

BEN CAMPANARO

visual effects compositor

profile

I'm an Emmy-Nominated visual effects compositor, with proven success as both an artist and an "in-the-trenches" supervisor of popular television, feature film, and commercial projects. I excel in a fast-paced environment, and specialize in efficiently solving the most daunting creative and technical visual effects challenges.

experience

Please see attached projects list...

Senior Compositor, DNEG *Hollywood/Burbank, CA* *Feb 2019 - Jun 2019*

- Developed creative looks, built templates, & composited hero shots for "Jim Henson's The Dark Crystal: Age of Resistance"

Digital FX Supervisor / Compositing Supervisor / Senior Compositor, FuseFX *Van Nuys, CA* *Nov 2015 - Jul 2018*

- Composited hero shots & sequences, developed key looks, and designed templates for continuity throughout projects
- Oversaw compositing teams ranging from 2-50 artists with varying levels of experience
- Balanced crew & outsource vendor assignments with individual skillsets and deadlines across simultaneous shows
- Reviewed artist and vendor submissions, providing technical and creative direction
- Participated in script breakdown and bid meetings to establish goals, budgets, and timelines with Producers
- Researched new software tools and compositing techniques, and trained artists on their use
- Brainstormed with Editors, Post Producers, and VFX Supervisors to solve storytelling challenges and plan plate photography
- Provided backup in-house show Supervision, overseeing Matchmove, Animation, Dynamics, CG and Comp teams as needed

VFX Supervisor / Compositing Supervisor, Origin Digital Studios *Burbank, CA* *Mar 2014 - Nov 2015*

- Oversaw a team ranging from 3-15 artists as a founding member of a startup television VFX studio
- Partnered with Management, Producers, Human Resources, and TDs to establish the protocols and pipeline for the facility
- Led "dailies" screenings and Cinesync sessions with satellite offices, vendors, and clients to discuss notes
- Composited hero shots & sequences, developed key looks, and designed templates for continuity throughout projects
- Interviewed and recruited artists and outsource vendors
- Edited company shot builds, demo reels, and press material for award submission entries and marketing
- Provided backup Supervision on set for VFX plate photography on "True Detective" and "Scorpion"

Contributing Writer, Post Magazine *Hollywood/Studio City/Culver City/Anaheim, CA & Tokyo, Japan* *May 2010 - Nov 2013*

- Provided live coverage and summaries of trade conventions and award shows. Reviewed VFX software and workstations.

Compositing Supervisor / Lead Compositor, Pixomondo *Burbank, CA* *Jan 2011 - May 2013*

Lead Compositor, Eden FX *Hollywood/Santa Monica, CA* *Aug 2007 - Dec 2010*

Project Manager / Digital Artist, Mechnology VFX Studio *Hollywood/Burbank, CA* *Mar 2005 - Aug 2007*

Visual Effects Assistant (on set), "Charmed, Season 8" *Paramount Studios Hollywood, CA* *Jul 2005 - May 2006*

- Attended production meetings, wrote script breakdowns, and provided backup VFX Supervision on set for nearly 1,000 shots
- Designed and executed computer screen graphics for live playback and actor interaction

Multimedia Artist, Freelance *Thousand Oaks, CA* *Jan 2004 - Dec 2008*

- Co-created a documentary short with a pre-release camera and beta software, exhibited by Microsoft, JVC, and Adobe
- Developed a TV miniseries concept pitch and presented to the Head of Drama Development at NBC-Universal
- Produced animated sequences, titles, and interactive kiosks for live theater performances and trade conventions

skills

- 14+ years professional production experience as a VFX compositor, specializing in Nuke and After Effects
- Solid knowledge throughout the VFX pipeline, with experience including: V-Ray/Mantra/Clarisse/Mental Ray/Redshift AOVs, Camera Projection, Deep Data, Normals Re-Lighting, Keying/Roto, Paint, Lut/CDL Management, Color Timing, 2D/Planar/3D Tracking, 2.5D Layering, Particles, 2D Animation, Matte Painting, Title Design, Motion Graphics, Expressions, and more
- Also proficient with Mocha, Boujou, Syntheyes, Sapphire, Furnace, NeatVideo, pgBokeh, CryptoMatte, Particular, Photoshop, Premiere Pro, Illustrator, InDesign, Office, RV, Shotgun, and more. Task-specific experience with Fusion, Maya, and Cinema 4D.