

Marco Capparelli

Animation & Previsualisation

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SKILLS

Character and creature animation: 17 years of professional experience for film, broadcast and video games; Experience with animation supervision both as a 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

Infinity Ward - Los Angeles (March 2019 - Present)

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) 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