

Marco Capparelli

Animation & Previsualisation

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SKILLS

Over 22 years of professional experience animating and directing for video games, film and broadcast; Experience with animation supervision both as a team member as well as showing proven leadership; Hiring and assembling teams of animators and technical animators to create animation assets and to build pipeline and animation tools to improve efficiency. Extensive previsualization experience working closely with directors and clients; Camera work and motion capture (on set as well as editing); Animation scheduling and bidding. Experience in working in collaboration with other departments to create and/or improve an integrated animation pipeline; Excellent time management and organizational skills, comfortable to work with extremely tight deadlines.

WORK HISTORY

Highwire Studios - Los Angeles (August 2022 - Present) - Animation Director

Responsibilities include: Building animation and pipeline tools and workflows that improve efficiency across different art departments. Hiring, managing and directing a team of animators as well as directing and managing outsourced assets. Scheduling and bidding for animation tasks. Project: unannounced title.

Wizards of the Coast - Los Angeles (February 2022 - August 2022) - Animation Lead

- Project G.I. JOE Snake Eyes (next gen game)

Responsibilities included: acting as an animation director and being the first hire for their new studio, I'm responsible for building the animation department from the ground up. Work with the art director to create the visual style of Snake Eyes and other characters. Hiring and managing the creation of the entire art and animation pipeline of the studio. Building animation and pipeline tools and workflows that improve efficiency across different art departments. Hiring, managing and directing a team of animators as well as directing and managing outsourced assets. Directing complex motion capture shoots. Scheduling and bidding for animation tasks.

Weta Digital - Los Angeles (September 2021 - February 2022) - Senior Animator

Responsibilities included: character, facial and creature animations. Project:

Black Adam

Drifter Entertainment - Los Angeles (June 2020 - September 2021)

Animation Director

Responsibilities included: developing the look and style of the game; deeply involved in creating the combat system and mechanics of the game with game designers; managing the gameplay and scripted/cinematic team of animators; reviewing their work and providing feedback; scheduling and bidding for animation tasks; character and facial animation for in game cinematics and scripted moments; help to identify needs and pipeline deficiencies to create and improve the animation pipeline integrated with the rest of the studio; help hiring and assembling a team of animators. Project: unannounced PS5 title.

Infinity Ward - Los Angeles (March 2019 - June 2020)

Lead Animator

Responsibilities include: managing the facial and scripted/cinematic team of animators; reviewing their work and providing feedback; scheduling animation tasks; character and facial animation for in game cinematics and scripted moments; responsible alone for the creation of all the game front end content (game operator personalities, animations for their several select and unlock states); attending and directing motion capture sessions and helping Infinity Ward to build and improve the animation and facial pipeline; Project:

Call of Duty: Modern Warfare

Method Studios - Santa Monica (April 2016 - February 2019)

Lead Animator

Responsibilities included: 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; attending motion capture shoots and directing actors as well as identifying animation and set requirements for motion capture; 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; attending motion capture shoots and directing actors as well as identifying animation and set requirements for motion capture; 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

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
Ironman 2
Xmen Origins: Wolverine
Wanted
Nike Pro Combat Ad

Skyline
2012
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/THQ) - 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) in a 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