

## **BASHIR HAMID**

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**VFX ARTIST**

[www.bashirhamid.com](http://www.bashirhamid.com)

### **STAR TREK: DISCOVERY [SEASON 2]**

Senior Nuke Compositor

- Look dev for beam burst activation. Final comp.
- Look dev for suit explosion and shockwave. Final comp.
- Look dev for time distortion streak. Final comp.

**CRAFTY APES**

New York, NY: 2019

### **MR & MRS SMITH [SEASON 1]**

Senior Nuke Compositor

- Bushes, trees removal and CG replacement. Integration final comp.
- Walkway, driveway cleanup and CG car replacement. Integration final comp.
- CG house integration and FX explosion comp. Particles, sim, CG and 2D lighting.
- Foreground smoke blast and fog final comp with 2D camera tracked elements.

**ASSEMBLY VFX**

New York, NY: 2023

### **EDGE OF TOMORROW**

Nuke Compositor

- Alien splash – CG scene comp with Deep passes. 2D elements to enhance splash, particle scatter.
- Explosion – Look dev with shot water tank explosion element. Timing and layout. Final comp by fellow artist.
- Alien ink – Look dev for squid ink effect and glow areas. Final comp by fellow artist.
- Face ink – Look dev with projected shot ink footage on 3D matchmove head in Nuke. Exterior CG ink integration. Final comp.

**MPC Vancouver**

Vancouver, Canada: 2014

### **GAME OF THRONES [SEASON 7]**

Nuke Compositor

- Matte painting integration. Enhanced explosions with smoke burst elements. Final comp.
- Giant greenscreen integration, grade, with plate. Blood splatter effect (omitted). Final comp.

**MPC Vancouver**

Vancouver, Canada: 2014

### **TERMINATOR GENISYS**

Nuke Compositor

- Look dev for laser impact hole with molten metal. Final comp.
- Ariel CG shot with crowd sim, env, fx elements comp with deep passes. 2D explosion, fog, smoke elements. Final comp
- Crash shot with live action lighting on greenscreen set. CG robot, env, fx elements comp in deep passes. 2D explosion, fog, smoke elements. Final comp.
- CG Terminator comp and integration with live action double. Greenscreen, matte painting, CG props and face replacement.

**MPC Montreal**

Montreal, Canada: 2015

### **FLOWERS OF WAR**

Nuke Compositor

- Greenscreen and matte painting integration. Skin grading and smoke integration. Final comp.
- Battlefield ariel – inherited from senior artist. Added 2D elements of thick bg smoke, fires and fog. Added foreground smoke haze.

**TECHNICOLOR BEIJING**

Beijing, China: 2011

### **CLOUD ATLAS**

Nuke Compositor

- Greenscreen and CG set integration. 2D graphical and holographic element integration. Final comps.

**BLACKMOUNTIAN VFX**

Stuttgart, Germany: 2012

**ZOOLANDER 2**

Senior Nuke Compositor

**MrX**

New York, NY: 2015

- Greenscreen and matte painting integration. Haze and smoke effects. Final comp.
- Face zoom in – reconstructed eyes, nose and mask from 6k plate in Nuke. Stabilized and enhanced camera dolly. Final comp.
- Ariel shot – Evening to day. Cleanup and paint car taillights, lights. Clean horizon. Final comp

**THE MARVELOUS MS MASIEL**

Lead Nuke Compositor [in-house team] 1-3 seasons

**AMAZON**

New York, NY: 2015 - 2019

**HUNTERS**

Lead Nuke Compositor [in-house team] 1 season

**AMAZON**

New York, NY: 2019

**THE GILDED AGE**

Lead Nuke Compositor [in-house team] 1 season

**HBO**

New York, NY: 2020-21

Full range of work :

- Work closely with VFX supervisor and VFX designer to solve visual effect shots. Create previz for design concept approval. Test technical solutions and shot assets with temp comp for dailies. Supply vendors with assets and temps for reference.
- Integrate matte paintings, set extensions. Removal of modern elements – cars, buses, lamppost, signage. Remove camera rigs, reflections and rebuild sets. Timewarps and split screen tests.
- Roto, greenscreen, matchmove, 2D and 3D camera tracking, look dev and final internal shots.
- Lead in-house team, assist producer with shot assignments. Collect and organize internal assets. Setup and maintain python pipeline and tools for team.
- Setup color and LUT management for internal review. Create Nuke pipeline for ACES workflow in The Gilded Age.