



MICHELANGELO NERI ORLIANI
2D Supervisor / Lead Compositor

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PROFILE

2D Supervisor and Lead compositor.

Comprehensive understanding in all areas of 2D post production, strong photographic knowledge with both digital and film medium. Fine art studies and good drawing skills. Personal interest: photography, cinema, drawings, film making, traditional art.

PROFESSIONAL EXPERIENCE

2D SUPERVISOR, Cinesite; London, UK - (gen. 2017 - current position)

Position: 2D Supervisor / Lead Compositor

Compositing supervisor and lead for Robin Hood Origins.

LEAD COMPOSITOR, Cinesite; London, UK - (sep. 2013 - current position)

Position: Nuke Compositor

Digital compositing and lead for Edge of Tomorrow, Robocop, Hercules, X-Men: days of future past, Man from UNCLE, Maggie, San Andreas, Spectre, Captain America Civil War, Independence Day, Assassins Creed, Mute.

COMPOSITOR, Cinesite; London, UK - (feb. 2013 - may. 2013)

Position: Nuke Compositor

Digital compositing for World War Z, Jack Ryan: Shadow One and Into the Storm.

COMPOSITOR, Freelance in Milano area - (oct. 2012 - dec. 2012)

Position: Nuke Compositor

Digital compositing for tv commercials and idents.

COMPOSITOR, Ilion Animation Studio; Madrid, Spain - (sep. 2011 - sep. 2012)

Position: Senior Nuke Compositor and Look Developer

Digital compositing and look dev for the new Ilion's CG movie.

COMPOSITOR, Cinesite; London, UK - (feb. 2011 - may. 2011)

Position: Nuke Compositor

Digital compositing for X-Men First Class.

COMPOSITOR, Ilion Animation Studio; Madrid, Spain - (apr. 2010 - jan. 2011)

Position: Senior Nuke Compositor and Look Developer

Digital compositing and look dev for the new Ilion's CG movie. Development of optically correct defocus and lens flare generation filters.

COMPOSITOR, RSA Films; London, UK - (feb. 2010 - feb. 2010)

Position: Senior Shake Compositor

Digital compositing for Dark Room shortfilm, Philips Cinema Parallel Lines.

COMPOSITOR, FastForward; Milano, Italy - (sep. 2009 - dec. 2009)

Position: Shake - Nuke Compositor

Digital compositing for RSI Swiss National Television commercials.

COMPOSITOR, Ilion Animation Studio; Madrid, Spain - (jan. 2009 - june 2009)

Position: Nuke Compositor

Senior digital compositor for the animated feature film Planet 51.

COMPOSITOR, freelance - (dec. 2008)

Position: Shake Compositor

Digital compositing for Actimel Commercial. Proxima Milano for The Mill London.

COMPOSITOR, freelance - (sep. 2008 - nov. 2008)

Position: Shake Compositor

Visual effects for the feature film "Baaria" directed by Giuseppe Tornatore.

COMPOSITOR, FastForward; Milano, Italy - (sep. 2007 - apr. 2008)

Position: Shake Compositor

Compositing for commercials, shortfilms, promos and channel ID.

Clients: Sky, Nickelodeon, LA7, Gucci, Dolce e Gabbana, Disney Italia, RCS, Samsung.

COMPOSITOR, Spark DE; Roma, Italy - (feb. 2007 - apr. 2007 / jun. 2007 - aug. 2007)

Position: Shake Compositor

Full CG compositing. Promo online editing, conforming and graphic. Clients: Studio Universal Italia

COMPOSITOR, FastForward; Milano, Italy - (oct. 2006 - dec. 2006)

Position: Shake Compositor. After Effects motion graphic artist.

Compositing and motion graphic artist for TV commercial and promos. Clients: Nickelodeon, Sky.

EDITING AND COMPOSITING TEACHER, Institute of fine arts; Ancona, Italy - (mar. 2006 - apr. 2006)

Position: Digital editing and compositor instructor. Classes to teachers and students.

EDITOR AND COMPOSITOR, Gabrio Marinelli Editore; Ancona, Italy - (dec. 2003 - jan. 2006)

Position: Final Cut Studio editor, Flint compositor on SGI Platform. After Effects motion graphic artist.

Editing and conforming for documentaries and TV commercials. Motion graphic artist for titles and cartoons operators. Clients: Sugar Music, Rainbow Cartoon, Benelli, Rai.

EDUCATION

High School: Fine Arts Istitute E. Mannucci (Ancona, Italy). 1998 - 2003

SKILLS AND TOOLS

Very strong experience with Nuke, Shake and other node based compositing systems.

Other Software

Final Cut Studio suite, Photoshop, After Effects. Intermediate knowledge of Flint-Flame. Basic knowledge of True-light system. 3d workflow and rendering / lighting knowledge, basic html and apple script usage.

Favourite platform: MacOSX, experience on Linux, Windows and Irix.

Other skills: traditional and digital photography, super 8 film making, darkroom printing, storyboarding, drawing.

WEB LINKS

Personal website: www.mnonline.it

Photography: www.flickr.com/photos/neriorliani/

Linkedin: www.linkedin.com/pub/7/340/a5