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## Guardians of the Galaxy Vol. 2

Studio: Framestore

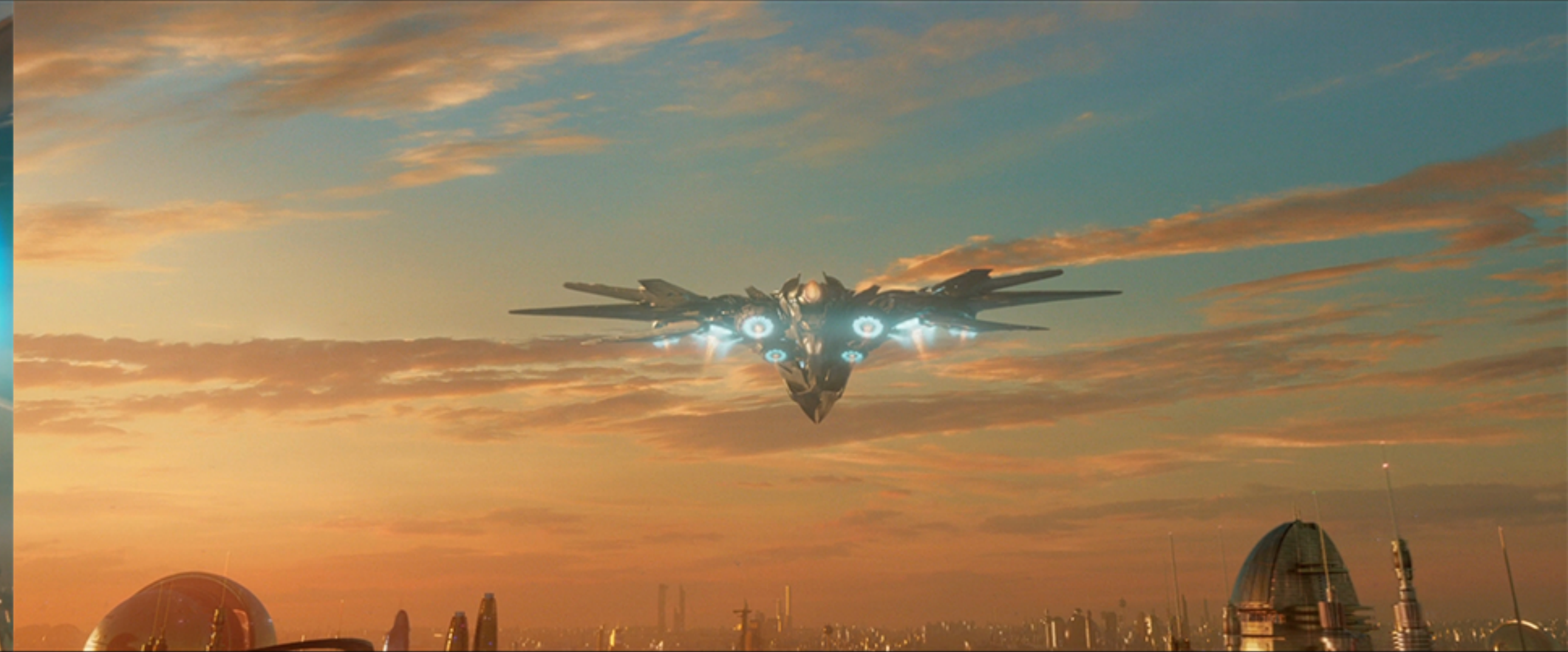
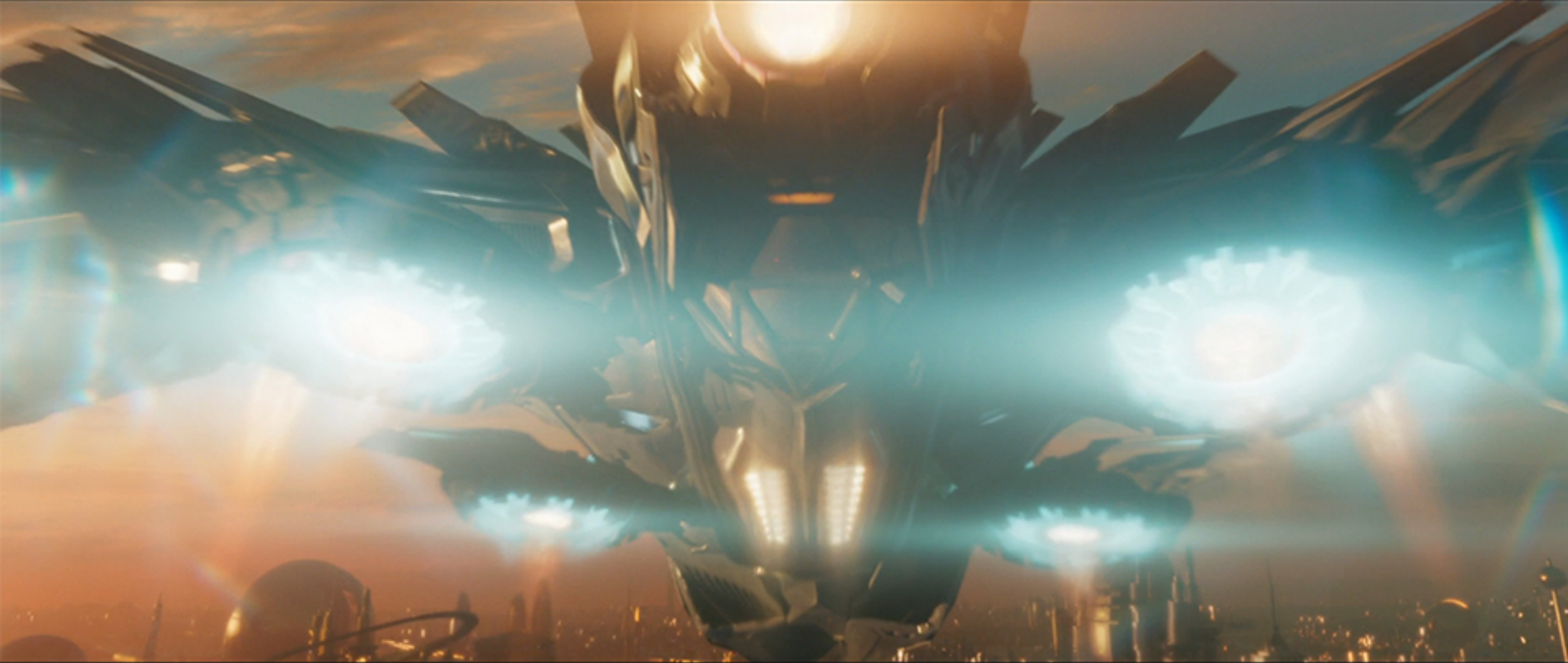
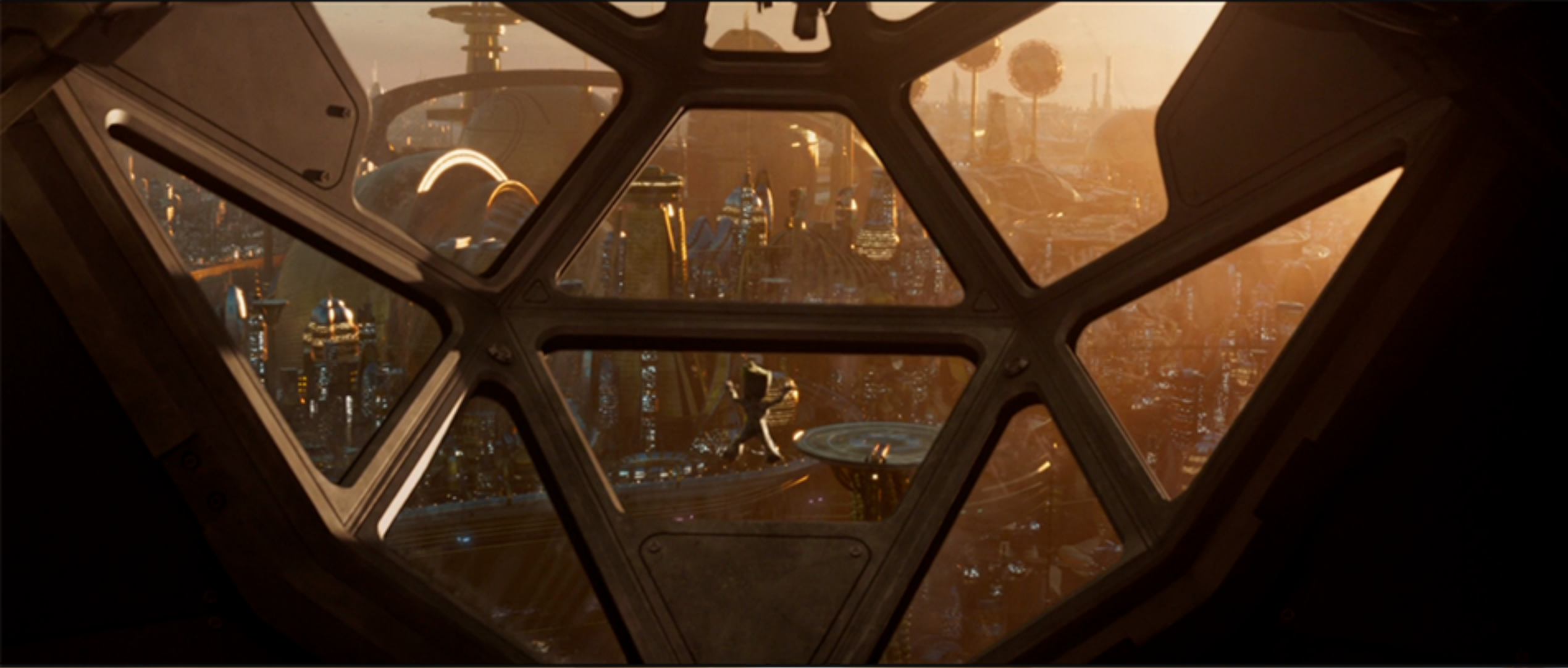
**Notes:** Took these shots from start to final.

**Comp work:** Developing a look for the platform and Rocket Raccoon as well as integrating the live action actors into an otherwise fully CG environment.

Heavy relighting on Drax to create an under lighting emitting from the CG glass platform he is standing on.

The energy effect in the sphere was achieved through a mix of FX renders and comp elements.





## Guardians of the Galaxy Vol. 2

Studio: Framestore

**Notes:** Took these shots from comp WIP to final.  
**Comp work:** Full CG except for the interior of the Milano ship.  
The main challenge was creating a stylized and compelling image that features Baby Groot's expressions, the Milano ship and the cityscape, all while not moving too far away from photorealism.





Captain America: Civil War  
Property of Marvel Studios - Work done at **TRIXTER**



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## Captain America: Civil War

Studio: Trixter

**Notes:** Took these shots from start to final.  
**Comp work:** Due to a design change in mid-production we ended up replacing Black Panther with a fully CG character delivering a final composite with emphasis on photorealism.  
Other tasks included integrating a digital War Machine suit, Bucky's metal arm and Captain America's shield.





Captain America: Civil War  
Property of Marvel Studios - Work done at **TRIXTER**

## Captain America: Civil War

Studio: Trixter

**Notes:** Took this shot from start to final.

**Comp work:** Although large portions of this shot were digitally altered or replaced, the goal was to create a completely photorealistic output. CG elements included the debris, Black panther, the shield and parts of the car.

The dust was achieved with a mix of FX renders and 2D elements. Additionally the ground, bike and car were changed in comp and the face and body proportions of the stunt man of Captain America were altered to better match Chris Evans.





## Thor: Ragnarok

Studio: Framestore

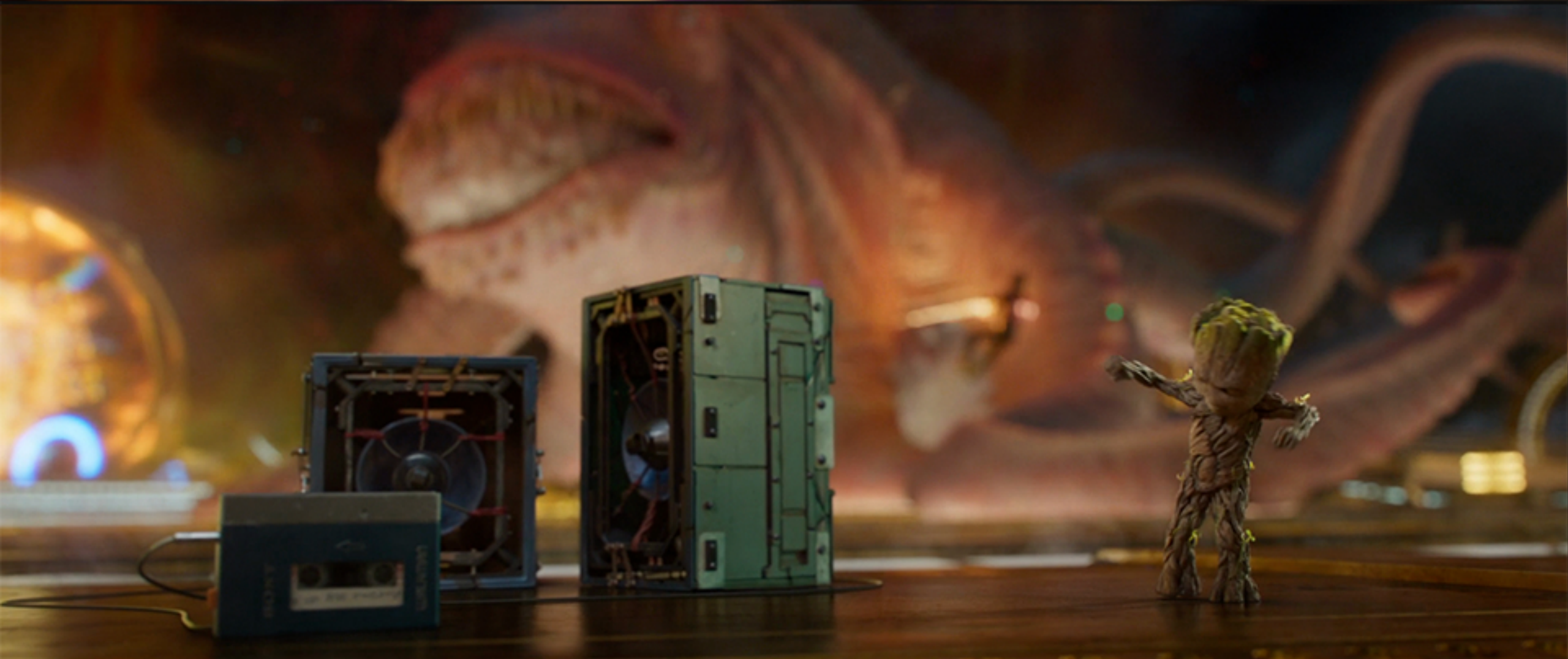
**Notes:** Took these shots from start to final.

**Comp work:** Full CG shots aside from Banner lying on the bridge. Look development of the wolf Fenris as well as the fight sequence between Fenris and the Hulk.

The main challenge was finding a compelling look for the sunset and making the two characters read despite the water constantly splashing around them and into the camera.

The water ended up being a mix of FX renders and 2D elements.





## Guardians of the Galaxy Vol. 2

Studio: Framestore

**Notes:** Took this shot from comp WIP to final.

**Comp work:** A lot of work was put into the lighting and FX to give the audience a fun and entertaining experience throughout the whole opening title sequence.

In addition to the environment and characters being CG we ended up replacing Drax with a digital double making this a full CG shot.

A lot of detail was put into tweaking the renders and projecting additional textures onto Drax to make him pass as photoreal.