

Marco Capparelli *animator*

contact: mcapparelli@gmail.com

website: www.marcocapparelli.com/portfolio/

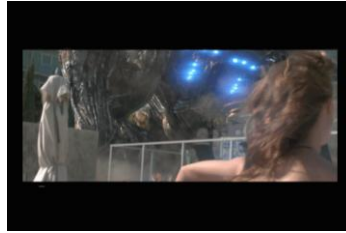
LinkedIn: www.linkedin.com/in/mcapparelli

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

SHOT BREAKDOWN



shot 1



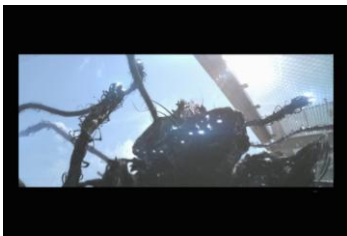
shot 2

Responsibilities: from previz to final animation, all animation was keyframed by Marco Capparelli;



shot 3

Responsibilities: this was a test done in about 8 hours for Ironman 2 using the original rig and model from Ironman 1. All animation, including the camera and the character, keyframed by Marco Capparelli;



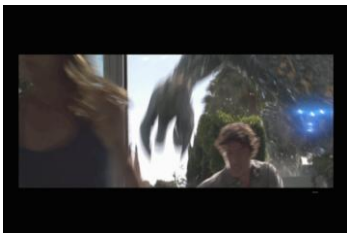
shot 4

Responsibilities: from previz to final animation, all animation was keyframed by Marco Capparelli;



shot 5

Responsibilities: this was a quick "proof of concept" animation test done in about 6 hours. All animation (including camera, characters and objects) was keyframed by Marco Capparelli;



shot 6

Responsibilities: from previz to final animation, all animation was keyframed by Marco Capparelli;



shot 7

Responsibilities: all animation (character and his fat) keyframed by Marco Capparelli; A combination of softmods and deformers were used to animate the fat on his body, no procedural techniques were used;



shot 8



shot 9

Responsibilities: all animation (body and facial) on the baby Benjamin keyframed by Marco Capparelli;



shot 10

Responsibilities: dozens of cg characters (including the majority of the hero characters on this shot) were keyframed by Marco Capparelli;

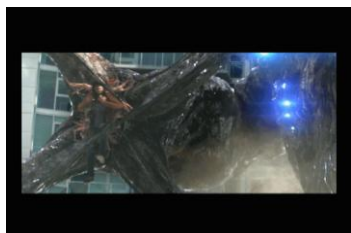


Shot 11

Responsibilities: this was a test done in about 5 hours for bidding on Ironman 2. The final result was used in the movie Ironman 2. All animation keyframed by Marco Capparelli;



Shot 12



shot 14

Responsibilities: from previz to final, all animation (including the tentacles, the digital double and the creature) was keyframed by Marco Capparelli;



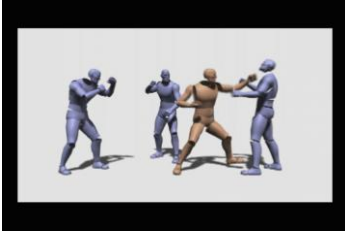
shot 15 and shot 16 including the walking crocodile

Responsibilities: all animation on the crocodiles keyframed by Marco Capparelli;



shot 17

Responsibilities: this was a quick "proof of concept" animation test done in about 2 days of work. All animation (including, camera and character) keyframed by Marco Capparelli, no procedural techniques were used;



shot 18

Responsibilities: "proof of concept" animation test done in about 3 days of work. All animation keyframed by Marco Capparelli, no motion capture data was used;



shot 19



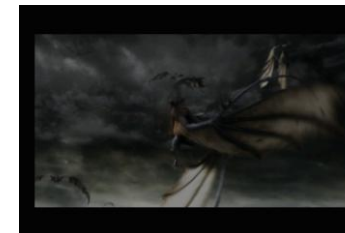
shot 21

Responsibilities: all animation (including previz, camera, characters and objects) keyframed by Marco Capparelli;



shot 22 (sequence of 3 shots)

Responsibilities: motion capture editing and scene assembling by Marco Capparelli; several different motion tracks were edited and put together to match perfectly the environments and props, creating a seamless scene;

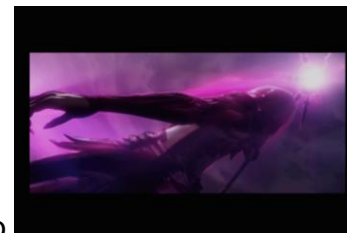


shot 23

Responsibilities: all animation (including previz, camera, all characters and objects) keyframed by Marco Capparelli;



shot 24



shot 27

Responsibilities: all animation (including previz, camera, all characters and objects) keyframed by Marco Capparelli;