

Manlio Vetri

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JOBS

September 2011/October 2011 : 3D Character Animator, **Lining**, Advertising.
Axis Animation <http://www.axisanimation.com/>

December 2010/June 2011 : 3D Character Animator, **Not born to be Gladiators**, 3D feature film.
Rainbow CGI <http://www.rbw-cgi.com>

August 2010 : 3D Character Animator, **Scottish Power**, Advertising.
Axis Animation <http://www.axisanimation.com/>

April 2010/May 2010 : 3D Character Animator, **I ragazzi della via Gluck**, Tv serial preproduction.
Lcd <http://www.lcd.it/>

November 2009 : Freelance Animator, **Toshiba Camileo Series**, 1'30" Web Commercial.
Insert Coin <http://www.insertcoin.tv/>

January 2008/October 2009 : Lead Animator, **Orlando(Zenzanò)**, 3D feature film.
DujassFilm/Non Solo Cartoons Entertainment

November 2007/September 2008 : Lead Animator, **Il re dell'isola**, 3D short feature movie.
Art5 Animation Studio www.artfive.it

June 2007/October 2007: Animator, **Ondino(Ripples)**, 3D Tv serial 26x10'.
Art5 Animation Studio www.artfive.it <http://www.animabit.it/Ondino/home.html>

January 2007/March 2007: Animator, **Vita da Acari**, 3D Tv serial 30x90".
PlanB <http://www.planbcommunication.com/acari/>

October 2006: Animator, **Nonnosonno**, 3D/2D short movie/pilot film.
Matitanimata <http://www.matitanimata.it/>

September 2006: 2D digital Lay Out artist and animator, **Berto & Piuma**, 5' short movie, instructive campaign sponsored by "Polizia di stato".
Matitanimata <http://www.matitanimata.it/>

November 2005/December 2005: 2D digital Lay Out artist and Animator, **Neve**, Tv serial 12x 1'30", Directed by Gianni "Peg" Pegoraro.
Matitanimata <http://www.matitanimata.it/>

June 2005/April 2006: 2D digital Lay Out artist and Animator, **Clic & Kat**, Tv serial 26x5'
Rai Fiction/Cineteam/Matitanimata <http://www.matitanimata.it/>

EDUCATION

May 2005/June 2005: I have attended a stage at Accademia BdB – Matitanimata, Animation studio in Rome. Cleanup and inbetweens "**il Principe Granchio**" short feature movie.
Gruppo alcuni/Matitanimata <http://www.matitanimata.it/>

December 2004/May 2005: I have attended a stage at Digital Video (software house based in Rome developing Toonz, Line test and other animation facilities) as Beta-tester for Toonz 5.0 software release.
<http://www.toonz.com/>

January 2003/December 2003: I have attended the 3D Animation classes, software Aliaswavefront Maya, at the International school of comics in Rome obtaining a Diploma.
<http://www.scuolacomics.it/>

September 2001/July 2004: I have attended the traditional 2D Animation classes at the International school of comics in Rome obtaining a Diploma.
<http://www.scuolacomics.it/>

July 1998: General Certificate of Education at the high school "Liceo Scientifico, P.Farinato, Enna", Italy.

LANGUAGES

Italian: Native.
English: Fluent.

SKILLS

Animation: Solid understanding of animation principles, highly motivated team player, following directions and meet deadlines.

Cg: Deep Knowledge of Animation Tools on Autodesk Maya and Autodesk Softimage, Basic knowledge of Modeling, Rigging and Rendering Tools on Autodesk Maya

Drawing: Characters design, rough animation.

Softwares: Autodesk Maya, Autodesk Softimage, Softimage XSI, Digital Video Toonz 5.0 & the Tab 2.2, Autodesk Sketchbook Pro, Adobe Premiere.

OS: Microsoft Windows, Mac OSX