MARK PINHEIRO, MA

NUKE COMPOSITOR

& VFX SUPERVISOR

"Mark has an undeniably impressive portfolio and his understanding of the industry as a whole makes him a total catch."

DAVID SMITH, CEO, ABSOLUTE – TELEVISUAL

London · British citizen · UK work eligibility
Valid passport · available to travel
mark@thesexpixels.com

Showreel 2026 · Sizzle reel: 17 years in 02:30



thesexpixels.com/nukecompositor



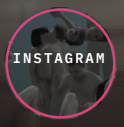
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IMDb/Mark_Pinheiro



in/markpinheiro



@t_h_e__p_i_x_x_x_e_l_s



thesexpixels.com

Mark Pinheiro's first comp won a Promax Gold in 1995; he has worked steadily in VFX since the 2000s: the Escape Studios comp course; the 2010s, stereo on Scorsese's *Hugo*, his first feature *Save The 365th Day*, and a decade of award-winning shows; the 2020s, a Masters in Screenwriting, and finally accepting the role of dept head. A filmmaker at heart, he continues today to enjoy exploring methodologies and practices using technology to simplify the filmmaking process.

01 RECENT WORK

ON-SET SUPERVISION	2026	**Gangs of London S4** — The Sex Pixels
EPISODIC TV	2025	**Secret Service** — ITVX, broadcast 2026 · The Sex Pixels as vendor
COMMERCIAL	2025	**Salomon** — on-set supervision and comp
PROMO	2025	**Bridgerton S4 podcast promos** — VFX / AI artist
FEATURE FILM	2025	**Rogue Trooper** — Netflix / Liberty Films · senior compositor
VISUALISATION	2023	**Damsel, The Family Plan** — Proof
CURRENT R&D	2026	**NukeGeoTools · ComfyUI · Playmaker** — agentic coding for Nuke plugins (NDK), AI workflows, and Playmaker; my personal film prototyping app

02 EXPERIENCE

VFX SUPERVISOR
Netflix · Lexhag · Pulse Films · Horizon VFX · Absolute Post · Screen Scene — 2022–now

On-set and in-facility supervision. The Ballad of a Small Player, Gangs of London S3 and S4, Panda Plan, I Am Nobody S2, We Hunt Together, Poirot.

CREATIVE DIRECTOR
The Sex Pixels · Absolute Post · Escape Studios · ECCG — 2006–now

Boutique VFX studio. BBC World Cup titles (2010); Match of the Day 50th anniversary titles; Nickelodeon; London Grammar; M.I.A.; Dimitri Vegas & Like Mike.

SENIOR COMPOSITOR
Milk · DNEG · Trixter · ILP · Proof · Molinare · Framestore · MPC · HBO — 2000–now

Rogue Trooper, Secret Service, Tenet, Captain Marvel, Guardians of the Galaxy, Walking With Dinosaurs, The Crown S2, Lost in Space S2, Strike Back, Troy, Harry Potter 1 & 2, Black Hawk Down.

COURSE DESIGNER
ECAM, Madrid · NFTS · Escape Studios, London — 2000–now

Wrote the Escape Studios 12-week compositing course, which went on to shape the school's BA (Hons) / MArt in 2D computer animation.

03 SOFTWARE & EQUIPMENT

CAMERAS	iPhone 17 Log · Theta 360 · 15× GoPro · Canon 5D MkII
VFX KIT	Grey / chrome ball rig · 2× large silver balls
WRANGLE	Assimilate Scratch · Gaussian splatting · CaraVR · Kartaverse
COMP	NukeX, Boris FX Suite
TRACK	Mocha, SynthEyes
3D	Modo, Mari, Katana, Blender
REAL-TIME	Unreal Engine
AI	Claude · ComfyUI
PIPELINE	USD, AYON, Deadline
REVIEW	Nuke Studio · xStudio · RV · Syncsketch
FINISHING	DaVinci Resolve Studio

04 EDUCATION

MA	**Screenwriting** · Falmouth University
FELLOW	**Virtual Production** · Epic Games
PG DIP	**Visual Effects** · NFTS
DIP	**Professional Acting** · City Literary Institute
A-LVL	**Film Studies** · Merton College · ULEAC
BTEC	**Art & Design** · Chelsea College of Art & Design
BTEC	**Business & Finance** · SFX
CERT	**Typing** · Pitman Training Group

PROMAX — OWN WIN · GOLD · VH-1 PROMO 1996
UK MVA — KLAXONS · TWIN FLAMES 2011
OSCAR ×2 — HUGO · TENET · 2012 · 2021
BAFTA ×2 — THE CROWN · TENET · 2017 · 2021
EMMY ×2 — GAME OF THRONES · MAN IN AN ORANGE SHIRT
VES — HUGO · 2012
HPA — BLACK SAILS · 2017

26
YEARS IN VFX

SKILLSETS · 21 DISCIPLINES, 7 STAGES

00 Across the whole show
01 Plan & shoot
02 Clean the plate
03 Solve the plate
04 Build the shot
05 Shape the look
06 Finish & deliver

IN DETAIL → PAGE 2

MARK PINHEIRO, MA

SKILLS BY DISCIPLINE

NUKE COMPOSITOR & VFX SUPERVISOR

> "...he trained a large portion of London's VFX community."
> TELEVISUAL, 2022 — ON ESCAPE STUDIOS

mark@thesexpixels.com
Showreel · thesexpixels.com/nukecompositor
Sizzle reel · 17 years in 02:30

00 ACROSS THE WHOLE SHOW

01 PRODUCTION METHODOLOGIES

- Feature film supervision
- Episodic / streaming supervision
- Commercial / advertising supervision
- Animation feature supervision
- Virtual production / LED stage
- UK · Ireland · Germany · Sweden · Macau · China

Panda Plan · Gangs of London S3 · Black Sails S4

02 PIPELINE & TOOLS

- Custom gizmos and NDK plugins
- Python / TCL development
- Nuke script templating
- AYON and Deadline
- RV and Syncsketch

Unreal Fellowship, Epic Games

03 CLIENT & CREATIVE LEADERSHIP

- Dailies leadership
- sequence continuity
- final shot sign-off
- mentoring artists and comp leads
- client review

Game of Thrones S6 · Man in an Orange Shirt

01 PLAN & SHOOT

04 PRE-PRODUCTION & PLANNING

- Script breakdown for VFX shots
- bid input and feasibility
- methodology definition
- previz, postviz and techviz direction

Framestore FPS — Lead PostVis · Playmaker

05 ON-SET SUPERVISION

- On-set decision making
- director and DP liaison
- HDRI, chrome and grey ball capture
- 360 / lat-long capture
- witness camera arrays
- lens and camera data
- LIDAR
- marker strategy
- VFX data wrangling

The Ballad of a Small Player, dir. Edward Berger

06 3D & USD

- Photo-modelling and scan geometry
- UV texturing and Mari workflows
- shading, lighting and HDRI projection
- Nuke 3D camera projection
- USD scene assembly
- AI image-to-geometry

Hugo · BBC World Cup titles · NukeGeoTools

02 CLEAN THE PLATE

07 PREP & CLEANUP

- Rig, wire and marker removal
- Crew, boom and reflection removal
- Sign, logo and text removal
- General paint fixes
- Body reshaping and digital slimming
- Beauty work — skin and blemishes

Damsel · Poldark S5

08 ROTO & SEGMENTATION

- Hero character isolation
- Fine-detail and hair roto
- Garbage and holdout mattes
- Roto for FX holdouts
- Roto for DMP integration
- AI-assisted segmentation and matte QA

The Ballad of a Small Player

09 AI & AGENTIC CODING

- Agentic coding — all tool development
- Diffusion model compositing
- Prompt-to-comp validation
- AI roto and matte QA
- AI-assisted keying review
- Paint and cleanup via AI validation
- Cross-model verification

ComfyUI · NukeGeoTools · Playmaker app

03 SOLVE THE PLATE

10 TRACKING & MATCHMOVE

- 3D camera tracking
- 2D and point tracking
- object tracking
- corner pinning
- clean plate reprojection
- rolling shutter
- SmartVector

Gangs of London S3 · The Rig

11 KEYING & EXTRACTION

- Blue and green screen keying
- core / edge matte separation
- despill
- edge refinement
- hair and fur preservation
- multi-key

The Crown S2 · Captain Marvel

12 PLATE RECONSTRUCTION

- Clean plate generation
- Patch, rebuild and restoration
- Camera and set extension cleanup
- Multi-frame reconstruction
- Projection-based repair
- Prepping plates for comp

The Ballad of a Small Player

04 BUILD THE SHOT

13 ENVIRONMENTS & DMP

- Set extensions
- projection mapping (3D / 2.5D)
- matte painting integration
- multi-plane environments
- parallax builds
- sky replacements

The Buccaneers · Great Expectations

14 CG & AOV INTEGRATION

- Multi-pass assembly
- AOV rebuilds
- Creature and vehicle integration
- Holdouts, light wraps and refractions
- Re-lighting in Nuke
- Render plate balancing

Guardians of the Galaxy · Captain Marvel

15 DEEP COMPOSITING

- Deep compositing and multi-depth layers
- Deep holdouts and merges
- Depth, AO and world-position passes
- Deep data from Nuke and Katana
- Depth-ordered atmospherics
- Deep-to-2D flattening

Walking With Dinosaurs

05 SHAPE THE LOOK

16 CAMERA & LENS WORK

- Bokeh and defocus
- flare matching
- lens distortion / undistortion
- plate stabilization
- overscan and reframing
- STMap reprojection

Tenet · The French Dispatch

17 FX ELEMENT INTEGRATION

- FX simulation pass comp
- practical fire, smoke and sparks
- library elements
- muzzle flashes and explosions
- heat waves
- contact shadows

Black Sails S4 · Lost in Space S2

18 CREATIVE & EXPERIMENTAL FX

- Time warping and echo effects
- procedural comp FX via gizmos
- stylized and non-photoreal looks
- music video and promo FX
- titles

Klaxons 'Twin Flames' UKMVA · M.I.A. 'Borders' · Coldplay 'Daddy'

06 FINISH & DELIVER

19 LOOKDEV & SHOT FINISHING

- ACES / OCIO
- colour matching and balancing
- day-for-night
- grain matching and regrain
- motion blur consistency
- sequence grade matching

Yardie · Murder Is Easy

20 STEREO & IMMERSIVE

- Mono-to-stereo conversion
- stereo eye matching
- stereo grading
- ghosting fixes
- Z-depth repair
- depth maps
- 360 comp passes
- immersive video tests

Hugo · Save The 365th Day

21 DELIVERY, REELS & SUBMISSIONS

- Editorial turnovers and change lists
- EDL / AAF conform and VFX pulls
- Sequence QC
- Conform and online
- EXR / DPX delivery specs
- DCP production
- Breakdown and show-and-tell reels
- Oscar and BAFTA submission prep

Absolute Post — deliveries across eight shows

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