

(http://www.cg3d.it/Diego_Viezzoli_reel_2006.mpg) **breakdown list**

Time code	Year	Title / type of project	My main roles in production	*
00.00.00	2006	"La7 Segnaletica"	Technical Director.	5
00.00.03		Spot for "La7" italian TV channel.	Rigging all pop-up elements.	
00.00.04	2006	"Rio Mare for Pasta - Pennette"	Character TD.	7
00.00.07		TV commercial.	Rigging characters, GUI rendering management.	
00.00.08	2006	"UHU flex and clean"	Character TD.	7
00.00.23		TV commercial.	Rigging characters, GUI rendering management.	
00.00.24	2006	"Rio Mare for Pasta - Farfalle"	Character TD.	7
00.00.29		TV commercial.	Rigging characters, GUI rendering management.	
00.00.30	2006	"OminoBianco3 Pattinaggio"	Character TD.	8
00.00.49		TV commercial.	Rigging characters, Mel crowd system, rendering management.	
00.00.50	2005	"Zerolandia",	Technical Director.	7
00.00.59		Dvd menu introduction.	Previz modeling, rendering management.	
00.00.60	2005	"Omino Bianco2 Seduta macchifica"	Character TD.	9
00.01.15		TV commercial.	Rigging characters, GUI rendering management.	
00.01.16	2004	"Danito - Danone, Tree"	Character TD.	10
00.01.30		TV commercial.	Rigging characters, GUI rendering management.	
00.01.31	2002	"Carta Camomilla"	Modeler, Lighter.	12
00.01.35		TV commercial.	Environment modeling, lighting e rendering. Compositing.	
00.01.36	2003	"Carta Camomilla Recediva"	Character and vfx TD.	13
00.01.40		TV commercial.	Rigging group of characters, rigging paper, particle vfx.	
00.01.41	2004	"Danito - Danone, Cave"	Character TD.	10
00.01.49		TV commercial.	Rigging characters, GUI, some vfx, rendering management.	
00.01.50	2004	"Mr Loo"	Character TD.	10
00.02.03		Animated short film.	Rigging character.	
00.02.04	2003	"Krut"	Character TD.	12
00.02.17		Animated short film.	Rigging characters.	
00.02.18	2004	"Omino Bianco1 Missione Speciale"	Character TD.	8
00.02.26		TV commercial.	Rigging characters, GUI rendering management, Compositing.	

* **Total people involved.**