNOW

# ADDED CG SPACE



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs

# ADDED AOVs

# SMOKE LAYER ADDED



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE

# GRADED SMOKE

# ADDED LGT TO SPACESHIP



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+BG & SMOKE GRADED



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+BG & SMOKE GRADED+DAY TO NIGHT CONVERSION

# DAY TO NIGHT CONVERSION

ADDED SHADOW



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER

ADDED LGT CHARACTER

ADDED FG SNOW AND GRADED



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED+ADDED MORE LGT TO SPAESHIP

ADDED MORE LGT TO SPACESHIP

# ADDED LENS FLARE



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED+ADDED MORE LGT TO SPAESHIP+ADDED LENS FLARE



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED+ADDED MORE LGT TO SPAESHIP+ADDED LENS FLARE+CHROMA HOOP

# ADDED LENS CHROMA

# ADDED LENS DIRTS



PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED+ADDED MORE LGT TO SPAESHIP+ADDED LENS FLARE+CHROMA HOOP+LENS DIRTS

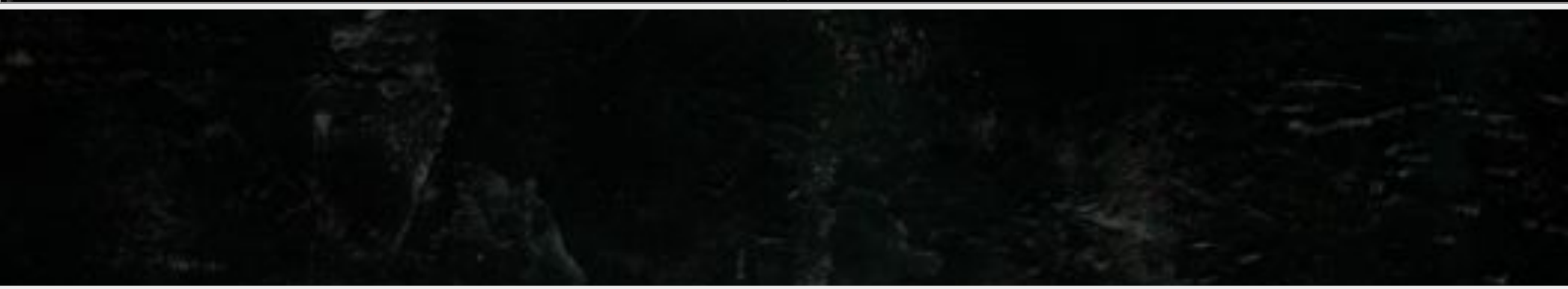
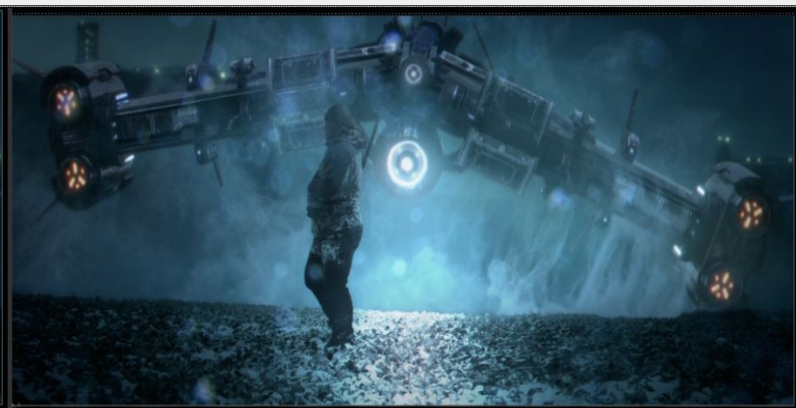
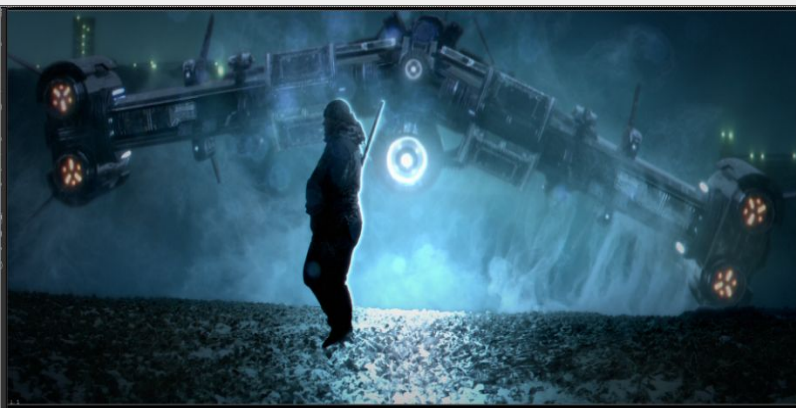


PLATE+SKY,DOG AND CHRACTOR REMOVED+ADDED BG DMP+ADDED LGT, HAZE+GRADED BG+ADDED BG SNOW+ADDED CG SPACESHIP+ADDED AOVs+GRADED SPACESHIP+SMOKE ADDED+GRADED SMOKE+ADDED LGT TO SPACESHIP+  
BG & SMOKE GRADED+DAY TO NIGHT CONVERSION+ADDED SHADOWS+ADDED LGT TO CHARACTER+ADDED FG SNOW+GRADED+ADDED MORE LGT TO SPAESHIP+ADDED LENS FLARE+CHROMA HOOP+LENS DIRTS+FINAL GRADE

# FINAL GRADE

# VERSIONS



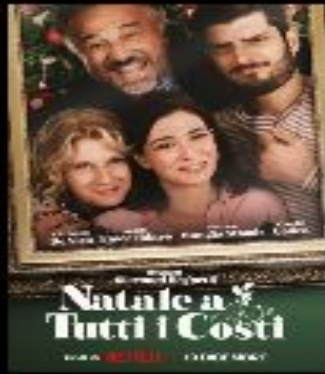


FINAL RENDER



# FILM/TV PROJECTS

## PROJECTS



# SKILLS & TOOLS

## SKILLS AND TOOLS



# SHOWREELS

**RAMESH THILANGA**

DIGITAL COMPOSITOR

REEL-2023

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**RAMESH THILANGA**  
**COMPOSITING SHOWREEL**

**2021**

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# WEBSITE

[rameshvfx.com](http://rameshvfx.com)



RAMESH VFX DIGITAL COMPOSITOR PORTFOLIO

## FILM/TV SHOWREEL

RESUME

SERVICES

ABOUT ME

CONTRACT



# BUSINESS CARD



THANK YOU!