



**danieleorsetti**  
curriculum vitae

## contactinfo

name Daniele Orsetti

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## employmenthistory

2015-now Senior Texture Artist in Method Studios, London.

2011-14 3D Modeler, Texture Artist and Groom TD in MPC Film, London.

### Movies Worked On:

- Wrath of the Titans | Modeler and Texture Artist
- Prometheus | Texture Artist
- World War Z | Texture Artist
- Dark Shadows | Modeler and Texture Artist
- 47 Ronin | Modeler and Texture Artist
- Superman: Man of Steel | Texture Artist
- The Seventh Son | Texture Artist
- Maleficent | Modeler and Groom TD
- 300, Rise of an Empire | Groom TD
- The Secret Life of Walter Mitty | Groom TD
- Godzilla | Groom TD
- Game of Thrones (Season 4) | Texture Artist and Lead Groom TD
- Night at the Museum: Secret of the Tomb | Lead Groom TD
- Guardians of the Galaxy | Modeler, Texture Artist and Lead Groom TD
- Jungle Book | Texture Artist and Lead Groom TD

2010 3D Modeler in Bluemotion studio (<http://www.bluemotion.it/>), Padova, Italy.

2009-10 3D Modeler in Ohkaunit studio (<http://www.ohkaunit.com/>), Treviso, Italy.

2007-09 Freelance3D Generalist in RedApe studio (<http://www.redape.it/>), Padova, Italy.

2005-07 Teacher (maya and maxwell render) and 3dGeneralist in Bigrock Training Center ([www.bigrockit](http://www.bigrockit.com)), Treviso, Italy.



## knownsoftwares

modelling	Maya Zbrush 3D-Coat Mudbox	render engines	Arnold Vray
texturing	Mari Photoshop	compositing	Nuke AfterEffects
		uv mapping	Headus UvLayout

## education

- 2012 Visualarium Workshops:
  - Character Design In ZBrush with Danny Williams
  - Character Creation with Kris Costa
- 2011 CGWorkshop Online: "Creature Texture Painting in MARI" with Justin Holt.
- 2010 Scott Eaton's Anatomy For Artists Online Course
- 2009 CGWorkshop Online: "Modern Game Character Creation" with Jonathan Rush.
- 2008 1 year illustration course at "scuola italiana di comics", Padova.
- 2007 -Drawing workshop, lasted 4 months, in the lyceum36 training center in Padova, where I studied life drawing and anatomy.
  - CGWorkshop Online: "Photoreal Textures II", photorealistic texturing with Paul Fedor.
  - CGWorkshop Online: "Zbrush - Sculpting Digital Characters", advanced zbrush and character design, with Cesar Dacol Jr.
- 2006 CGWorkshop Online: "cybergirl 7", poligonal organic modeling techniques with Steven Stahlberg.
- 2004 Specialization Course "Maya Intensive", in the "Darkside Training Center" in Verona, where I achieved the Alias|Maya Foundation and Character animation certificates.
- 2004 European Social Found Course: "graphic, 3d and multimedia designer", Rovigo.
- 2003 High School Diploma in "liceo scientifico E. Curiel", Padova.