Daniel Wennerholm
Compositor

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software knowledge:

- Nuke
- Silhouette
- Mocha
- Maya
- Photoshop
- Linux
- OSX
- Windows

credits:

Batman v Superman - Dawn of Justice (2016)
San Andreas (2015)
Fast & Furious 7 (2015)
In the Heart of the Sea (2015)
The Hunger Games: Mockingjay - Part 1 (2014)
Godzilla (2014)
Game of Thrones (Season 4 Episode 10)
Captain America : The Winter Soldier (2014)
Divergent (2014)
300 : Rise of an Empire (2014)
47 Ronin (2013)
Gravity (2013)
Frankenweenie (2012)
Dredd (2012)
Wrath of the Titans (2012)
Harry Potter and the Deathly Hallows Part 2 (2011)

work experience:

Compositor - Scanline VFX
June 2015 - Now

Paint & Roto Artist / Jr. Compositor - Scanline VFX
November 2013 - May 2015
- Paint & Roto using Nuke, Silhouette, Mocha.
- Assisting the Comp team with finaling shots; various tasks such as edge treatment, tech fixes, greenscreen key cleanup, comp paint fixes.

Compositor - Gener8
July 2013 - November 2013
- Compositing of VFX elements from external vendors in Nuke, for a stereo conversion pipeline.

Compositor - Swiss international
April 2013 - May 2013
- Compositing realistic CG elements with live-action plates using Nuke, for use in a TV broadcast.

Paint & Roto Artist - Framestore
January 2013 - March 2013
- Stereo paint & roto using Silhouette and Nuke.

Lead Stereoscopic Conversion Artist - Prime Focus Film
February 2011 - December 2012
- Managing a team of 6 - 8 stereo conversion artists, QC and give feedback on their work.
- Solving technical issues as well as learning and training other artists on new workflows as the technical requirements of the production changes.

education:

Vancouver Film School - 3D Animation and Visual Effects, Diploma of Honours
August 2009 - August 2010