



PERSONAL TEST "SAND" (2003)

**My work:** In this test I wanted to obtain a good sand effect, part of it linked to a geometry and part of it moved by wind.

I did it with particles, deflectors and turbulences, I used one geometry particle for each grain of sand and rendered with raytraced shadows.



REPUBBLICA "Pyramide" live&CG commercial ( 2005 )

**My work:** On this project my work was to create a pyramid of books and after make a disassemblation starting by a particular position in the pyramid and flying papers.

For the books effect I used particles to build the pyramid and manage the disassembling, for the flying papers I used soft bodies constrained in the corners to an animated object.



PLANETFUNK "Stop me" live&CG music video ( 2005 )

**My work:** For this music video I did the rigging of the robot, lighting and rendering, the animation of some shots, the research & development for electric cables automation system, architectural & mechanical modeling, models conversion, texturing, tracking&matchmoving.

For the robot rigging system I took care in particular to reproduce the typical rotation limits of robotic arms used in the industrial production.



FIAT "Grande Punto" live&CG commercial ( 2006 )

**My work:** On this project my job was architectural modeling supervision, CAD file conversion and optimization for rendering, set measurements and director consulting, object and camera tracking.

We shot the real car on a green screen environment and we had to make the car reflecting parts take reflections from CG world, for this reason we asked CAD projects to FIAT and converted in polygonal geometries for a better tracking and for an exact reflection behavior.



COCACOLA "World" live&CG commercial ( 2005 )

**My work:** In this project I did the Research&Development, Animation of the pop-up FX, modeling, rigging, animation of the Helicopter, set measurements and coordination, camera tracking/matchmoving.

For the models we implemented Poly surfaces, for the pop-up FX I did a mix of EditPoly and Bend Modifiers, for the Helicopter's setup I did a mix of Helpers, Animation Constraints and Spring Controller.



TIROMANCINO "Per me è importante" full CG music video ( 2002 )

**My work:** On this project my work was part of texturing and modeling, supervision of the rest of texturing and modeling, setup and animation of the main characters, crowd animation, volumetric particle systems, cloth simulation and other VFX.

In this case I chose procedural systems for various implementation, by modeling to secondary animation, for the animation of main characters I used keyframed animation.



CELENTANO "Fiori" live&CG music video ( 2008 )

**My work:** In this project I was busy with different aspects of the production, dust moved by wind, dynamic symulations, modeling and texturing supervision, rigging, animation, motion capture data refinement, tracking and matchmoving.



PLANET FUNK "Every day" live&CG music video ( 2005 )

**My work:** In this project I did the disassemblation of a part of a palace, I was working with particles to create the wall and all the parts of the palace that have to fly away, the second phase was to create the starting fracture lines and for this I used an animated PaintPricles system, later I drived the main fragmentation of the structure nesting the particles in to groups for have big masses moving in different ways and during this movement they start to disassemble, to make all more realistic each particle keeps apart form other ones.



SIMMENTHAL "Sta bene con tutti" live&CG commercial ( 2007 )

**My work:** On this project I was involved in many aspects of the production especially research&development for vegetal animation system and animation of them. For the vegetal animation I developed a system that lets reproduce realistic vegetal behavior with a single geometry, no connections between trunk&branches, and gives to the plants all the forms and characteristics that the director was asking for.

For duplication of plants I implemented particles that has the ability to use an animated geometry as a particle and let's to control tha animation states in a good and fast way, it also let's to create particles in proximity of a lighth.



AGIP "Blue Diesel" live&CG commercial ( 2006 )

**My work:** On this project I was involved in FX supervision, texturing and modeling supervision, set coordination for tracking, camera tracking and matchmoving, lighing and rendering of some shots.



OPEL "Signum" commercial ( 2003 )

**My work:** On this project my job was architectural modeling supervision, CAD file conversion and optimization for rendering.

Since the director needed a particular camera movement and illumination of the inside the car we chose to rebuild all in 3D, for this we asked CAD files to OPEL and we converted them from NURBS to POLYs.



RAID "New Raid Automatic" full CG commercial ( 2008 )

**My work:** On this project my work was texturing and modeling supervision, modeling, robotic rigging, robotic animation, particles systems, pipeline development.

For the robot rigging system I took care in particular to reproduce the typical rotation limits of robotic arms used in the industrial production.



VODAFONE "Music Is Everywhere" live&CG commercial ( 2005 )

**My work:** On this project my occupation was texturing and modeling supervision, set measurements and coordination for tracking, camera tracking and matchmoving.



LIGABUE "Piccola stella senza cielo" live&CG music video ( 2003 )

My work: On this project my occupation was texturing and modeling supervision, animation, lighting and rendering, set measurements and coordination for tracking, camera tracking/matchmoving.



SOLERO "Red fruits" live&CG commercial ( 2004 )

My work: On this project my work was to make fruits reach the icecream in a nice way, for do this I created a particellar system that borns in the position I want and later starts to fly away in a vorticious mode and at a given age goes in a fixed directoin and finally reverse the result to have the impression that the fruits find their position in an intelligent way.



COOLIO "Gangts waki" live&CG music video ( 2003 )

My work: On this project my work was research&development for transforming effect, texturing and modeling supervision, rigging, animation, dinamic symulation, tracking and matchmoving.

The rig for transform the hummer in to a robot is composed by a bone system with animation constraints, to the bone system is connected a dynamic system for secondary animations and some parts of the robot have spring controllers for realtime secondary animation.



LOUPSGAROUX opening sequence ( 2002 )

My work: On this project my work was texturing and modeling supervision, modeling, particles systems, lighting and rendering.



GAZENDA "Non ti capisce nessuno" live&CG commercial ( 2005 )

My work: On this project I was responsible for tracking and matchmoving, set coordination for tracking.

In this case I had to track both the movement of the real actor and the movement of the camera then import the results in to the 3d application.



MINA "Alibi" live&CG music video ( 2007 )

My work: On this project I was responsible for texturing and modeling supervision, set measurements and director consulting, animation of some shots, camera tracking/matchmoving, research & development of facial and body animation system.  
In this case I decided to create low-res rigs to speed-up the animation process and later to load the resulting data to hi-res characters and pass all to ligthing&rendering departement.



FIAT "Incantevole" full CG commercial ( 2008 )

My work: On this project my job was modeling supervision, CAD models conversion and optimization for rendering, car rigging, animation, lighting and rendering.

In this project I implemented the global illumination system with only one sunlight, physical corrected materials to obtain the typical look of carpaint and of the other parts of the shot.



SUBSONICA "Incantevole" live&CG music video ( 2005 )

My work: On this project my job was pre production, art direction, set measurements and director consulting, camera tracking/matchmoving, rendering. For the asteroids FX I developed a particellar system that made me free to decide where the emitter had to pass and no other. For the palace impact I had to create specific particles effects depending on the speed and direction of the asteroid that was colliding and using volumetric and solid particles to simulate dust, glasses, papers and all the rest.



TIROMANCINO "Imparare dal vento" live&CG music video ( 2004 )

My work: In the Hawk development I builded and animated the skeleton that mainly drives the skin and plumage, the 80% of plumage is driven by a particle system that lets the plumes follow the skin and recevie addittional forces like gravity and wind and behave in a spring way. The main plumes has an addittional softbody behavior that lets them bend and react to the main forces in a more realistic way.