

Francesco Lupo

3D Modeler

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SUMMARY

I love my job and I do it with great passion, I want to make new experiences and to go for new challenges. I like to work in team and to learn from others but I also share what I've learned to rise the work quality level and create a great team work.

- Character Modeler on HUNTIK Dark Ride, the new Interactive 4D Dark Ride at Rainbow Magicland.

<http://www.rainbowmagicland.it/attrazioni-huntik-dark-dungeon.asp>

Modeler on the 3D Feature Film "Not Born To Be Gladiator" currently in production.

<http://www.notborntobegladiators.com/>

Modeler and Compositor on the second animated feature film "Winx Club 3D Magic Adventure" (2010)

<http://www.imdb.com/title/tt1618450/>

Modeler on "Winx Club in Concerto" DVD with three musical shortmovies and other 2D cartoon from Winx Club series (2009)

Modeler and Blendshapes-Modeler, on the animated feature film "Winx Club and the Secret of the Lost Kingdom" (2007)

<http://www.imdb.com/title/tt1206585/>

Other projects

Margherita Premuroso

Paper Plane shortmovie (character modeler)

<http://www.vimeo.com/12259794>

Hillary Yeo

Godaizer (character modeler)

<http://www.vimeo.com/17592918>

SKILLS

Maya
Zbrush
3D Coat
Mudbox
Lightwave 3D
Uvlayout
Nuke
Premiere
After Effect
Photoshop

WORK EXPERIENCE

Rainbow CGI (Rome) (October 2006 – Present)

- Modeler on the 3D Feature Film "Versus Roma" currently in production
- Modeler and Compositor on the second animated feature film "Winx Club 3D Magic Adventure" (2010)
- Modeler and Blendshapes-Modeler, on the animated feature film "Winx Club and the Secret of the Lost Kingdom" (2007)

Exestudios srl (Barletta) (2002 – 2005)

Work type : Graphic Agency

Role covered: Creative director – Graphic artist – Webdsigner

Additional info: Co-founder

Bid.it spa (Barletta) (2001 - 2002)

Work type : Online Auction

Role covered: Webdsigner

Digital Bros Spa (Milan) (2000 – 2001)

Work type : Graphic

Role covered: Webdesigner – 3D modeler

EDUCATION

Istituto Statale D'Arte (Art College) (1990 – 1994)

Jewellery specialization

During the college I had to produce and realize jewellery objects, through the common art processes like drawing, sculpting, metal arts, glass arts.

Except the practical work our course was covered with art history, drawing, sculpting lessons.

OTHER PROJECTS

Fight and Jokes – pc game for win95 (Barletta) (1995 – 1997)

This is my first and last game developed with some friends, after Art College.

It's an cartoon style fighting game, with lot of humoristic characters, made totally at home for funny. I've designed and animated all the game's characters , using the onion-skin drawing animation technique.

This game was published by Halifax, during 1997