FABRIZIO SCIMÈ

3D Generalist - Compositor

SHOWREEL 2017 BREAKDOWN

In order of appearance:

- CG Fruits for fun!:
personal project. Modeled and animated with Maya, rendered with Octane render inside C4d, compositing in Nuke.

- S. Pellegrino Live from Milan:
a small clip for a live show cooking at Salone del Mobile
di Milano, models of the head with daz studio, auto lipsync retouched by hand in Maya, render with Octane render, compositing in After Effects.

- Pumps on parquet:
personal project, made with Maya and Octane render without compositing.

- Kia Tv commercial:
Animated in Maya and rendered with Octane render inside C4d. Model of the car provided by client.

- Cucine da Incubo:
recompositing of a shot from a tv title sequence. I modelled and textured the table, chairs and tablecloth for matching props on set. Modeling in Maya and texturing in Mudbox and Photoshop, animation and rendering in C4d and Octane render. Compositing in Nuke.

- Let's cake!:
personal project made for fun. Model, animation and rendering made with
Cinema 4d.

- Di Liborio fashion show:
CG environment created by assembling some props modelled by me (the main structure and the runway) and some other props from library. Render with Octane render, compositing in Nuke.

- Cucine da incubo:
CG environment created with Maya and Cinema 4d, render with Octane
render inside C4d.

- Mr Dinamite:
shading, lighting and rendering in C4d with standard render engine. Simulation done with TurbulenceFD inside c4d.