



THE BELLESINI TWINS

"Two Artists - One Vision - Twenty thousand late nights."



Location: EU / USA



Available Remote



info@bellesinitwins.com



www.bellesinitwins.com

PROFILE

Siblings with 20+ years of experience across commercials, episodic series, feature films, and interactive media. From the era of hand-drawn TV spots to cutting-edge Unreal Engine cinematics, we've worked side by side as animators, riggers, modelers, and directors. Our strength lies in combining artistry with technical know-how — and in working as a perfectly synchronized duo.

CORE SKILLS

- Animation & Cinematics: Character performance, body mechanics, timing, camera work
- Rigging & Tech: Custom rigs, Maya scripting, pipeline problem-solving
- Modeling & Sculpting: Characters (ZBrush), environments, props, stylized + realistic
- Texturing & Surfacing: Substance Painter/Designer, Photoshop, procedural workflows
- Engines & Rendering: Unreal Engine, Arnold, Redshift
- Collaboration: Storyboarding, pre-viz, pre-production, production, post

SOFTWARE

Maya · ZBrush · Unreal Engine · Substance Painter/Designer · Photoshop · Marvelous Designer · SpeedTree · Arnold · Redshift

SELECTED PROJECTS

Commercials (2000s):



Mercedes-Benz



Feature Animation:



Series Animation: Worked with major clients including Netflix suppliers, Disney partners, and international studios.



**Due to NDA agreements, specific shows cannot be disclosed.*

EXPERIENCE

Global clients in Europe, North America, and Asia. Roles across the pipeline: animation, rigging, modeling, texturing, directing. Specialize in cinematic storytelling.

Animation Director – Dark Fall Studios [2000–2010]

Directed 2D and 3D animation projects from concept to final delivery. Oversaw storyboarding, character performance, timing, and cinematics. Coordinated cross-disciplinary teams, ensuring visual storytelling remained consistent and engaging. Key tools: Maya, ZBrush, Photoshop, Krita.

Lead Modeler & Surfacing – Dark Fall Studios [2000–2010]

Created high-quality character and environment models, sculpted in ZBrush, and applied textures/materials for animation and cinematic sequences. Collaborated with animation and lighting teams to ensure accurate render-ready assets.

Supervising Animator – Dust [2010–2015]

Led animation teams on serial and feature projects, mentoring animators on body mechanics, facial expression, and timing. Reviewed dailies, provided creative direction, and ensured adherence to artistic vision.

Art Director – Dust [2010–2015]

Directed visual style across multiple projects, managing design, color, and lighting pipelines. Coordinated between creative and technical departments to deliver cohesive, high-quality animation within deadlines.

Lead Environment Artist – Dark Fall Studios [2015–2020]

Designed and built cinematic environments for 3D animation and VFX projects. Optimized assets for rendering pipelines and collaborated with lighting and compositing teams to achieve photorealistic results.

Technical Director – Money|Suite Animations [2019–2022]

Developed and maintained animation and rendering pipelines. Automated workflows, solved technical challenges in rigging, shading, and rendering, and collaborated with artists to streamline production.

Materials – Monkey|Suite Animations [2019–2022]

Created and applied complex materials and shaders for characters, props, and environments. Ensured visual consistency and render efficiency across multiple platforms and projects.

VFX Supervisor – Dark Fall Studios [2023–2025]

Supervised visual effects for feature and commercial projects, from simulations to compositing. Directed teams, reviewed shots, and optimized workflows for high-quality cinematic results.