

profile

I'm an Emmy-Nominated visual effects compositor, with proven success as an artist and "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...

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 materials for award submission entries and marketing
- Provided backup Supervision on set for VFX plate photography ("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 summary articles of entertainment technology conventions, award shows, and industry summits
- Tested and reviewed pre-release and final versions of VFX software, workstations, and professional display monitors

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"** Paramount Studios Hollywood, CA Jul 2005 - May 2006

- Helped the VFX Supervisor oversee plate photography and completion of nearly 1,000 VFX shots
- Attended production meetings, wrote script breakdowns, and provided backup VFX Supervision on set
- 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

- 13+ 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, Mental Ray, and 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.

BEN CAMPANARO

visual effects compositor

education

Bachelor of Arts Degree in Multimedia, Summa Cum Laude - California Lutheran University

May 2005

projects list (abbreviated)

visit [linkedin.com/in/bencampanaro](https://www.linkedin.com/in/bencampanaro) for a complete list

features:

Spring Breakers	The Amazing Spider-Man	Temple Grandin	Bonneville
Mission: Impossible - Ghost Protocol	The Social Network	Cinema Verite	Even Money
The Hunger Games	Get Smart	Nim's Island	National Lampoon's Bag Boy
	Miss Nobody	You Kill Me	The Initiation of Sarah

television:

Unsolved: The Murders of Tupac and the Notorious B.I.G.	Rush Hour	Da Vinci's Demons †§	Ghost Whisperer *§
Scorpion	Bones	Hawaii Five-O (2010)	Pushing Daisies
The Tick (2017)	Empire	The Mindy Project	Undercovers
Underground	Criminal Minds	Devious Maids	Flash Forward
Future Man	Queen of the South	Go On	Burn Notice
Patriot	Mad Dogs	Community	Teen Wolf
The Assassination of Gianni Versace: American Crime Story	Rosewood	Fringe	The Cape
Goliath	Cooper Barrett's Guide to Surviving Life	Grimm	\$#! My Dad Says
Zoo	Outsiders	Game of Thrones ‡¶	A.N.T. Farm
Mayans M.C.	Good Behavior	Revolution †	Lab Rats
Preacher	Untitled Mars Project, prod. Frank Marshall (pilot)	Perception	Charmed
Castle Rock	The Walking Dead	No Ordinary Family	Without A Trace
S.W.A.T. (2018)	True Detective	Outsourced	Veronica Mars
Station 19	Limitless	Kickin' It	One Tree Hill
The Brave	Sleepy Hollow	Pair of Kings	Boston Legal
American Horror Story	South of Hell	Lost	Charmed
The Get Down	Terra Nova ¶¶	NCIS	
Mom	The Munsters: Mockingbird	Fringe	commercial:
Superior Donuts	Lane §	Army Wives	Dairy Queen Blizzard / Shark Week 30th Anniversary
		Brothers & Sisters	Time Warner Cable / HBO's Game of Thrones - "Dragon"

awards

primetime emmy: * Personally nominated for Outstanding Special Visual Effects For A Series
† Contributed to nominee for Outstanding Special Visual Effects in a Supporting Role
‡ Contributed to winner for Outstanding Special Visual Effects
ves awards: § Contributed to nominee for Outstanding Visual Effects in a Broadcast Series
¶ Contributed to nominee for Outstanding Created Environment in a Broadcast Program
¶¶ Contributed to winner for Outstanding Visual Effects in a Broadcast Series

press

featured in:

Boris FX (Mocha) "Artist Profile: Ben Campanaro," by Ross Shain	9/2013
FXGuide's "Creature Features: VFX in TV Commercials - There Be (Pixomondo) Dragons," by Ian Failles	4/2013
CG Society's "Production Focus / Mission: Impossible 4 - Ghost Protocol," by Trevor Hogg	2/2012
Computer Graphics World Magazine, Volume 34 Issue 8: (Oct/Nov 2011), "Terra Nova" Cover Image	11/2011
FXGuide's "Dino-Sized Effects in Terra Nova," by Ian Failles	9/2011
HDRI 3D Magazine's "Ten Days: Ghost Whisperer," by Briar Lee Mitchell	6/2009
Ghost Whisperer - Season 3 DVD Featurette, "Welcome to the Underworld"	9/2008
Post Magazine's "Mechnology Provides VFX for Veronica Mars Finale," by Randi Altman	7/2006