

DEMO REEL BREAKDOWN

Jacopo Sebastiani - 07956610684 – jcp.sebastiani@gmail.com

John Carter, by Andrew Stanton

Shot creation and composition, camera layout, animation blocking of digi characters and space ships. Worked on more than 100 shots, several of which full CG or highly CG. Planning the action for a 5 minutes air battle sequence. Several previs and techvis tasks for the reshoots, planning camera and stunt placement and motion. Design of the final ship destruction look through the use of CSG cutter objects. I have worked alongside the VFX supervisors and have provided support and problem solving on the shots for animators and lighters.

Hugo, by Martin Scorsese

Previs artist, working for Nvizage at Pinewood and Shepperton Studios in Rob Legato's VFX team. My responsibilities consisted in animating characters and props, as well as building sets and CG extensions following the plans and concept sketches of the art department, led by Dante Ferretti, the production designer.

James Bond “Bloodstone”

In game cinematics previs, camera layout and editing.

I've worked on more than 15 minutes of cinematics.

This was a highly craive assignment, I had to interpret the director's vision of the sequences rather than rely too much on the storyboards.

My tasks were:

- import and put togheter set pieces
- model temporary props and sets if needed
- import characters and attach the rigs to them
- create a temporary animation blocking
- create the cameras, choose the appropriate focal lenghts, and shoot the sequence
- edit the sequence inside the maya scene
- import and edit mocap clips if needed
- final camera and editing adjustment
- animation polish (mostly hands and face) and implementation of the background characters

M&M's “Red card” advertising

20 second commercial, I did all the animation (2 weeks work)

Kinder-Ferrero “Backpacks” advertising

30 second commercial, I did all the animation (3 weeks work)

Ina Assitalia Insurances “St. Bernard” animation test

Animation od St. Bernard Dog walk stop and wink

Animationmentor exercises

Some of my animation school exercises, a body mechanics and a pantomime shot

“Fugu” short film

My student short film. I've developed the story, directed and animated it
I've tried to tell a “real” story in 30 seconds.