

# Josh Marlar

Compositor

La Quinta, CA  
(619) 300-3145  
jpmarlar@gmail.com

## EXPERIENCE

### FuseFX, Los Angeles, Ca. — Compositor

Feb. 2021 - Aug. 2023

911 Lonestar, Mayans, Oroville, and more - Worked with FuseFX on and off for 4+ years and have helped out on over 40+ shows while contracting or employed. Experiences at FuseFX have encompassed the full spectrum of skills as a Compositor. From painting out and blurring wig blemishes for academy awards for the shows make-up departments to destroying buildings using full CG environments with client provided FG bluescreen elements using Deep compositing techniques, 3D tracking, and chroma keying.

### Scanline VFX, Los Angeles, Ca. — Senior Compositor

June 2023 - Aug. 2023

Beverly Hills Cop 4 - Quick turnaround to learn Linux OS custom Nuke pipeline with strong understanding of directory structures, file formats, naming conventions, scripts, automation tools, and automated dailies. Stepped in to help close out the show working on building out 2d blood, blood hits, debris, muzzle flashes, smoke, muzzle smoke, etc. as well as integrating CG renders of the like.

### Barnstorm VFX, Los Angeles, Ca. — Compositor

Dec. 2018 - June 2020

Man in the High Castle, Silicon Valley, Raised by Wolves and more - A list of amazing shows to have had the pleasure of creating blood hits, blood interaction, chroma keys, set extension integration, and cg integration for. Barnstorm has an eye for detail and it really pushed me to be a better Compositor all around. For some techniques I went back to basics and also pushed myself out of my comfort zone to expand and rely on tools I wouldn't typically rely on. I ended up taking a liking to toolset alternatives over the long term that have helped me in my day to day now.

### Timber, Los Angeles, Ca. — Compositor

April. 2016 - May 2016

Boutique shop that typically worked in Commercials and Music Videos. They needed help on a couple of quick turnaround commercials. Seamlessly integrated CG sleeves onto actors as well as painted sleeves on any other people who might have needed it further from camera. Integrated CG of talking billboard into client provided plates. Mostly just utilizing basic CG channel color correction and 2d tracking. Some shots required removals for proper CG integration.

### Dimension X, Los Angeles, Ca. — Stereographic Compositor

Nov. 2015 - April 2016

An OSX, Nuke based pipeline utilizing Nuke and Ocula for native shot plate correction for X-Men Apocalypse at 20th Century Fox. Correcting any native artifact, alignment or color change between the left and right cameras.

### The BOX Creative, Marina Del Rey, Ca. — Compositing TD

Jul. 2015 - Sep. 2015

Created a basic pipeline for Nuke Compositors using TCL and Python. Establishing Nuke settings and defaults for shows across the network as well as for tools and rendering. Supported team with compositing shots with high volume turnarounds. Compositing CG extensions for framing outside of shots normal camera frame for Barco Escape.

### Legend 3D, Carlsbad, Ca. — Compositing TD

Feb. 2010 - Dec. 2014

Started as a 3D artist using proprietary software creating depth for stereographic renders. Worked up to compositing becoming a Nuke and pipeline specialist. Creating, refining, and exploring workflows for artists. Provided support for artists technical difficulties in composites or with tools. Pre prepped client native and client script elements for pipeline ingestion for ease of use in Nuke or After Effects.

## SKILLS

Live Action, CG, and FX Compositing.  
Grain, Levels, Color Correction, Painting, Removals, Cosmetics, Chroma Keying, Nuke Particles, 2.5D Workflows, Deep Compositing.

## Projects

### Beverly Hills Cop 4 — Scanline VFX

With lots of action brings lots of blood, bullets, and destruction. Built out multi-element 2D FX to mimic realistic quality or to support provided CG renders in their believability for muzzle smoke, bullet casings, hits, blood, blood hits, and debris. Helped other shot notes to get them to final. Addressing CG integration notes for color, value, or CG updates.

### Man in the High Castle — Barnstorm VFX

Executed CG integration of historical landmark destruction from CG artists. Created realistic 2D blood FX using the Foundry Nuke and procedural techniques to achieve realistic interactions like lighting and displacement. Seamless background replacements of historical landmarks into despoiled foreground chroma keyed plates.

### 911 Lonestar — FuseFX

Effectively tackled integration of all sorts of different elements like fire, ice, snow, rain, earthquakes, etc. from 2D plates to CG renders across many shots over a short period of time (about a week to two week turnaround for final composites). Maintained consistency across multiple shots for the elements at different camera angles like drone, boom, close-ups, etc. Created camera tracks and parallaxing elements when needed for

## EDUCATION

### **Art Institute, San Diego, Ca. — *Bachelors of Science***

June, 2004 - July, 2007

Focused modeling, texturing, and design in Game Design.

### **Colfax High School, Colfax, Ca. — *High School Diploma***

Aug. 2000 - June 2004

Focused in the arts and digital space. Active in three sports a year. Broke long standing Colfax records in Track & Field for Discus and Shotput.

time crunches. Painted background extensions when needed as well as any paintouts for crew, booms, non-set actors, etc. Lastly, picked up more common show shots like burn-ins for phones or screens as well as 2D blood FX shots.

### **Snowpiercer — *FuseFX***

Combined forces with CG teams to composite their train destruction renders for the supposed final season of Snowpiercer. Built out procedural frost growth in 2D for a sequence of shots where I tracked, created roto, and composited the 2D system to the skin of a couple of actors which progressed and regressed over the sequence. Integrated spherical CG renders of a frozen ocean. This was set behind a chroma keyed and despilled FG vehicle interior with separate frost cracked window FX. Lastly, it would then have a 3D built out Nuke particle system for traveling snow. This would need to match the speed of the BG plate and tread FX particle systems.