

Javier Gallego Senior Compositor Demo Reel 2026 Shot Breakdown

Reel length 1:48 | 24 footage clips

Title and contact cards are excluded. Add your contribution beside each thumbnail.

 Device	01 Device 00:04.0 to 00:06.0 My contribution: Integrated and animated a CG device with FX elements supplied by the FX department. Blended the CG and live-action hands, matched color, and created a subsurface scattering look for the hand. Added subtle 2D motion blur and optical flares from the device's hotspot.
 MadameWeb	02 Madame Web / energy effects 00:06.0 to 00:11.2 My contribution: Stitched multiple plates into a seamless shot, integrated elements from the FX department, and added optical flares and distortion effects to create a dreamlike, subjective look. Performed paint and cleanup to remove plate artifacts, and retimed the footage.
 Picard	03 Picard / battle reverse 00:11.2 to 00:17.2 My contribution: Composited a full-CG shot, integrating AOV render passes and FX elements, including explosions, blasts, and shockwaves. Added distortion, heat distortion, and optical flares, and applied color correction to unify the final composite.



Monitor Screen

04 Monitor Screen

00:17.2 to 00:20.4

My contribution: Replaced and animated monitor content, tracked it into the live-action plates, and refined motion-blurred edges. Matched the color correction to the original footage, keyed the green screens, and desaturated residual green to blend the screen elements with their surroundings.

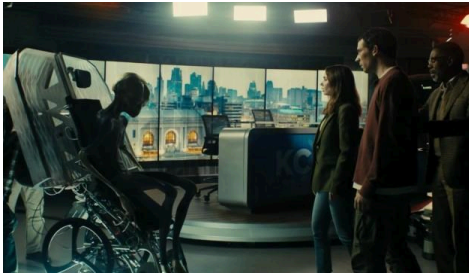


Walking Dead

05 The Walking Dead / blood effect

00:20.4 to 00:24.5

My contribution: Integrated a CG head and FX elements into the live-action shot, blending portions of the practical head with the CG elements. Added shimmer and blood drips, and matched color and contrast to create a cohesive composite.



Alien

06 Alien

00:24.5 to 00:30.5

My contribution: Created clean plates by stabilizing the footage, removing the practical alien dummy from the wheelchair, and cleaning up residual artifacts. Restored the original plate motion through tracking and integrated the CG alien, matching the lighting and flicker of the live-action footage for a consistent composite.



Carnival Row

07 Carnival Row / environment

00:30.5 to 00:37.5

My contribution: Integrated 3D bullet-hit and blood effects supplied by the FX department with the live-action impacts and exit wounds, including gushing blood. Added wetness and specular highlights, and color-corrected the elements to match the surrounding scene.



Device Escape

08 Device Escape

00:37.5 to 00:38.8

My contribution: Integrated the CG device and FX elements supplied by the FX department. Added glow, distortion, motion blur, and interactive lighting on the practical hand, and cleaned up artifacts in the composite.



Uglies

09 Uglies / waterfall action

00:38.8 to 00:44.8

My contribution: Integrated the live-action actor with a full CG environment using AOV render passes. Added atmospheric layers, dust, and wind effects, and matched color and contrast to blend the actor with the environment.

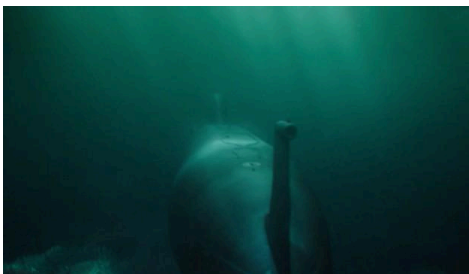


Picard

10 Picard / emergence

00:44.8 to 00:49.8

My contribution: Composited a full-CG shot using elements supplied by the 3D department, combining atmospheric, FX, and lighting elements into a cohesive composite. Added optical flares and refined depth and focus to enhance the scene's visual impact.



Hawaii Five 0

11 Hawaii Five-0 / underwater

00:49.8 to 00:55.8

My contribution: Composited a full-CG underwater shot, integrating AOV render passes, water effects, caustics, and 3D bubbles. Refined lighting and color correction, and added vignetting and underwater haze to establish depth and atmosphere.



Picard

12 Picard / phaser fire

00:55.8 to 00:58.7

My contribution: Integrated laser effects and surface impacts into the live-action footage. Added glows, distortion, and interactive lighting, and color-corrected the effects to match the scene.



Narco: Mexico

13 Narcos: Mexico / gunfire and impacts

00:58.7 to 01:03.7

My contribution: Composited gunfire, bullet impacts, and environmental destruction into the scene. Added muzzle flashes, dust, and smoke to support the action.



Unfrosted

14 Unfrosted / period street

01:03.7 to 01:08.7

My contribution: Composited a period street environment comprising approximately 90% CG and matte painting. Integrated foreground and left-side cars, surrounding structures, 2D elements, and CG people. Combined projections for the street, ground, and tree shadows, and matched color and shadows to the foreground plate.



MacGyver

15 MacGyver / flashlight aftermath

01:08.7 to 01:13.7

My contribution: Replaced the ceiling with a destroyed CG environment and integrated smoke, atmospheric layers, fire, and a subtle flare. Performed paint cleanup and matched the flashlight's lighting interaction with the CG ceiling and surrounding scene.



Picard

16 Picard / landscape

01:13.7 to 01:17.1

My contribution: Integrated CG drones into live-action footage, replaced the sky, and added atmosphere to establish mood. Applied subtle defocus, camera shake, and vibration, and matched the lighting of CG and supporting elements to the environment.



MacGyver

17 MacGyver / stadium crowd

01:17.1 to 01:19.5

My contribution: Integrated a 3D environment and crowd elements with the live-action footage. Color-corrected the grass and surrounding environment to match the live-action plate's mood and create a seamless composite.



Magnum PI

18 Magnum PI / corner

01:19.5 to 01:21.7

My contribution: Integrated a Great Wall of China environment comprising approximately 90% CG with the live-action motorcycle and rider. Added dust and FX elements, and matched the CG environment's color and shadows to the live-action plate.



Magnum PI

19 Magnum PI / wheelie

01:21.7 to 01:23.0

My contribution: Composited an approximately 90% CG Great Wall of China environment around the live-action motorcycle and rider. Integrated dust and FX elements, and adjusted the environment's color and shadows to match the live-action plate.



Animal Kingdom

20 Animal Kingdom / restaurant fire

01:23.0 to 01:28.0

My contribution: Integrated a combination of 2D and 3D fire elements into the buildings, aligning the elements with the scene's matchmove tracking. Color-corrected the flames to achieve the look specified by the supervisor.



Hawaii Five 0

21 Hawaii Five-0 / forest fire

01:28.0 to 01:30.8

My contribution: Integrated FX and 2D elements into the scene, including small burned areas and windblown dust. Applied overall color correction to blend the added elements with the surrounding environment.



Supergirl

22 Supergirl

01:30.8 to 01:33.4

My contribution: Replaced and added foreground and background buildings, using tracking and color correction to match the live-action plate. Integrated Supergirl, a CG drone, and FX elements. Matched lens distortion and added heat distortion from the flame effects.



Flash

23 Flash

01:33.4 to 01:36.5

My contribution: Composited the full-CG sequence using AOV render passes, matching color to the surrounding shots and integrating FX elements, 2D lightning, glows, motion blur, and lighting. For the live-action crash into the machine, integrated CG Flash and breaking glass supplied by the 3D and FX departments, refined the composite, and removed artifacts.



Picard

24 Picard / fleet reveal

01:36.5 to 01:44.5

My contribution: Composited a full-CG shot by rebuilding and integrating AOV render passes, including environment passes. Added distortion and optical flares, and applied color correction to unify the final composite.