

Daniele Tagliaferri

CG Lighter\FX Artist

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Born: 24/11/1976

Single

Experience

May 2009 – Till now

Lead Character Artist, Unrelieved title

Next-generation multi-platform title
(Softimage 2010, Maya 2010, Photoshop CS3, Eyeon Fusion 5.3)
Responsible for the entire pipeline of the characters creation, responsible for the quality of the assets delivered in artistic and technical side and management of the character team.
Developed at IGNITION LONDON, Ealing Studio (www.utvignition.com/eu/)

September 2009 – April 2009

CG Character Lighter / Compositor, Unrelieved title

Next-generation multi-platform title
(Softimage 2010, Maya 2010, Photoshop CS3, Eyeon Fusion 5.3)
Responsible for the baking pipeline, scene setup in passes and compositing layers for different characters to implement it into CryEngine.
Developed at IGNITION LONDON, Ealing Studio (www.utvignition.com/eu/)

January 2009 – March 2009

CG Generalist / Compositor, Baaria (2009) – 35mm 2k

Feature Film (Softimage XSI 7.5, Photoshop / After Effects CS3, Boujou 4.0)
Responsible for creation of CG set extension on live action plates; camera tracking, CG environments and compositing.
Developed at STORYTELLER SRL, Milan (www.storyteller.it)

July 2008 – August 2009

CG Character Lighter / Compositor, Wardevil

CG Movie & Next-generation multi-platform title
(Softimage XSI 6.5 – 7.5, Photoshop CS3, Eyeon Fusion 5.3)
Responsible for Generic and Precise Light Rigs creation and baking pipeline by compositing layers for different characters to implement it into the Real Time Engine. Responsible for character's shaders creation rendered in Mental Ray.
Developed at DIGI-GUYS, Ealing Studio (www.wardevil.com)

January 2008 – May 2008

CG Lighter / FX Artist, Orsum Island

Lighting, Particles and Rigid Body Simulation works (Softimage XSI 6.02, Eyeon Fusion 5.2)
Lighting several shots for a children TV series using 3Delight RenderMan Renderer.
Responsible for setup creation of particles animation and rigid body simulation to use in different shots, and shaders creation rendered in Mental Ray.
Developed at PINEAPPLE SQUARED ENTERTAINMENT, Shepperton Studio (www.orsumisland.com)

August 2007 – December 2007

Freelance Artist, Pepsi Russia

Design, Lighting and Compositing works (Softimage XSI 6.5, Eyeon Fusion 5.2)
Modeling several realistic design bottle for a tender based on design sketches.
Responsible for creation of particle animation, lighting and node compositing.
Developed at ROBILANT & ASSOCIATI SRL, Milan (www.robilantassociati.com)

October 2001 – August 2007

Modeler Lighter, Fast Women

Next-generation multi-platform title (Softimage XSI 6.01)
Modeling and texturing several realistic city environments for a race next-gen game based on real photo and video reference.
Responsible for creation of several race tracks in NURBS modeling based on real city maps.
Lighting by lightmap created with Ambient Occlusion shader.
Developed at PLAYSTOS Entertainment, Milan (www.playstos.com)

Cinematic Artist, Iridium Runners

Full Motion for Real Time game (Softimage XSI 5.11, Discreet Combustion 4.0)

Creation of realistic, pre-render cinematics for Real Time game.

Creation simulation, modeling and texturing, layer compositing and particle effects to create high-resolution photorealistic pre-render visual sequences.

Responsible for lighting and layer creation to composite of every sequences.

Developed at PLAYSTOS Entertainment, Milan (www.playstos.com)

Modeler Animator Lighter, Ruff Trigger

Real Time game (Softimage 3D 3.9.2, XSI 1.5 - 4.2, Discreet Combustion 3.0)

Low Modeling a lot of environments, object with mapping and SRT Animator for videogame

Ruff Trigger (www.rufftrigger.com)

Also character setting and animator of some PNG for this videogame.

Developed at PLAYSTOS Entertainment, Milan (www.playstos.com)

Modeled several props for the animation and developed rigs for some characters based on concept drawings and reference images.

Compositing of pre-render cinematics shots during cutscenes and placements of camera in-game and responsible for directing the camera and lighting crews working on a game.

June - October 2001**Modeler Animator Render, Autodesk Logo**

Animation clip for commercial CD-Rom (Softimage 3D 3.9.2, XSI 1.5)

High Modeling, camera and logo animation, render at MADE IN PIXEL, Milan (www.madeinpixel.com)

March - April 2001**Softimage Teacher**

TV Commercial (Softimage 3D 3.8)

Instructure of Softimage's user training course 101 - 201, at RAI radio televisione italiana of Saxarubra, Rome and 3d Supervisor of production Elezioni 2001, a RAI TV Commercial in collaboration with UPGRADE authorized training center (www.upgrade.tv)

January - February 2001**Modeler Animator Render, GJ Live**

TV Commercial (Softimage 3D 3.9)

High modeling, camera animation, and rendering for high-res commercial animation at MADE IN PIXEL, Milan (www.madeinpixel.com)

December 2000**Modeler Animator, Willy's Fantasy**

Cartoon trailer (Softimage 3D 3.9.2, XSI 1.0)

High modeling, animation of some toy characters and high modeling of environment for high-res commercial cartoon at MADE IN PIXEL, Milan (www.madeinpixel.com)

Skills**3D Software:**

Houdini (9.1 – 10)

Softimage XSI (1.5 – 2010)

Maya (5.0- 2010)

Softimage 3D (3.7 - 3.9.2)

3D Studio MAX (1.0 – 3.0)

Graphic/Video:

Adobe Photoshop (6.0 – CS3)

Eyeon Fusion (5.2-5.3)

Nuke (5.1)

Adobe After Effects (4.1 - CS3)

Discreet Combustion (3.0-4.0)

Workflow management:

NXN Alienbrain experience.

Computers/OS:

Built multiple computer systems for graphic configures.
Extensive WinXP, Win2000 and WinNT experience.

Languages

- Italian: native speaker.
- English: fluently.

Education

- 1994/95, Diploma in Ordnance Survey, Istituto Tecnico per Geometri Alessio Tramello, Piacenza (Autodesk Autocad).
- October 2000 - March 2001, Character Animation Course at UPGRADE authorized training center (www.upgrade.tv).
- March 2001, Softimage's User certification 201 - 301 Softimage 3D 3.9 at UPGRADE authorized training center (www.upgrade.tv).

Personal

- Good interpersonal skills.
- Good motivational skills.
- Impassioned and creative.
- Enjoy teamwork.
- Enthusiastic to take on challenges.