

NICOLA BORSARI
DIGITAL COMPOSITOR

SHOWREEL
BREAKDOWN

APRIL 2019



NATIONAL
FILM AND
TELEVISION
SCHOOL



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PROJECT

Motion Capture

STUDIO

National Film and Television School

REALIZATION PERIOD

Autumn 2018

NOTES

In this project I undertook the role of VFX supervisor and lead compositor and I did all the comp of the two shots. I contributed also with look dev, lighting and rendering using Redshift for the first time.

The first shot is a full CG shot shot with just a reference background for the shadows and the second one consists in a moving CG character integration in a static environment.

Interactive lighting was done in CG but shadows and objects interactions in comp.



PROJECT

Sconnessi

STUDIO

Pixel Cartoon

REALIZATION PERIOD

Summer 2017

NOTES

I worked on this shot from start to finish. The main task was to key the window retaining as much hair detail as possible and having a separate control for the reflections in order to be able chose the amount of them. I also did the outside matte painting and its day for night effect, adding then the falling snow using stock footage.



PROJECT

Bee Animation

STUDIO

Personal Project

REALIZATION PERIOD

Spring 2019

NOTES

This shot is part of a collaboration project. Unfortunately I didn't have much control or overview of the CG process as I was involved just at render stage. I've created the matte painting setup for the background, heavily graded every element in the shot and generated the spores simulation using Nuke's particle system and 3D geometry for holdouts. I've also created some 2D movement in comp for the organic elements on the ground using distortions and procedural noise.



PROJECT

Sconnessi

STUDIO

Pixel Cartoon

REALIZATION PERIOD

Summer 2017

NOTES

I've worked on this thirteen shots sequence from scratch adding extra snow on the ground. I've collaborated on some of the matte paintings and done some others myself. I've tracked the shots and I also worked on the characters and the helicopter roto. Shadows where painted in.

**PROJECT**

Black Ice

STUDIO

National Film and Television School

REALIZATION PERIOD

Spring 2019

NOTES

Gorefest is a horror film part of the SFX and prosthetics module at the NFTS, designed to make VFX artist more comfortable with real-world effects. I have been responsible for the overall project as VFX Supervisor both on set and in post production, coordinating a 12 people team across both CG, Comp and Colour. I've developed a Nuke Studio based pipeline and also had directorial voice during the grading process. I personally comped both full or heavy CG shots improving my feel for photorealistic images.



PROJECT

Mila

STUDIO

Pixel Cartoon

REALIZATION PERIOD

Autumn 2017

NOTES

Mila is an ongoing volunteer based project born from the collaboration of multiple artists all over the world. I've been helping on this short since autumn 2017 and so far I've worked on multiple shots undertaking rendering and assets, texture and animation caches relinking.

On this sequence I've rebuilt the renders layers, inserted the eyes glints, made color corrections, created the card setup for the matte painting background and improved the particle simulation adding both colour and the glowing effect.



PROJECT

Take one Painting

STUDIO

National Film and Television School

REALIZATION PERIOD

Summer 2018

NOTES

Take one painting is the first module at the NFTS and it's a consists in the extension of a period purposely built set. I've followed the project from on set supervision and I've developed my version of the shot by doing all of its aspects myself; from tracking, to all aspects of CG, up until compositing where I've applied some deep compositing techniques.



PROJECT

Menocchio

STUDIO

Pixel Cartoon

REALIZATION PERIOD

Spring 2018

NOTES

This shot required a CG hand to be replaced with the actor's one. I've tracked the shot and solved the camera for the render, cleaned up the original hand and the cage bars with cards setups and paint, integrated the new CG bars and the new hand and improved the roto shapes. Flickering lights, and shadows were generated in Nuke using the 3D environment.



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