

**ANTONIO MEAZZINI**  
composer / roto paint artist

London, UK

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**PROFESSIONAL EXPERIENCE:**

- 08/'08 - present - **Lead roto/prep artist, Moving Picture Company (London, UK).** Digital paint/prep on several shows and currently lead artist on Narnia 3.
- 01/'08 – 06/'08 - **Paint Fix Artist, PDI Dreamworks (Redwood City, California).** 2d Paint Fixing on *Kung Fu Panda* and *Madagascar 2* using proprietary compositing software and After Effects.
- 08/'07 – 12/'07 - **Matchmove artist, The Orphanage (San Francisco, California).** Matchmoving and matchimation (rotoanim) for the movie *Iron Man*.
- **Visual Effects Artist for the independent film *Midnight Chronicles*** ([www.midnight-film.com](http://www.midnight-film.com)) – Epic Level Entertainment.  
composer and matte painter on several shots.
- 2002 – 2004 - **Web & multimedia Designer**  
Web designer, multimedia designer and motion graphics artist for several clients

**EDUCATION:**

- 2007 - BFA Degree in Visual Effects and Compositing, Academy of Art University, San Francisco, CA
- 2006 - AA Degree in Visual Effects and Compositing, Academy of Art University, San Francisco, CA
- 1999 - Scientific High School, Lodi, Italy.

**SOFTWARE:**

- |                       |  |                    |
|-----------------------|--|--------------------|
| - Adobe Photoshop     | - Silhouette roto  | - Adobe Premiere   |
| - Adobe After Effects | - Matchmover & Boujou  | - Macromedia Flash |
| - Digital Fusion      | - Maya (lighting, rendering and basic 3D modeling and animation) | - Dreamweaver      |
| - Combustion          | - Flint (basic)  |                    |
| - Shake               | - Flame (basic)  |                    |
| - Nuke                |  |                    |

**SKILLS:**

- |                       |                              |                                   |
|-----------------------|------------------------------|-----------------------------------|
| - Digital compositing | - Digital paint / removals   | - Motion graphic                  |
| - Matte painting      | - Matchmoving / matchimation | - Basic 3d modeling and animation |
| - Rotoscoping         | - Rendering and lighting     |                                   |