

# Marco Capparelli

*Animation & Previsualisation*

contact: [mcapparelli@gmail.com](mailto:mcapparelli@gmail.com)

website: [www.marcocapparelli.com](http://www.marcocapparelli.com)

LinkedIn: [www.linkedin.com/in/mcapparelli](http://www.linkedin.com/in/mcapparelli)

12601 Matteson Ave, Los Angeles, CA - Phone: (310)-873-8608

## **SKILLS**

Character and creature animation: 16 years of professional experience for film, broadcast and video games; Experience with animation supervision both as team member as well as showing proven leadership; Managing and scheduling a team of animators; Extensive previsualization experience working directly with directors and clients; Camera work and motion capture (on set as well as editing); Excellent time management and organizational skills, comfortable to work with extremely tight deadlines. Experience with match move: character and object tracking;

## **WORK HISTORY**

### **Method Studios - Santa Monica (April 2016 - Present)**

#### **Senior Animator**

Responsibilities include: character, creature, facial and mechanical animation for several projects as well as motion capture editing and directing; Previsualisation and camera work for entire sequences; Managing team of animators and scheduling animation tasks; producing creature and camera animation tests for bidding on projects for Method; Projects:

**Avengers Infinity War**  
**Spiderman Homecoming**  
**Guardians Of The Galaxy Vol 2**

**Doctor Strange**  
**Quake Champions**  
**Target Holidays**

### **Luma Pictures - Santa Monica (December 2014 - March 2016)**

#### **Lead Animator**

Responsibilities included: Manage a team of animators as well as review their work on a daily basis; Scheduling animation tasks and meeting clients; character, creature, facial and mechanical animation for several projects as well as motion capture editing and directing; Previsualisation and camera work for entire sequences; Concept animation and tests for several projects; Projects:

**Doctor Strange**  
**Deadpool**  
**Ant-Man**  
**Avengers: The Age of Ultron**

**The Last Witch Hunter**  
**Insurgent**  
**Hulk & Ant-Man Coke Superbowl**  
**Captain America Civil War**

**Weta Digital - New Zealand (August 2014 - November 2014)**

**Senior Animator**

Responsibilities included: character, creature and facial animation including the reconstruction/face replacement of the deceased Paul Walker. Projects:

**Fast and Furious 7**

**Hobbit: The Battle of The Five Armies**

**Industrial Light & Magic - San Francisco (January 2014 - July 2014)**

**Senior Animator**

Responsibilities included: character, creature and facial animation as well as motion capture editing. Projects:

**Transformers 4: Age of Extinction**  
**Teenage Mutant Ninja Turtles**

**Unbroken**

**Respawn Entertainment - Los Angeles (August 2013 - November 2013)**

**Senior Animator**

Responsibilities included: character and creature animation for the cinematics as well as in-game animation; Project: **Titanfall**

**The Third Floor - Los Angeles (July 2013 - August 2013)**

Responsibilities included: Previsualisation and camera work for several projects.

**Scanline VFX - Los Angeles (January 2011 - June 2013)**

**Senior Animator**

Responsibilities included: character, creature, facial and mechanical animation for several projects as well as motion capture editing; Previsualisation and camera work for entire sequences; Managing animators and being sequence lead; Projects:

**Iron Man 3**  
**300: Rise of Empire**  
**Super 8**

**Journey 2 The Mysterious Island**  
**Man of Steel**  
**Battleship**

**HYDRAULX - Santa Monica (February 2008 - December 2010)**

**Senior Animator**

Responsibilities included: character, creature, facial and mechanical animation for several projects as well as motion capture editing; Previsualisation and camera work for entire sequences; Blocking out shots for other animations to work on; Projects:

**Avatar**  
**Battle: Los Angeles**

**Skyline**  
**2012**

**Ironman 2**  
**Xmen Origins: Wolverine**  
**Wanted**  
**Nike Pro Combat Ad**

**The Curious Case of Benjamin Button**  
**The Incredible Hulk**  
**Bedtime Stories**  
**Gulliver's Travels**

**Digital Frontier - Tokyo Japan (February 2007 - November 2007)**  
**Senior Animator**

Responsibilities included: character, facial and mechanical animation for game cinematic projects as well as motion capture editing; Previsualisation. Projects:

**Metal Gear Solid 4: Guns of the Patriots**

**White Knight Story**

**Disney Television Animation & Polygon Pictures-Tokyo (July 2006 - January 2007)**  
**Senior Character Animator**

Responsibilities included: character and facial animation for the TV show as well as mentoring junior animators. Project: **My Friends Tigger and Pooh**

**Paradigm Entertainment (Atari) - Dallas (January 2002 - June 2006)**  
**Character Animator**

Responsibilities included: in game character and creature animation as well as cinematics for several video game projects; Projects:

**Stuntman Ignition**  
**Dungeons & Dragons Dragonshard**

**Terminator 3: Redemption**  
**Terminator: Dawn of Fate**

**OTHER RELEVANT EXPERIENCE**

- **Animation Instructor at Vancouver Animation School (January 2016 - June 2016)**
- **Digital Designer** magazine; published 2 articles (#61 and #62, 2004) on the magazine about character animation.
- **James Madison's Montpelier; North Carolina, 2003:** Computer-Aided Reconstruction of Montpelier done in collaboration with the Colonial Williamsburg Foundation Architectural Research Department. Responsibilities included architectural renderings and animations.

**EDUCATION**

2001: **Savannah College of Art and Design**, Savannah, GA, USA; BFA in Computer Art.

**SOFTWARE PROFICIENCY**

Maya, 3d Studio Max, XSI/Softimage, Motionbuilder; After Effects, Photoshop, Premiere, Nuke;

References available upon request