

# BEN CAMPANARO

## digital compositor

campanaro.ben@gmail.com | www.bencampanaro.com  
Los Angeles, CA | Member of The Animation Guild, IATSE Local 839

### profile

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- Emmy-Nominated digital compositor, with proven success as both an artist and an "in-the-trenches" supervisor of popular live-action and animated feature film, television, and commercial projects
- Excels in a fast-paced environment, specializing in efficiently solving the most daunting creative and technical challenges

### experience

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#### **DreamWorks Feature Animation** – Glendale, CA (Remote)

##### Image Finaling Artist

(Contract) Dec 2020 – Present

- Addressed detailed technical and creative notes on stereoscopic composites received from Lighting teams
- Typeset and composited replacement text elements for release in international markets

#### **Method Studios** – Santa Monica, CA (Remote)

##### Senior Compositor

(Contract) Sep 2020 – Dec 2020

#### **DNEG** – Hollywood / Burbank, CA

##### Senior Compositor

(Contract) Feb 2019 – Jun 2019

- Designed looks and composited magical effects, creatures, and environments for "The Dark Crystal: Age of Resistance"
- Prepared templates, triaged broken scripts, and finaled shots from fellow artists

#### **FuseFX** – Burbank / Van Nuys, CA

##### Digital FX Supervisor / Compositing Supervisor / Senior Compositor

Nov 2015 – Jul 2018

- Composited hero shots & sequences across more than 120 hours of Broadcast, Streaming, and Commercial productions
- Managed teams ranging from 2-50 artists with varying levels of experience
- Developed key looks, designed script templates for team continuity, and finaled sequences/episodes as needed
- Balanced crew & outsource vendor assignments with individual skill levels and deadlines across simultaneous shows
- Reviewed artist and vendor submissions, providing technical and creative direction
- Partnered with Lighting and Matte Painting artists to determine shot approaches and guide handoffs
- Finalized goals, budgets, and timelines with Producers during script breakdown and bid meetings
- Beta-tested in-house tools, researched new software and techniques, and trained artists on their use
- Brainstormed with Editors, Post Producers, and VFX Supervisors to solve storytelling challenges and plan plate photography
- Oversaw Matchmove, Animation, Dynamics, CG and Comp teams as needed to support in-house show Supervisors

#### **Origin Digital Studios** – Burbank, CA

##### VFX Supervisor / Compositing Supervisor

Mar 2014 – Nov 2015

- Led 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
- Hosted "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 marketing and Emmy / VES award entries
- Provided secondary Supervision on-set for VFX plate photography of "True Detective" and "Scorpion"

#### **Post Magazine** – Hollywood / Studio City / Culver City / Anaheim, CA & Tokyo, Japan

##### Contributing Writer

May 2010 – Nov 2013

- Provided coverage of trade conventions, production summits, and award ceremonies from VES, DGA, ASC, and SIGGRAPH
- Previewed, tested, reviewed, and toured factories of products from Adobe, Hewlett-Packard, and Canon

#### **Pixomondo** – Burbank, CA

##### Compositing Supervisor / Lead Compositor

Jan 2011 – May 2013

#### **Eden FX** – Hollywood / Santa Monica, CA

##### Lead Compositor

Aug 2007 – Dec 2010

#### **Mechnology VFX Studio** – Hollywood / Burbank, CA

##### Project Manager / Digital Artist

Mar 2005 – Aug 2007

#### **"Charmed, Season 8"** – Paramount Studios Hollywood, CA

##### Visual Effects Assistant (on-set)

Jul 2005 – May 2006

#### **Freelance** – Thousand Oaks, CA

##### Multimedia Artist

Jan 2004 – Dec 2008

## skills

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### Software:

- 16+ years professional production experience as a Digital Compositor, specializing in Nuke and After Effects
- Extensive use of Mocha, Synthesys, Sapphire, Furnace, NeatVideo, pgBokeh, CryptoMatte, Particular, Photoshop, Premiere Pro, Illustrator, InDesign, RV, Shotgun, and more. Task-specific experience including Fusion, Maya, Blender, and Cinema 4D.
- Comfortable with Linux, Windows, and macOS

### Techniques:

- Considerable history with integrating CG renders, manipulating AOVs from V-Ray/Mantra/Clarisse/Redshift/MoonRay, Deep Compositing, Normals Re-lighting, Texture Rebuilding, Realignment, Colorspace Manipulation, and Artifact Cleanup
- Accustomed to performing any/all compositing tasks including Keying/Roto, Paint, Lut/CDL Management, Color Timing, 2D/Planar/3D Tracking, Image-based Modeling, Camera Projection, 2.5D Layering, Particles, 2D Animation, Image Warping, Stereoscopic Workflow, Expressions, Matte Painting, Title Design, Motion Graphics, Shot Builds, Press Materials, & more

## education

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**California Lutheran University** - Thousand Oaks, CA  
Bachelor of Arts, Multimedia - Summa Cum Laude

May 2005

## projects (abbreviated)

visit <https://www.linkedin.com/in/bencampanaro/> for a complete list

### Features:

The Boss Baby: Family Business  
Spirit Untamed  
Spring Breakers

Mission: Impossible - Ghost Protocol  
The Hunger Games  
The Amazing Spider-Man

The Social Network  
Get Smart  
Miss Nobody  
Nim's Island

Bonneville  
Even Money  
National Lampoon's Bag Boy  
The Initiation of Sarah

### Television:

Jim Henson's The Dark Crystal: Age of Resistance  
The Feed  
Emergence  
Unsolved: The Murders of Tupac and the Notorious B.I.G.  
Scorpion  
The Tick (2017)  
Underground  
Future Man  
Patriot  
The Assassination of Gianni Versace: American Crime Story  
Zoo  
Preacher  
Castle Rock  
S.W.A.T. (2018)  
Station 19

American Horror Story  
The Get Down  
Mom  
Bones  
Empire  
Criminal Minds  
Queen of the South  
Rosewood  
Good Behavior  
Untitled Mars Project, prod. Frank Marshall (pilot)  
The Walking Dead  
True Detective  
Limitless  
Sleepy Hollow  
Terra Nova II¶  
The Munsters:  
Mockingbird Lane §

Da Vinci's Demons †§  
Hawaii Five-O (2010)  
The Mindy Project  
Devious Maids  
Community  
Fringe  
Grimm  
Game of Thrones †¶  
Revolution †  
Perception  
No Ordinary Family  
Outsourced  
Kickin' It  
Pair of Kings  
Lost  
NCIS  
Fringe

Army Wives  
Ghost Whisperer \*§  
Brothers & Sisters  
Pushing Daisies  
Undercovers  
Flash Forward  
Burn Notice  
Teen Wolf  
Veronica Mars  
One Tree Hill  
Charmed

### Commercial:

Dairy Queen Blizzard /  
Shark Week 30th Anniversary  
Time Warner Cable / HBO's  
Game of Thrones - "Dragon"  
Multiple NDA Projects

## awards

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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

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

Sep 2013  
Apr 2013  
Feb 2012  
Nov 2011  
Sep 2011  
Jun 2009  
Sep 2008  
Jul 2006