

(http://www.cg3d.it/Diego_Viezzoli_technical_reel_2006.mpg) **breakdown list**

Time code	Year	Title / type of project	My main roles in production	*
00.00.00	2007	"La scimmia nuda"	Character TD.	6
00.00.17		<i>Animated creature for a museum.</i>	Rigging muscles and skinning creature.	
00.00.00	2006	"OminoBianco3 Pattinaggio"	Character TD.	8
00.01.58		<i>TV commercial.</i>	Rigging characters, Mel crowd system, rendering management.	
00.00.00 00.00.33	Rossetto (lipstick) character. Last character that I created for this commercial series. The arms and the legs have a blended curvature.			
00.00.34 00.00.45	Mel script ice-skates lines. This script create a new surface that simulate line along the ice floor from ice-skates.			
00.00.46 00.01.00	Mel script bake camera to Digital Fusion. I created this script for export the Maya camera to compositing software Digital Fusion.			
00.01.01 00.01.58	Mel script crowd. I created this script to fill the ice stadium of low-resolution characters. There's four different operations: 1)Create ten different colored seated model of characters (save ten maya scenes with different textures). 2)Create ten different colored characters with simple rig (save ten maya scenes with different textures). 3)Put on the chairs the seated models (in a random sequence). 4)Put on the chairs the simple rigged characters and give them an animation clip (in random sequence from ten different clips of animation. Only for one shot there are ten clips for a special reaction).			
00.01.59 00.02.53	2003	"Kruutt"	Character TD.	12
		<i>Animated short film.</i>	Rigging characters.	
00.01.59 00.02.04	Still frames of two characters created: Kruutt and Baby FuFu. The target for these characters aimed to perform any kind of deformation like 2D style.			
00.02.05 00.02.46	Animation tests for the head of main character Kruutt. A quick overview of all controls for the Kruutt's head. I create the facial expressions with combination of influence object (locators/null) and joint for the mouth and ears.			
00.02.47 00.02.53	A quick overview of Baby FuFu character.			
00.02.54 00.03.17	2004	"Omino Bianco1 Missione Speciale"	Character TD.	8
		<i>TV commercial.</i>	Rigging characters, GUI rendering management, Compositing.	
00.02.54 00.03.17	A quick overview of "fat" character. The expressions are the result of skinning (joints and influence object) and deformers.			
00.03.18 00.03.41	2004	"Mr Loo"	Character TD.	10
		<i>Animated short film.</i>	Rigging character.	

00.03.18	Facial graphic user interface.		
00.03.41	The expressions are the result of skinning (joints and influence object) and deformers. I connected the deformations to a simple panel. The animators create the expressions mixing the separated controls.		
00.03.42	2004	"Danito - Danone, Tree and Cave"	Character TD.
00.04.28		TV commercials.	Rigging characters, GUI rendering management.
00.03.42	Overview of some rigged characters.		
00.04.23			
00.04.24	Two very funny animations by Peter Greenstone.		
00.04.28			
00.04.29	2002	"Carta Camomilla"	Modeler, Lighter.
00.04.36		TV commercial.	Environment modeling, lighting e rendering. Compositing.
00.04.29	Two still frame rendered of "Camomilla" the spot main character.		
00.04.36	Various wireframe still frame of the environment that I participate to create (and after lighting and rendering). During the production the Director Filippo Costanzo named me: the rendering responsible.		
00.04.37	2003	"Carta Camomilla Recediva"	Character and vfx TD.
00.05.12		TV commercial.	Rigging group of characters, rigging paper, particle vfx.
00.04.37	Characters of second commercial.		
00.04.46	From this production, I started to follow character rigging. I had to modify some existing characters (by Giancarlo Lari) to create new different ants. I had to change the female ant character giving it crutch and chalk. I had to setup special groups of characters, such as on the soap ones and the ones with the paper (with rigging of deformations for paper obviously).		
00.04.47	Facial Expressions.		
00.04.57	They result from position and rotation of many influence object on the face. In the first commercial, Maya3 was powered with a special plug-in (don't remember the name) allowing to assign the saved expressions to the different ants. I have done the same thing as plug-in, with Mel. The expressions may blending in percent. I added a new feature: I divided the face in four zones, this allowed to give the expressions only by zones.		
00.04.58	A photo of the team for the first commercial.		
00.05.12	My personal animation test.		
00.05.13	2002	"RAI per il rispetto"	Character TD.
00.05.17		TV commercials.	Rigging characters. Clothing. Traking and compositing
00.05.13	The gnomes.		
00.05.17	The rendering of one of six characters. The screenshot of four proxy characters. Two final shots of one of five commercials.		
00.05.18	2006	"UHU flex and clean"	Character TD.
00.05.32		TV commercial.	Rigging characters, GUI rendering management.
00.05.18	Plastic tubes against Aluminum tubes.		
00.05.23	An overview of rigged characters in maya.		

00.05.24	Animatic, final animation and final shots rendered.		
00.05.32			
00.05.33	2003	"Smilims" <i>Pilot for TV series.</i>	Character TD, Mocap TD.
00.05.44			Rigging characters for Maya and MotionBuilder, management motion capture data.
			6
00.05.33	A main character, a testimonial for international organization "Operation Smile".		
00.05.35	I created the character for Maya and for Motion Builder.		
	From the motion capture systems (Smart Emotion) I clean the mocap data and connect to the character.		
00.05.36	A playblast from Kaydara Motion Builder.		
00.05.40			
00.05.41	A final shot.		
00.05.44			
00.05.45	Halloween animation.		
00.05.50	Simple rigging and clothing for spider's web.		

* Total people involved.