

Digital Compositor

Nicolò Terranova. Nuke for feature film and premium episodic VFX.
Freelance, working remotely on CET and on site where a show needs it.

PROFILE

Digital Compositor with ten years of professional experience in feature films and premium episodic productions, across studios in London, Berlin, Bournemouth, Toronto, Milan, Rome and Turin. Specialised in photoreal compositing, CG integration, environment work and complex shot finaling. Currently integrating AI-assisted workflows into production pipelines using ComfyUI and modern diffusion models.

EXPERIENCE

Vine Compositor Remote Jan - Apr 2026

Photoreal compositing across multiple productions, working within fast-paced international pipelines on action-driven content.

The Blame · But When We Dance · The Rage

Advertising post-production studio AI Artist Remote Oct 2025 - Present

Designing and delivering AI-assisted workflows for advertising post-production using ComfyUI and modern diffusion models, integrated directly into compositing pipelines.

Commercial campaigns

Vine Compositor Remote Oct - Dec 2025

Compositing on a major action franchise sequel within an international VFX pipeline, contributing to photoreal CG integration and environment work.

Has Fallen 2 (2026)

PFX Compositor Remote

Jul - Oct 2025

Compositing across two international productions. On Cliffhunger, responsible for set extension, CG environment integration and shot finaling with a focus on photorealism.

Cliffhunger (2026) · Die Schule der magischen Tiere 4 (2025)

Lineamentum Lead Compositor Remote

Oct 2024 - Mar 2025

Led compositing across three Italian productions, overseeing shot delivery and pipeline consistency. Integrated ComfyUI for select sequences and digital matte painting creation.

Gangs of Milano (2025) · Your Host (2025) · Gormiti the New Era (2025)

Vine Compositor Remote

Mar - Oct 2024

Compositing on a major studio feature within an international pipeline, contributing to CG integration and environment work across a high volume of shots.

The Amateur (2025)

Cinesite Compositor London

Jul - Oct 2023

Photoreal compositing on a Disney+ premium episodic production, delivering CG integration, set extension and environment work to broadcast standard.

Nautilus (2024)

Rise FX Compositor Remote

Mar - Jul 2023

Compositing on a premium Amazon episodic production, working across CG-heavy sequences with environment integration and shot finaling.

Fallout (2024)

Outpost Compositor Remote

Jul 2022 - Mar 2023

Compositing across two large-scale productions for Apple TV+ and theatrical release, working on complex CG integration and environment work within a major international facility.

Silo (2023) · Fast & Furious 10 (2023)

ILP (Important Looking Pirates) Compositor Turin

Jan - Mar 2022

Compositing on the Disney+ Star Wars series, contributing to look development and photoreal CG integration on a high-profile streaming production.

Obi-Wan Kenobi (2022)

Alps Studios Lead Compositor Turin

Feb 2021 - Jun 2022

Lead Compositor across multiple international productions for BBC, major streaming platforms and theatrical release. Oversaw compositing across drama, sci-fi and action genres.

The Rig (2023) · Dampyr (2022) · Immensità (2022) · Persuasion (2022) · Profeti (2022) · Der Feind meines Feindes (2022) · Christian Thieves (2021)

Mr. X Compositor Toronto

Jan - Jul 2020

Compositing on two Netflix action features within a high-paced international VFX pipeline, contributing to CG integration and environment work.

The Old Guard (2020) · Kate (2020)

EDI - Effetti Digitali Italiani Compositor Milan

Jul - Oct 2020

Photoreal compositing on an Italian-produced Netflix feature, delivering environment sequences within a structured VFX pipeline.

Rose Island (2020)

Moving Picture Company (MPC) Compositor London

Oct - Dec 2019

Compositing on a major VFX-heavy studio feature at one of the world's leading visual effects facilities.

Cats (2019)

LightCut Film Compositor Rome

May - Oct 2019

Compositing across feature films and premium Italian episodic television productions.

Il grande passo (2019) · Imma Tataranni sostituto procuratore (2019) · Paradise (2019)

Built core compositing skills across a broad range of feature and episodic productions over two years, developing proficiency in photoreal CG integration and environment work.

Il primo Re (2019) · Il Campione (2019) · Zero Zero Zero (2019) · Il Cacciatore (2018) · The Legend of Red Hand (2018) · Ride (2018)

SKILLS

COMPOSITING

Photoreal Compositing
CG Integration
Environment Extensions
Camera Projection
Look Development
Cleanup
Relighting
Shot Finaling

SOFTWARE

Nuke
ComfyUI
Mocha Pro
Silhouette
Photoshop

WORKING STYLE

Shot ownership, first pass to final
Steady under deadline pressure, consistent on delivery
Picks up unfamiliar tools and pipelines quickly
Takes problems upstream to 3D rather than patching them in comp
Clear, organised communication with supervisors
Lead-level delivery and pipeline consistency

LANGUAGES

Italian – Native
English – Fluent

AI & EMERGING WORKFLOWS

Proficient in ComfyUI-based diffusion pipelines, with hands-on experience in ControlNet, IP-Adapter and reference-based conditioning. AI-generated assets – relighting, inpainting, digital matte painting – integrated directly into professional VFX compositing pipelines.

EDUCATION

2012 – 2015

Scuole Civiche di Milano – Partnership Foundation

Bachelor in Advanced Technician for Communication and Multimedia

2009 – 2012

Federico Fellini High School, Turin

High School Diploma – Technician for Shooting

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IMDb

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