



Simone De Gasperis

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Profile

Motion Designer - Filmmaker

Experience

MOTION DESIGNER FREELANCE, 2009-PRESENT

Main activities and responsibilities: Shooting, Editing, Color Grading, Motion graphic, 2D/3D Animation, Compositing & VFX.

main customers:

Plug and Play Tech Center, Sky Italia, Sky 3D, Fox Italia, National Geographic Channel, Disney Channel, La7, Mediaset Premium, History Channel, Bose, Philips, Bmw, Flywire, Mobil, Telefonica, Ambiance Pictures, LabNext, Poste Italiane, Martinelli Film Company, Opensky, DBW Communication, Cayenne, Pentastudio, Mbanga Studio, Zerinol, Sony Music, Riviera Films, Eutelsat, Mood, Prodigy, Nancy Fina, N-Studio, NH Hotels, Link campus.

CONVERGENCE PULLER, AND CAMARA ASSISTANT, 2011-2012

Convergence puller and camera assistant for broadcast live event.
Uefa Champions League, Serie A TIM, Rugby 6 Nations.

FILMOGRAPHY - 2009-2017

- CARAVAGGIO L'anima e il sangue (2017) - Motion designer, graphic artist
- RAFFAELLO, IL PRINCIPE DELLE ARTI (2017) - VFX artist
- MUSEI VATICANI (2013) - VFX artist, Stereographer
- 11 SETTEMBRE 1683 (2013) - VFX artist
- PANAMA: The Land Divided The WORLD UNITED (2013) - VFX artist, digital stereographer
- L'ARBITRO (2013) - Graphic designer
- BODYPIECES (2013) - VFX artist
- LA CAPPELLA SISTINA IN 3D (2012) - VFX, Digital Stereographer and motion designer
- LA GUERRA IN CASA 2009 Fabrizio Franceschelli (doc) - VFX artist
- MIA CARA BEFANA 2009 - VFX artist

■ Qualification

COMPOSITOR, OXART VFX MASTER, PROXIMA S.R.L. ROMA 2007-2008

Main skill studied:

Cinema VFX workflow, informatics, computer generated imagery, digital photography, 3D modeling and animation, digital compositing, rotoscoping, kaying, matte painting, wire removal, 2D and 3D tracking, set extension, object replace, lut and color profile, pratice with 2k and 4k film shot.

Stage on the company as junior compositor for Lodovico Gasparini's film "mia cara befanà".

■ Software

MOTION DESIGN

Adobe After Effects, Adobe Photoshop and Adobe Illustrator.

EDITING - COLOR GRADING

Davinci Resolve, Premiere Pro, Final cut.

COMPOSITING

The Foundry Nukex

3D-CGI

Cinema 4D and 3D studio max

TRACKING

The Foundry camera tracker, 2d3 Boujou, PfTrack and PfMatch

DYNAMICS AND FX

Realflow, FumeFx, Krakatoa, Turbolence FD and Trapcode Suite

3D PRINTING

Slic3r and Cura