

Marco Capparelli *animator*

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12601 Matteson Ave #1, Los Angeles, CA - Phone: (310)-873-8608

Character and creature animation: 14 years of professional experience for film, broadcast and video games; animation supervision, managing and scheduling a team of animators; previsualization, camera work and storyboarding; experience with motion capture on set, editing and direction;

WORK HISTORY

Luma Pictures (Dec2014 - Present)

Lead Animator

- Doctor Strange
- Deadpool
- Ant-Man
- Avengers: The Age of Ultron
- The Last Witch Hunter
- Insurgent
- Hulk & Ant-Man Superbowl Commercial

Weta Digital (Aug2014-Nov2014)

Senior Animator

- Fast & Furious 7
- Hobbit: The Battle of Five Armies

Industrial Light and Magic (Jan2014-Jul2014)

Senior Animator

- Transformers 4: Age of Extinction
- Teenage Mutant Ninja Turtles
- Unbroken

Respawn Entertainment (Aug2013-Nov2013)

Senior Animator

- Titanfall

The Third Floor Inc. (Jul2013-Aug2013)

- Previsualization on several projects

SCANLINE VFX (Jan2011-Jun2013)

Senior Animator

- Iron Man 3
- 300: Rise of Empire
- Super 8
- Journey 2 The Mysterious Island
- Battleship

HYDRAULX (Feb2008-Dec2010)

Senior Character Animator

Santa Monica, CA

animation and managing team
animation and managing team
animation and managing team
animation and managing team
animation and managing team
animation and managing team
animation and managing team

Wellington, New Zealand

facial animation
character animation

San Francisco, CA

character animation
character animation
animation (animal and mechanical)

Los Angeles, CA

Game cinematics animation

Los Angeles, CA

Los Angeles, CA

Lead animator, from previz to final animation.
From previz to final animation.
Lead animator, from previz to final animation.
From previz to final animation.
From previz to final animation.

Santa Monica, CA

- *Skyline*
- *Battle: Los Angeles*
- *Avatar*
- *Ironman 2*
- *2012*
- *Xmen Origins: Wolverine*
- *The Curious Case of Benjamin Button*
- *Wanted*
- *The Incredible Hulk*
- *Bedtime Stories*
- *NBC "Mummy Commercial"*
- *Nike Pro Combat*

Lead creature animator, previz and postviz.
 Motion capture editing and concept animation.
 Character animation.
 Character animation.
 Previz and animation.
 Character animation.
 Character/Facial animation.
 Previz and animation.
 Character animation.
 Character animation.
 Character Animation.
 Animation and match move.

DIGITAL FRONTIER INC. (*Feb2007-Nov2007*)
Senior Character Animator

Tokyo, Japan

- *Metal Gear Solid 4: Guns of the Patriots*
- *White Knight Story*

Cinematics; Character animation/Motion Capture.
 Cinematics; Character animation and Previz.

WALT DISNEY TELEVISION ANIMATION
& POLYGON PICTURES (*Jul2006-Jan2007*)
Senior Character Animator

Tokyo, Japan

- *My Friends Tigger and Pooh*

Responsibilities included character animation for the TV show and instructing junior animators.

PARADIGM ENTERTAINMENT
(Atari Inc. later THQ) (*Jan2002-Jun2006*)
Character Animator

Dallas, TX

- *Stuntman Ignition*
- *Dungeons & Dragons Dragonshard*
- *Terminator 3: The Redemption*
- *Terminator: Dawn of Fate*

Cinematics and real time animations, management and scheduling of the animation assets.
 Real time animations;
 Cinematics and real time animations.
 Cinematics and real time animations.

OTHER RELEVANT EXPERIENCE

Animation Instructor at Vancouver Animation School (*Jan2016-Present*)

Digital Designer magazine; published 2 articles (#61 and #62, 2004) on the magazine about character animation.

James Madison's Montpelier;

North Carolina, USA; 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.

TOOLS

Maya
 Softimage/XSI
 Nuke

3 D Studio Max
 Adobe Photoshop
 Adobe Premiere

Motion Builder
 Adobe After Effects
 Pencil and paper

SKILLS

Character animation: ability to convey solid sense of timing and weight in motion; extensive experience with all aspects and styles of animation, from realistic to stylized, from human to animal and mechanical; Ability to work with keyframe animation to achieve a realistic look without the aid of motion capture;

Previsualization: ability to layout shots and cameras and work closely with directors to produce shots from start to finish, including camera animation and simple dynamic simulations;

Lead and supervision work: manage a team of more than 10 animators making sure that all of them stay on track regarding quality and delivery schedules. Provide animators with feedback to achieve the animation quality expected from the client and directors. Translating notes from clients and directors to the team and giving them the necessary feedback. Layout more complicated shots for the junior animators and provide them feedback to take those shots to final. Scheduling and management of animation assets as well;

Motion Capture: extensive experience working with motion capture data. Clean-up, layering, editing and blending different clips of motion capture data. Motion capture direction and performance on set;

Experience with match move: character and object tracking; Identifying areas that need corrective shapes and applying them;

Excellent time management and organizational skills; good communication and proactive; experience working with large data sets and very tight deadlines.

PLATFORMS

Linux, Windows and Mac OS.

References available upon request or please check LinkedIn page.