

BEN CAMPANARO

digital compositor

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profile

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

experience

DNEG - Hollywood / Burbank, CA

Senior Compositor

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 finalized 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 finalized 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 award submission entries and marketing
- 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

- Attended production meetings, wrote script breakdowns, and backed up the VFX Supervisor on set for nearly 1,000 shots
- Designed and executed computer screen graphics for live playback and actor interaction

Freelance - Thousand Oaks, CA

Multimedia Artist

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

Software:

- 14+ years professional production experience as a VFX compositor, specializing in Nuke and After Effects
- Extensive use of Mocha, Syntheyes, Sapphire, Furnace, NeatVideo, pgBokeh, CryptoMatte, Particular, Photoshop, Premiere Pro, Illustrator, InDesign, RV, Shotgun, and more. Task-specific experience including Fusion, Maya, 3ds Max, and Cinema 4D.
- Comfortable with Linux, Windows, and macOS

Techniques:

- Considerable history with integrating CG renders, manipulating AOVs from V-Ray/Mantra/Clarisse/Mental Ray/Redshift, 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, Split-View Stereo Workflow, Matte Painting, Title Design, Motion Graphics, Expressions, Shot Builds, Press Materials, & more

education

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:

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:

Jim Henson's The Dark Crystal: Age of Resistance	American Horror Story	Da Vinci's Demons †§	Army Wives
The Feed	The Get Down	Hawaii Five-O (2010)	Ghost Whisperer *§
Emergence	Mom	The Mindy Project	Brothers & Sisters
Unsolved: The Murders of Tupac and the Notorious B.I.G.	Bones	Devious Maids	Pushing Daisies
Scorpion	Empire	Community	Undercovers
The Tick (2017)	Criminal Minds	Fringe	Flash Forward
Underground	Queen of the South	Grimm	Burn Notice
Future Man	Rosewood	Game of Thrones ‡¶	Teen Wolf
Patriot	Good Behavior	Revolution †	Without A Trace
The Assassination of Gianni Versace: American Crime Story	Untitled Mars Project, prod. Frank Marshall <i>(pilot)</i>	Perception	Veronica Mars
Zoo	The Walking Dead	No Ordinary Family	One Tree Hill
Preacher	True Detective	Outsourced	Charmed
Castle Rock	Limitless	Kickin' It	
S.W.A.T. (2018)	Sleepy Hollow	Pair of Kings	Commercial:
Station 19	Terra Nova ¶¶	Lost	Dairy Queen Blizzard / Shark Week 30th Anniversary
	The Munsters: Mockingbird Lane §	NCIS	Time Warner Cable / HBO's Game of Thrones - "Dragon"
		Fringe	

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

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