

# Marco Capparelli *animator*

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

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

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

1431 Ocean Av. Apt 406, Santa Monica, CA - Phone: (310)-873-8608

## OBJECTIVE

To obtain a position as an Animator and to be constantly challenged as an artist.

## WORK HISTORY SCANLINE VFX **Senior Animator**

*Film credits:*

- **Super 8**
- **Journey 2**
- **Battleship**

## HYDRAULX **Senior Character Animator**

*Film credits:*

- **Skyline**
- **Battle: Los Angeles**
- **Avatar**
- **Ironman 2**
- **2012**
- **Xmen Origins: Wolverine**
- **The Curious Case of Benjamin Button**
- **Wanted**
- **The Incredible Hulk**
- **Bedtime Stories**

*Broadcast:*

- **NBC "Mummy Commercial"**
- **Nike Pro Combat**

## DIGITAL FRONTIER INC. **Senior Character Animator**

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

## WALT DISNEY TELEVISION ANIMATION & POLYGON PICTURES **Senior Character Animator**

- **My Friends Tigger and Pooh**

## REEL FX

- **Everyone's Hero**

## **Los Angeles, USA (Jan 2011 -present)**

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

## **Santa Monica, USA 2008 – 2011**

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.

## **Tokyo, Japan 2007 – (Feb – Nov)**

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

## **Tokyo, Japan 2006 – 2007 (Jul-Jan)**

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

## **Dallas, USA – 2006 (May)**

Character background and crowd animation

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

**Dallas, USA 2002 – 2006 (Jan – Jun)**

- **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**

**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	3 D Studio Max	Motion Builder
Softimage/XSI	Adobe Photoshop	Adobe After Effects
Shake	Adobe Premiere	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;

Previzualization: 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;

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

Skinning and rigging characters for animation; scheduling and management of animation assets as well as supervising junior animators; Match moving; basic knowledge of dynamics and simulation, cloth, drawing and traditional painting;

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

**OTHER SKILLS AND INTERESTS** Creative writing; strong interest in classic literature, architecture, world history and cinematography; photography and darkroom process; architecture and design skills.

**PLATFORMS**

Linux, Windows and Mac OS.

References available upon request or please check LinkedIn page.