IACOPO DI LUIGI

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show reel: upon request
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Personal info:

Date of Birth: 28/12/1982 Florence - Italy   **Address:** 25 King Frederick IX Tower
Current Location: London – UK   SE16 7TH
Languages: English, Italian   London - UK

Software knowledge:

Maya, Softimage|XSI, Clarisse, PRman, Katana, V-Ray, Mental Ray , Z-brush, Mudbox, UV Layout, Photoshop, Mari, Nuke - Linux, Windows

Work Experience:

04/2012 –present - **Double Negative** *(London)* **– Lighting Lead/3D Generalist** During the past 3 years I've been doing shot lighting, modelling, texturing, ldev and sequence lighting leading.

03/2012 -03/2012 - **Absolute Post** *(London)* **– Freelance Previs Artist** working directly with the director to recreate the shooting stage in 3D and testing different camera moves, environment and look for a Cartier commercial.

11/2010 -03/2012 - **Pixomondo** *(London)* **– Lead Modeler and Senior 3D Generalist**. I was in charge of the whole Automaton sequence, from modeling the mechanical man, to texturing, look dev and lighting of the shots. I also worked on a bunch of station shots as lighting TD and 3D generalist on various tasks like camera animation and asset modeling/texturing.

08/2010-11/2010 - **MPC** *(London)* **–** Lead Previs Artist and Senior 3D generalist for Sky 360 stereo commercial. I developed the entire previs upon which the whole shooting has been based on. I also worked as 3D generalist for lighting and texturing tasks.

01/2008-07/2010 - **Weta Digital** *(Wellington NZ)***–** Senior Previz Artist on a Peter Jackson's secret project. I worked close to the director to develop ideas, environments, assets, camera movements and sequences, based on artworks or completely from scratch.

03/2006-07/2006 - **Rising Sun Pictures** *(Adelaide - SA)* **"Charlotte's Web" the movie –** Combinative and Cardinal shape modeling of Charlotte (the spider), textures painting, generalistic tasks of animation and Particles on XSI/Renderman based pipeline.

07/2005-11/2007 - **Animo –** *(Milan IT)***. –** 3D/FX Artist for TV commercials and short animated movies.

07/2004-06/2005 - **Milestone S.r.l. Software house based in Milan -** 3D artist,   Games: "S.C.A.R.-squadra corse Alfa Romeo" and "Evolution GT". Environment Modeling, texturing and technical problem solving for a play station designed render engine.

08/2003-06/2004 - **PROGECO** *engineering systems planning company (Florence - IT)* **–** IT Manager of 30 users. Maintenance of servers and workstations.

11/2002-02/2004 - **Projekto** Architectural studio *(Florence - IT)* **–** Architectural Modeling, lighting, rendering and illustration.

Qualifications:

- High understanding of the whole pre and post-production process, I'm able to cover various roles from Previs to modelling/texturing, to look dev and lighting, thank to my experience in feature films and commercials
- Fast in learning proprietary tools and problem solving oriented on the technical side, I'm also artistically prepared on color theory, light, photography and traditional art
- Strong experience in working with direct notes, indications and feedbacks from clients and directors.
- Detail oriented, well organized and with good communication skill
- Adept in working under pressure to meet time-sensitive deadlines
- Autonomous on the job, I organize myself in order to be a productive and pro-active asset for the team

Main skills: Lighting, look development, modeling, hard surfaces, blend shape, Sculpting, UV Unwraping, Texture painting and previs.

Foundations of: Compositing , Rigging, basic FX simulation, basic Animation IK/FK

Movie Titles:

- Spectre (Dneg) – current project
- Antman (Dneg)
- Insurgent (Dneg)
- Interstellar (Dneg)
- The Hogwarts Express - Harry Potter Theme Park Orlando (Dneg)
- Antman – Comic Con short movie for Marvel (Dneg)
- Total Recall (2012 Dneg)
- Martin Scorses's "Hugo Cabret" (Pixomondo)
- Hunger Games (Pixomondo)
- Undisclosed project (Weta Digital)
- Charlotte's Web (Rising Sun Pictures)

Imdb: http://www.imdb.com/name/nm2916775/
Linkedin: https://uk.linkedin.com/in/iacopodiluigi

Education:

2002 – High school Diploma in Computer Science.
2003 - Visual FX course on Softimage|XSI 2.0 supplied by Upgrade-ATC in Milan.

Personal Interests:

Photography, Traditional Arts, Music, Hi-Fi audio, Travel