

WORKS

+39 3406700654 rzoccarato@gmail.com www.rzoccarato.com



ALFA ROMEO

LIGHTING TD / 3D GENERALIST

(SEP 2014)

I worked on camera and object tracking, shading, key lighting, rendering and compositing.

SOFTWARE Softimage, Arnold, HDRShop, After Effects, PFTrack.

MARVEL UNIVERSE LIVE

3D GENERALIST

(MAR 2014)

I worked on some environments and props that were projected on the live stage (modelling, texturing, shading, look development, lighting, rendering and compositing).

SOFTWARE Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects.

WEBSITE <http://www.marveluniverselive.com>

SKY (FLY)

LOOK DEVELOPMENT / KEY LIGHTER / COMPOSITING

(DIC 2013)

My work began on look development of the fly. As a Key Lighter I made the light rigs, the compositing scripts and I checked the continuity between shots. I also made camera tracking, shading, texturing, shot lighting, rendering and compositing.

SOFTWARE Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, PFTrack.

SKY (SUMMER)

KEY LIGHTER / 3D GENERALIST

(AUG 2013)

My work began on set, where I took photo references of actors and props for modelling, texturing and HDRIs. I made sure that the shots are filmed according to the briefing. As a responsible for the process of lighting I worked on key lighting and HDRIs, checked the continuity between shots, made sure that all the processes followed pipeline rules. As a 3d generalist I worked on camera tracking, texturing and shading, rendering and compositing.

SOFTWARE Softimage, Arnold, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

LANCIA

LOOK DEVELOPMENT / KEY LIGHTER / COMPOSITING

(FEB 2013)

HIPPOPOTAMUS. I worked on look development of the hippopotamus making textures, shaders and fur. As a Key Lighter I made the light rigs and the compositing scripts. I also worked on Pipeline, to improve the process of lighting shot by shot and compositing.

ELEPHANT. I made camera tracking, animation, shot lighting, rendering and compositing.

SOFTWARE Softimage, Maya, Mental Ray, Arnold, HDRShop, Mari, Photoshop, After Effects, Nuke, PFTrack.

TOYOTA

LIGHTING TD / 3D GENERALIST

(DIC 2012)

As a 3d generalist I worked on camera tracking, texturing and shading, rendering and compositing.

SOFTWARE Softimage, Mental Ray, HDRShop, Mari, Photoshop, Nuke, After Effects, PFTrack.

VODAFONE

LOOK DEVELOPMENT / KEY LIGHTER / COMPOSITING

(OCT 2012)

I worked on look development of the Bear, making textures, shaders and fur. Then I worked as a key Lighter and compositor. As a generalist I made camera tracking and animation.

SOFTWARE Softimage, Mental Ray, Mari, Photoshop, Nuke, After Effects, PFTrack.

TOYOTA

LOOK DEVELOPMENT / 3D GENERALIST

(JUN 2012)

I worked on look development of the graphic user interface, then I made camera tracking, texturing, rendering and compositing.

SOFTWARE Softimage, Mental Ray, Photoshop, Nuke, After Effects, PFTrack.

SKY

3D GENERALIST

(MAR 2012)

As a 3d generalist I worked on camera tracking, animation, lighting, rendering and compositing.

SOFTWARE Softimage, Mental Ray, Photoshop, After Effects, PFTrack.

AMARO AVERNO

3D GENERALIST

(NOV 2011)

As a 3d generalist I worked on camera tracking, modelling, texture and shading, rendering and compositing.

SOFTWARE Softimage, mental ray, Photoshop, After Effects, PFTrack.

BLACK TO THE MOON 3D

LEAD LIGHTER / COMPOSITING

(JAN 2011)

I work on key lighting and compositing. I focus my attentions on pipeline, working closely with the R&D department to optimise the workflow. I also have the opportunity to work on stereo camera, texturing and shading.

SOFTWARE Maya, Mental Ray, Royal Render, Nuke, Photoshop.

IMDB <http://www.imdb.com/title/tt1199779>

KINGDOM OF GLADIATORS

SEQUENCE LEAD

(NOV 2010)

My work began on set, where I took photo references of actors and props for modelling and texturing. I also work with green screens and markers. As a responsible of the texture and shading team I mainly work on workflow, checking the consistency of textures and shaders according to the art department. As a responsible for the entire process of lighting I worked on key lighting and HDRIs, managed the team, checked the continuity between shots, made sure that all the processes followed pipeline rules.

SOFTWARE Maya, Renderman, HDRShop, Royal Render, Nuke, Photoshop.

IMDB <http://www.imdb.com/title/tt1786497>

LIONEL

LIGHTING TD / COMPOSITING

(AUG 2010)

I was responsible for the mouth of the lion. I worked on textures and shading, key lighting and compositing. As a responsible for the process of lighting shot by shot I managed the team, checked the continuity between shots, made sure that the process followed the pipeline rules.

SOFTWARE Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.

IMDB <http://www.imdb.com/title/tt1784522>

IKEA

MODELLING SUPERVISOR

(MAR 2010)

I was responsible for the entire modelling process, from the first analysis of the model to his final validation. I managed the tasks of the team according to the producer, found solutions to improve the processes of modelling (and UV Layout) and optimising the workflow to meet daily deadlines.

SOFTWARE Maya, 3ds Max, 3D Coat, VRay.

THE BRIEFING

3D GENERALIST

(JAN 2010)

I worked on texturing and shading(background, characters and props). I made key and shot lighting, working closely with the R&D department to improve the workflow.

SOFTWARE Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.

DEMON'S TWILIGHT

3D GENERALIST

(SEP 2009)

As a responsible for the modelling process I worked mainly in ZBrush; I made the retopology of the 3d concept, work on displacement maps and set up the maya scene. I worked on look development, making textures and shaders. As a key lighter I worked with hdris and made render passes for compositing.

SOFTWARE Maya, Renderman, HDRShop, ZBrush, Nuke, Photoshop.

IMDB <http://www.imdb.com/title/tt1493816>

SKY HD

3D GENERALIST

(JUN 2009)

As a 3d generalist I worked on camera tracking, modelling, texture and shading, rendering and compositing.

SOFTWARE Softimage XSI, Mental Ray, Boujou, After Effects, Photoshop.

GREGORY HUNTER

MODELLING / SHADING

(APR 2008)

I worked on look development of the project Gregory Hunter as a modeller and texture/shading artist.

SOFTWARE Softimage XSI, Mental Ray, Photoshop.

MSC CROCIERE

LIGHTING / FINAL LAYOUT

(NOV 2007)

I worked on modelLing and texturing, according to technical drawings and material folders.

SOFTWARE Softimage XSI, Mental Ray, AutoCAD, Photoshop.

OLE'

TEXTURING / SHADING

(OCT 2006)

I worked on the main title as a texture and shading artist.

SOFTWARE Softimage XSI, Mental Ray, Photoshop.

IMDB <http://www.imdb.com/title/tt0930085>

DONKEY XOTE

LIGHTING / FINAL LAYOUT

(SEP 2006)

I worked on shot lighting of the characters, when necessary I fixed textures and shaders. As a final layout artist I fixed the animations of characters and props, working with the animation curves or making shapes on clothes. I also worked on optimisation of the scenes and render parameters.

SOFTWARE Softimage XSI, Mental Ray, Royal Render, Photoshop.

IMDB <http://www.imdb.com/title/tt0419704>