

## Professional Experience

### **Modeler – VFX Department**

**Nov 2011 to Dec 2011**

**DSHNG, Toronto, ON, Canada - Advertising/ VFX studio**

- Modeling of hard surface props for TV commercial.

### **Modeler and Rigger artist – Toon Department**

**Sep 2011 to Oct 2011**

**Arc Productions, Toronto, ON, Canada - Animation/ VFX studio**

- Worked on "MattHatter" as modeler and rigger mainly for props and environments.

### **Character Modeler, Rigger and Texture artist – 3D Department**

**May 2010 to Aug 2011**

**Nelvana Limited, Corus Entertainment, Toronto, ON, Canada – TV/Radio/Animation corporate**

- Worked on "Chuck and friends" as modeler and rigger mainly for props and environment (1 month)
- Worked on "Mike the Knight" mainly as character modeler.

Creation of "hero heads" for 3 groups of characters, in order to facilitate the blendshape process, and complete modeling of 17 characters. Creation of blend shapes for facial expression for all the 34 characters, with an average of 2 days spent on a new character and 6 hours on a tweaked one. Modeled and unwrapped over 300 props. Rigging of props with general animation controllers, look ID's, visibility switches, blend shapes, joints. Texturing for props.

Pictures and teaser on: <http://www.nelvana.com/show/95/mike-the-knight>

### **Modeler, Rigger and Texture artist – Toon Department**

**Feb 2009 to Mar 2010**

**C.O.R.E. Digital Pictures, Toronto, ON, Canada - Animation/ VFX studio**

- Worked on "Planet Sheen", a spin off show from "Jimmy Neutron: Boy Genius".

Creation of blend shapes for facial expression for over 50 characters, plus other kind of deformations over characters and props. Modeling of props and character gags or monsters. Rigging of props for simple animation controllers, look Id, visibility switch, blend shapes. Texturing for simple shaders props.

### **Senior 3D Modeler – Animation Department**

**Dec 2008 to Feb 2009**

**Nerd Corps Entertainment, Vancouver, QC, Canada - Animation/Game studio**

- Props, sets and character modelling and texturing for "LOSE" and other current animated TV series productions.

### **Senior 3D Modeler – Animation Department**

**Nov 2008**

**Digital Alchemy Entertainment, Vancouver, BC, Canada**

- Character modelling for a preproduction test.

### **Modeling mentor - 3D Animation and VFX Department**

**June to July 2008**

**Vancouver Film School, Vancouver, BC, Canada**

Final Project Supervisor of the modeling stream students in term 4, 5 and 6.

I had to help the student to develop their final demo assisting them about modeling and texturing techniques and giving them art direction in order to obtain the best look in the final image.

### **Senior 3D Modeler – Animation Department**

**April 2005 to Mar 2008**

**Big Bang Digital Studios, Montreal, QC, Canada - Animation/Visual FX studio**

- Worked on the movie "Young Abraham, from the ancient stories of the Israelites", as lead character modeler, including modeling and texturing of the props and environments, plus assisting with the final lighting and rendering. Still frames and videos: <http://youngavraham.com/gallery.html>
- I also worked for the modelling development of several teaser / trailers to promote new animation series.
- Worked on a 52 episodes' cartoon series for children titled "Big Foot presents: Meteor and the Mighty Monster Trucks" nominated for an Emmy Award in the Outstanding Special Class Animated Program category. My responsibility included modeling of most of the props, environments and some of the secondary characters.
- Modeled house and trees in snow dome for the 1<sup>st</sup> shot of "A Dennis the Menace Christmas" for Warner Bros.

## • **Morena Protti** •

• e-mail: promorena@gmail.com • Phone 647.401.0626 •  
• Toronto • Ontario • Canada •

- Animated a dozen of the final scenes for each of the Sony cinematic videogames "Scaler" (for A2M) and level 18<sup>th</sup> of "Prince of Persia 2" (for Ubisoft).
- Trained up an animator in modeling techniques to help us with props and some characters.

### **Senior 3D Modeler – Animation Department**

**Chiaroscuro, Bologna, Italy** - Graphic studio

**Dec 2004 to Feb 2005**

- Modeled and textured the soldiers, props and set dressings in the cartoon "Supersturmtuppen".
- Supervised junior modeler.

### **3D Artist**

**Ernesto Paganoni, Bergamo, Italy** - Animation studio

**Oct to Nov 2004**

- Modeled and textured the realistic face and cartoon body of a child who was the presenter in the opening scenes of the children's scientific TV program called "Mad Science" on RAI (Italian national TV channel).
- *3D Artist for the TV commercial Sammontana (Italian brand of Ice-cream)* . Modeled and textured an ice-cream packaging "Prezzemolo stracciatella" and the character Prezzemolo, who was based on the design of the homonymous dinosaur, the mascot of the amusement park Gardaland.

### **3D Artist – VFX department**

**Proxima Milano, Milan, Italy** - Postproduction studio

**July to Aug 2004**

- I created a laptop for kids and a digital camera for a 3D presentation for "Oregon Scientific", promoting their technology products.

### **3D Artist**

**Videotech Photologie, Milan, Italy** - Postproduction studio

**Jun 2004**

- I Completed all the 3d work (excluding the particles) for two TV commercial of "Oasi" and "Noi due" for Wind, the Italian mobile phone Company, including integration of the mobile phone prop in the video.

### **Junior 3D Artist – Animation Department**

**Chinatown FX, Milan, Italy** - Visual FX, Animation, Postproduction studio

**Jul 2003 to Jun 2004**

- Worked in the animation department where my duties included modeling and texturing the 3D environments plus brief character and props animation for cartoons.

### **Illustrator – Editorial department**

**DPM Production, Milan, Italy** - Studio working in the sector of LCT services

**Jun 2003 to Mar 2004**

- I created a total of 8 full-page size, illustrations for the monthly magazine "Web Marketing Tools".

### **3D Modeler**

**Studio Azzurro, Milan, Italy** - Graphic studio of video art

**April 2003**

- Modeler for the exhibition at the Triennial of Milan "Personal design, from the object to the subject" where I collaborated in the creation of an interactive 3D game / simulator that was hooked up to a Real MINI that people could try.

### **3D Artist (mainly as modeler)**

**BMW – MINI, Milan, Italy** - through IED (European Institute of Design)

**Oct 2002 to Jan 2003**

- I created 2 presentation posters (2.2m x 1.4m) and some short movies of a 3D MINI, as part of the prize-giving event of the national competition "MINI & ME".

### **Illustrator/ Concept Artist**

**Graphdesign, Reggio Emilia, Italy** - Graphic studio

**Aug 2000 to Nov 2001**

- Creation of characters and illustrations for stationary shops and greeting's notes.

### **Graphic Artist**

**Edicola Notturna Reggio Emilia, (RE), Italy** - Newspaper kiosk

**1997 to 2004**

- Designed advertising for newspaper and TV, and advertising on postcards, leaflets and catalogues in various kinds of magazines.

### **Further information**

- Concept artist for 2 main characters of the animation series "Lost in cyberspace" wrote by Mark Evin.
- Voluntary work as a portraitist (since 1998-2002).
- Voluntary work as an illustrator (from '99 to 2001) for the file "Target" of the local monthly "BagnolOttanta".

### **Personal Websites**

- <http://morenap.two3dmonkeys.com/>

### **Software Proficiencies**

- Advanced Knowledge (over 5 years) of the *3D software Softimage XSI*, with specialization in Stylised Character Modeling.
- Good knowledge (3 years) of Maya (2008-2011) and *Photoshop CS5*.
- Basic knowledge (not extended use) of: *Zbrush, Mudbox, 3D Studio Max, Magic Unfold 3D, Body Paint, Freehand, Adobe Illustrator, Adobe Premiere Pro* ).
- Operative Systems: Windows 98/XP, Linux Fedora, Mac OS X

### **Education and Professional Training**

#### **Diploma of "artistic maturity with address in Advertising Graphic".**

From the Art Institute "Paolo Toschi" in Parma, Italy, in July 2000 (achieved a mark of 81/100).

#### **Course of "Audiovisual Production".**

From the Art Institute "Toschi", in Parma, Italy, over 4 months in 2000.

Course aim: Realization of video shorts in all its phases.

#### **Course of "Comics".**

From the Archivio Giovani Artisti in Parma, Italy, over 2 months in 2000.

Course aim: Techniques and concepts for the creation of a comic.

#### **University diploma of *Digital Design (Computer Graphic)* with address in 3D Graphic (3 years).**

Graduated in June 2003 at the European Institute of Design (IED) in Milan.

My thesis was the musical video clip for MTV "D-Lake" of Claud9, marked of 30/30 'with praise'. I was also a finalist as best student animation 3D short at Virtuality 2005. My graduation's mark is 100/100 'with praise'.

#### **Course of "Clay as sculptural media"**

From the Shadbolt Centre for the Arts in Burnaby, September to November 2008

Course aim: Techniques on 3D clay sculpting for any kind of object and reproduction of live models.

### **Foreign languages**

**Italian:** Fluent – spoken and written.

**English:** Good speech and writing skills. 13 years of English at school and I'm living in Canada since 6 years.

**French:** Medium comprehension, speech and writing skills. I did 3 courses, plus conversation over the phone for the last 4 years, as I lived in Montreal between 2005 and 2008 to improve my French and English skills.

### **Interests and hobbies**

- **Music:** Playing classical guitar, keyboard and singing.
- **Reading:** Fiction, classical and suspense books. Comics of different countries and style.
- **Cinema:** Asian, French and American 3D and traditional animations. Preference for action movies (for VFX).
- **Drawing:** portraits in charcoal and watercolours of high level, illustration with many techniques, comics in china ink and pen. Good level of sculpting / modulation with clay.
- **Further Trips:** Enjoy visiting foreign countries or new places.
- **Computer Graphic:** Interest in 3D animated / stylized cartoons.
- **Cooking:** handmade ravioli and Tiramisu just to name a few.

### **(Professional References):**

For privacy reason the web version of my CV doesn't include my References contacts.  
Please contact me directly for the complete list.