



danieleorsetti
curriculum vitae

_contactinfo

name Daniele Orsetti
address 3 Chichester House, Chichester Road, NW6 5QP, London
mobile +44 7427 330466
E-mail info@dayno.it
web www.dayno.it

_personalinfo

birth date 21/10/1983
nationality Italian
sex Male

_education

- 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.

_foreignlanguage

English Good knowledge in both writing and speaking.



employmenthistory

- 2011-Now 3D Modeller and Texture Artist in MPC Film (<http://www.moving-picture.com/>), London, working 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 | Texture Artist
 - Superman: Man of Steel | Texture Artist
- 2010 3D Modeller in Bluemotion studio (<http://www.bluemotion.it/>), Padova.
- 2009-10 3D Modeller in Ohkaunit studio (<http://www.ohkaunit.com/>), Treviso.
- 2008-09 Freelance3D Generalist in RedApe studio (<http://www.redape.it/>), Padova.
- 2007 Freelance 3D Generalist in Liquid Diamond studio, Padova.
- 2005-08 Freelance 3D Generalist in FurryFood studio, Padova.
- 2005-07 Teacher (maya and maxwell render) and 3dGeneralist in Bigrock Training Center ([www.bigrockit](http://www.bigrockit.com)), Treviso.
- 2004 Graphic and WebDesigner in Weryweb Studio, Rovigo.

knownsoftwares

modelling	Maya (advanced)	render engines	MentalRay (intermediate)
	Zbrush (advanced)		Vray (intermediate)
	3dsMax (intermediate)	compositing	AferEffects (intermediate)
	Mudbox (intermediate)		Nuke (beginner)
texturing	Mari (advanced)		
	Photoshop (advanced)		