

# CORRADO BOREAN

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Nationality: Italian  
Gender: Male  
Date of birth: February 4<sup>th</sup> 1976

## PROFILE

I am a **generalist technical director**, I worked mainly on commercials, animation and vfx projects, and in feature film productions. In **nine years of experience** I have covered roles such as **layout td, animator and lighting td**. I've done experiences in cg supervising and on set supervising. At the same time I developed a strong reliability in **technical problem solving**. My big passion in photography and cinematography give me a very good knowledge in **composition and lighting**.

## MAIN SKILLS

### Layout

I am able to **stage an action** described by a script, a storyboard or through the information taken from a speech with the director. I have also the knowledge to **simulate the setup of a real camera**, choosing format, focal length and focal point, measuring the correct value of depth of field and his variation due to the photographic variables. I am familiar in the correlation between field of view and the variation of resolution, ensuring the right perspective and the correct optical ratios. I am proficient in **camera blocking and camera movements**. I can simulate intentional and unintentional movements caused by the drive of a gear or by external factors like vibration, shocks, buoyancy and subjective point of view. I am used to solve or to report the problems coming from inconsistencies encountered in the union of different scenes.

### Generic Animation & Character Animation

I have acquired the ability to animate different types of elements (objects, groups of objects, lights, colors, dynamic parameters, camera), taking in consideration timing and different needing. The foundations of physics that are a part of my knowledge gave me the ability to enrich **realistic animations**, taking in consideration the basic principles such as mass, inertia, acceleration, velocity, momentum. Inspired by the notions found in "The animator survival kit" (Richard Williams) and following the courses of Keith Lango (Video Tutorial Service), I can manage **character animation** and handle complex animations. Furthermore, both of them have made me realize how important it is to have knowledge of the animation history to enrich my own culture in this area. This allowed me to be conscious of the differences between stylized and realistic animation.

### Lighting

I can recreate the lighting conditions of a scene through the use of **traditional techniques or with image base lighting**. I studied different type of environments such as outdoor (sunny, cloudy, foggy, different hours of the day), indoor, space, underwater. On many occasions I referred to my **knowledge in photography** in order to apply the correct light at different type of items (reflective, translucent, skin...). Most of the time I used **compositing software** as completion for the lighting tasks, combining different rendering passes to find the right balance or to adjust and enhance a result. I can handle complex compositions of different layers coming from 3D and I am also able to match it with live footage. I am able to capture and compose adequately **360° panoramas and HDR images** to use them as reflection map or as image based lighting.

### Supervising

On set supervision, cgi supervision and creative advisor. I developed abilities of team leading and I managed various artists through several projects that involving both 3d and compositing tasks.

## SOFTWARE KNOWLEDGE

Main: Maya - Mel scripting - Mental ray - Photoshop - Shake - Real Flow  
Others: Premiere - Lightroom - Bojow - Autopano Pro  
Operating system: Windows - Mac OS - Linux

## WORK EXPERIENCES

2001 – 2009

Interactive Group (Entertainment industry) Milan, Italy  
Main roles: Generalist TD, compositor, CG supervisor

Working with Interactive Group has been a great long experience that gave me the opportunity to be a part of a wide range of projects inside a group of professionals. Thanks of it, I was able to grow and develop the necessary awareness and reliability as layout animation and lighting td.

In the first part of the workflow, I used to interact with directors with the aim to pre-visualize their ideas and suggest my own solutions. During the centre and last steps of the work, I used to be involved in a strong and constant problem solving experience. With Interactive Group I took part in two main feature films as layout animator, lighting TD and compositor. This was useful to understand the needing of that kind of productions. It gave me the ability to broad my experience and get acquainted with long term kind of projects.

Film credits:

"Barbarossa" (2009) Martinelli Film Company  
Lighting TD - Compositor - Fx Animator

"Retrograde" (2004) The Carousel Picture Company  
Previs / Layout Animator - Fx Animator Lighting TD - Compositor

"Vajont" (2001) Canal +  
Lighting TD - Compositor - Fx Animator

Commercial credits:

- Arena "Water instinct" (2008) Commercial 30'  
Character/Camera Animator - Lighting TD - Compositor

- Sport Italia "Basketball" - "Motorzone" (2008) TV Title 12" - 12"  
Character/Camera Animator - Lighting TD - Compositor

- Johnnie Walker "Gabriel Yared" (2005) Commercial 1'  
Previs - Layout Animator - Lighting TD - Compositor

- Telecom "Futurama" (2004) Commercial 1'  
Previs - Layout Animator - Lighting TD - Compositor

- SKY "Sky Cinema" (2003) Commercial 1'  
Fx Animator - Compositor

2000 – 2003

Media Graphics (Information Technology industry) Bologna, Italy  
Alias|Wavefront Maya Instructor - Courses and commercial demonstrations

Teaching and holding commercial demonstrations of Maya software, forced me to have a deep knowledge of it, its structure and potentialities. Thanks to it I built a solid base that was useful in my following production experiences. I have managed a wide range of students and this gave me the opportunity to test my knowledge of Maya. With this job I have learned how to relate with a group of different people and be clear and straightforward.

2000 - 2001

Technos Video One (Entertainment industry) Bologna, Italy  
3d & Compositor artist - Commercial Films

This was my first experience in production and, even if it was a small company, it helped me to understand the basic principles of a production environment like the balance between what you want to do and what you are able to do in time.

## **AWARDS**

2005 34° Key Award International Advertising Festival - Milan  
1st Prize Category: Special effects  
Project \ Company: Sky Calcio \ H Films - Red Cell

2003 32° Key Award International Advertising Festival - Milan  
1st Prize Category: Special effects  
Project \ Company: Sky Cinema \ H Films - Red Cell

## **EDUCATION AND TRAINING**

Native language: Italian  
Other language: proficient in spoken and written English

1999 Teacher Certification, Maya software  
Alias|Wavefront European Center - Gent, Belgium

1998 – 1999 Video and PostProduction course  
IAL - Pordenone, Italy- Post Diploma

1990 – 1998 Diploma in Aeronautic Construction  
ITI Arturo Malignani - Udine, Italy- High School