

# 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.

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## 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:

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

### commercial:

Dairy Queen Blizzard / Shark Week 30th Anniversary  
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