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

		Title / type of project					
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		Animated creature for a museum.	Rigging muscles and skinning creature.				
00.00.00	0000	"OminoBianco3 Pattinaggio"	Character TD.				
00.01.58	2006	TV commercial.	Rigging characters, Mel crowd system,	8			
00.01.50		i v commercial.	rendering management.				
00.00.00	Rossetto (lipstick) character.						
00.00.33	Last character that I created for this commercial series.						
00.00.33	The arms and the legs have a blended curvature.						
00.00.34	Mel script ice-skates lines.						
00 00 45	This s	cript create a new surface that simu	ılate line along the ice floor from ice-skat	es.			
00.00.45							
00.00.46	Mel sc	ript bake camera to Digital Fusion.					
00.04.00			ya camera to compositing software D	igit			
00.01.00	Fusior	1.					
00.01.01	Mel sc	ript crowd.					
		ed this script to fill the ice stadium					
00.01.58	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)						
			a random sequence) 4)Put on the chair	s th			
	3)Put	on the chairs the seated models (ir	a random sequence). 4)Put on the chair an animation clip (in random sequence				
	3)Put o	on the chairs the seated models (in rigged characters and give them	a random sequence). 4)Put on the chair an animation clip (in random sequence or one shot there are ten clips for a sp	fro			
	3)Put o	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only fo	an animation clip (in random sequence	fro			
00.01.59	3)Put of simple ten dit	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only fo	an animation clip (in random sequence	fro			
	3)Put of simple ten dit	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only foon). "Krutt"	an animation clip (in random sequence or one shot there are ten clips for a sp	fro eci			
00.01.59 00.02.53	3)Put of simple ten difference tion	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only foon).	an animation clip (in random sequence or one shot there are ten clips for a sp	fro			
	3)Put of simple ten difference reaction 2003	on the chairs the seated models (in a rigged characters and give them if erent clips of animation. Only foon). "Krutt" Animated short film. ames of two characters created: Kr	can animation clip (in random sequence or one shot there are ten clips for a sp Character TD. Rigging characters. utt and Baby FuFu.	fro eci			
00.02.53 00.01.59	3)Put of simple ten difference reaction 2003	on the chairs the seated models (in a rigged characters and give them if erent clips of animation. Only foon). "Krutt" Animated short film. ames of two characters created: Kr	an animation clip (in random sequence or one shot there are ten clips for a sp Character TD. Rigging characters.	fro eci			
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00.02.53 00.01.59	3)Put of simple ten difference reaction 2003 Still fra The ta	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only foon). "Krutt" Animated short film. ames of two characters created: Krutter for these characters aimed to put the state of the seated of main chairs.	Character TD. Rigging characters. utt and Baby FuFu. perform any kind of deformation like 2D services.	fro eci			
00.02.53 00.01.59 00.02.04 00.02.05	3)Put of simple ten difference to ten difference to ten difference	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only foon). "Krutt" Animated short film. ames of two characters created: Kruterget for these characters aimed to put the state of the seated of the seated of the koverview of all controls for the Kruterget for the Kruter	Character TD. Rigging characters. utt and Baby FuFu. perform any kind of deformation like 2D seriors. rutt's head.	fro peci 12			
00.02.53 00.01.59 00.02.04	3)Put of simple ten difference di	on the chairs the seated models (in rigged characters and give them ferent clips of animation. Only foon). "Krutt" Animated short film. ames of two characters created: Kruget for these characters aimed to put the state of the seates of the seates of the keyerview of all controls for the Kate the facial expressions with combined to the seates of th	Character TD. Rigging characters. utt and Baby FuFu. perform any kind of deformation like 2D services.	fro peci 12			
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00.02.53 00.01.59 00.02.04 00.02.05 00.02.46	3)Put of simple ten difference control	on the chairs the seated models (in a rigged characters and give them ferent clips of animation. Only form). "Krutt" Animated short film. ames of two characters created: Krutter for these characters aimed to put the form the short film chairs are the facial expressions with combor the mouth and ears.	Character TD. Rigging characters. utt and Baby FuFu. perform any kind of deformation like 2D server. racter Krutt. rutt's head. bination of influence object (locators/null)	fro peci 12			
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00.03.18	Ine ex					
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		"Danito - Danone, Tree and Cave"	Character TD.			
00.04.28	2004	TV commercials.	Rigging characters, GUI	1		
00.03.42	Overvi	lew of some rigged characters.	rendering management.			
		on or come rigger on a raciore.				
00.04.23 00.04.24	Two very funny animations by Peter Greenstone.					
00.04.24	IWOV	ary runny animations by Peter Gree	istone.			
00.04.28						
00.04.29	2002	"Carta Camomilla"	Modeler, Lighter.	1		
00.04.36	2002	TV commercial.	Environment modeling, lighting e rendering. Compositing.	'		
00.04.29	Two st	l till frame rendered of "Camomilla" t				
00.04.36	lightin		nment that I participate to create (and after tion the Director Filippo Costanzo name			
00.04.37		"Carta Camomilla Recediva"	Character and vfx TD.	-		
00.05.12	2003	TV commercial.	Rigging group of characters,	1		
			rigging paper, particle vtx			
00.04.37	From to		by Giancarlo Lari) to create new differen	t		
	From to I had to ants. I setup	this production, I started to follow c o modify some existing characters had to change the female ant chara	haracter rigging. (by Giancarlo Lari) to create new differen cter giving it crutch and chalk. I had to as on the soap ones and the ones with th			
	From to I had to ants. I setup paper Facial They round in the name) same to	this production, I started to follow comodify some existing characters and to change the female ant characters, special groups of characters, such a (with rigging of deformations for passes). Expressions. esult from position and rotation of a first commercial, Maya3 was powered allowing to assign the saved expression as plug-in, with Mel. The expressione: I divided the face in four zone	haracter rigging. (by Giancarlo Lari) to create new differen cter giving it crutch and chalk. I had to as on the soap ones and the ones with th per obviously).	r ti the		
00.04.46	From to I had to ants. I setup paper Facial They round in the name) same to new fee by zon	this production, I started to follow comodify some existing characters had to change the female ant characters, special groups of characters, such with rigging of deformations for particles. Expressions. The expressions of the saved expressions of the saved expressions of the saved expressions. The expressions of the saved expressions of the team for the first commercial.	haracter rigging. (by Giancarlo Lari) to create new differencter giving it crutch and chalk. I had to as on the soap ones and the ones with the per obviously). many influence object on the face. ed with a special plug-in (don't remembersions to the different ants. I have done essions may blending in percent. I adderes, this allowed to give the expressions of	r ti the		
00.04.46 00.04.47 00.04.57	From to I had to ants. I setup paper Facial They round in the name) same to new fee by zon	this production, I started to follow comodify some existing characters had to change the female ant characters, special groups of characters, such with rigging of deformations for particles. Expressions. The expression of the saved expression. The expression of the saved expression of the saved expression of the saved expression of the saved expression.	haracter rigging. (by Giancarlo Lari) to create new differencter giving it crutch and chalk. I had to as on the soap ones and the ones with the per obviously). many influence object on the face. ed with a special plug-in (don't remembersions to the different ants. I have done essions may blending in percent. I adderes, this allowed to give the expressions of	r ti the		
00.04.46 00.04.47 00.04.57	From to I had to ants. I setup paper Facial They round In the same to new fee by zon My per	this production, I started to follow comodify some existing characters had to change the female ant characters, special groups of characters, such with rigging of deformations for particles. Expressions. The expressions of the saved expressions of the saved expressions of the saved expressions. The expressions of the saved expressions of the team for the first commercial.	haracter rigging. (by Giancarlo Lari) to create new differencter giving it crutch and chalk. I had to as on the soap ones and the ones with the per obviously). many influence object on the face. ed with a special plug-in (don't remembersions to the different ants. I have done essions may blending in percent. I adderes, this allowed to give the expressions of	r the		
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00.05.24	Animatic, final animation and final shots rendered.					
00.05.32						
00.05.33		"Smilims"	Character TD, Mocap TD.			
	2003			6		
00.05.44		Pilot for TV series.	Rigging characters for Maya and			
			MotionBuilder, management motion			
			capture data.			
00.05.33	A main character, a testimonial for international organization "Operation Smile".					
		ed the character for Maya and				
00.05.35			Smart Emotion) I clean the mocap data and con	nect		
	to the	character.				
00.05.36	A play	blast from Kaydara Motion B	uilder.			
00.05.40						
00.05.41	A final	shot.				
00.05.44						
00.05.44	11-11					
00.05.45		reen animation.	dar'a wah			
00.05.50	Simple	e rigging and clothing for spice	uer s web.			
00.05.50						

^{*} Total people involved.