

# Manlio Vetri

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**Pictures:** <http://jpgmag.com/people/66ahri>

## JOBS

**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/September2008 :** Lead Animator, **Il re dell'isola**, 3D short feature movie.

Art5 Animation Studio [www.artfive.it](http://www.artfive.it)

**June 2007/October 2007:** Animator, **Ondino(Ripples)**, 3D Tv serial 26x10'.

Art5 Animation Studio [www.artfive.it](http://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/May2005:** 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