

# Stefano Oggeri

Lungo Po Antonelli 3, Torino, Italy  
+39 348 2770320 - +39 011 837173  
[info@radioactive-sandwich.com](mailto:info@radioactive-sandwich.com)

## PROFILE:

My name is Stefano Oggeri, born April 12<sup>th</sup> 1975 in Turin, Italy. I am a lighting and shading CG artist, with vast working experience in film, advertisement, design and videogames. I have been working on projects related to the aforementioned fields for the past 12 years, with special emphasis on photorealistic graphics. My interest in computer graphics began when I was still in middle school and has been growing steadily since then, integrating all technical and artistic requirements necessary for the creation of beautiful imagery. I am well accustomed to teamwork, can easily adapt to different pipelines and have no difficulties working in mixed-language working environments.

You can download a selection of my works at:

<http://www.radioactive-sandwich.com/downloads/stefanoOggeriShowReel.mp4>

You can also browse some images, taken from various projects, at:

<http://www.radioactive-sandwich.com/gallery>

## EXPERIENCE:

2009 – 2010 **The Moving Picture Company - London**

### **Senior lighting and lookdev TD**

- Clash of the Titans: lighting Kraken and Argos city shots.
- Harry Potter and the Deathly Hallows (part1): lookdev (Bathilda, Nagini's mouth, etc), shot lighting; lighting/shading/comping interventions on the Polyjuice (7 Harrys) sequence.

### **Lighting lead**

- Pirates of the Caribbean on stranger tides: light rig development, lookdev, lighting artists management, shot lighting.

2003 – 2009

**Edenlab srl**

### **Cofounder - lighting and rendering supervisor**

- Successfully implemented a mixed Linux/Windows visualization pipeline tailored to the car styling and advertisement field. Responsible for developing materials, lighting and rendering for every production completed at the Edenlab studio. Projects ranged from the creation of photoreal cars for car manufacturers, to the realization of animated commercials broadcasted on national and international levels. Credits include successful campaigns for the Peugeot 307 Australian, Citroen C1, Lancia Y and Musa Ice, the New Mini, Grande Punto and Fiat 500 Abarth launch, etc...
- I have set up lights and materials and did some compositing on FX shots for Italian movies, TV series and animated series. Credits include Nassiryia, Baaria (directed by Francesco Tornatore) and Dinofroz.

2002 – 2003

**Planeshift - Atomic blue**

### **3D graphics leader**

- I have been in charge of directing for two years the creation of assets for the open source MMORPG Planeshift ([www.planeshift.it](http://www.planeshift.it)), leading a team of up to 10 artists and giving them technical and artistic guidance as well. I've also been directly involved, modeling, animating and texturing many game characters, props and levels.. My main achievements have been the creation of a successful bridge

between Maya , 3D MAX and CrystalSpace3D (the engine used by the game), the identification of issues with art assets, the suggestion of necessary features to the engine, and the realization of at-the-time commercial quality graphics for an open source game. The game is still running, counting more than 500K registered users.

1998 – 2002 **3Search srl**  
**3D artist**

- I have been involved in the modeling, animation and rendering of the seminal “nurb” project, a completely virtual car prototype that drives around the city of Turin, presented at the 68<sup>th</sup> Turin Auto Salon.
- The “nurb” video also marked the beginning of “Opera>tion”, a joint collaboration with the famous visual futurist Syd Mead (<http://www.sydmead.com>). In the year 2001, I created a teaser trailer for a project featuring original designs by Syd: the project, named “Colony race”, was presented at Siggraph2001 and AWGUA (Alias Wavefront Global Users Association); it also won the Italian Paolo Zucchi prize.
- I worked on all modeling, animation, lighting and rendering for a series of short intro movies to be used as openings during the Future Film Festival show, with special note to the first Italian screening of “Lord of the Rings”.
- I've been modeling and engineering the small toys used by Ferrero spa. as surprises inside their famous chocolate eggs (Kinder Eggs). The same models have been used during the production of a series of short full-CG videos showing the various characters come to life.

**SKILLS:**

- Autodesk Maya: I have been using it since its first version and I am especially fluent with all of its rendering-related aspects. I know MEL and Phyton scripting.
- My main interest and skills are related to the production of photorealistic imagery using Mentalray and Renderman-compliant renderers.
- I have a basic understanding and experience in shader writing following the Ri-specification and I'm familiar with all the technical aspects involved in syntethic image generation.
- Nuke and Shake lighting-related compositing in feature film production.
- Adobe Photoshop, AfterFX: very good level.
- Shake, Rhinoceros3D, 3Delight, Mentalray Standalone, Cinepaint, 3D MAX, etc...
- I can work in WindowsXP or Linux-based environments seamlessly.

**EDUCATION:**

- Graduated in 1994 from “Liceo Gino Segre” scientific high school in Turin.
- Followed university courses in physics at the “Facolta' di Scienze MFN” at the Turin University from year 1994 through 1997.
- Self-taught all things CG-related, plus rudimentary C/C++ and Pascal knowledge.
- Followed Maya lighting and scripting courses with Jeremy Birn et al. during Siggraph2001.
- Very good spoken and written English.
- Basic-average spoken and written French.

**PERSONAL DETAILS:**

- An active amateur astronomer, taking pictures of the Moon, planets and other celestial bodies with several types of telescopes. I have also designed and built my own telescopes.
- I can play piano, guitar and a bit of harmonica. Can sing like Bob Dylan (can't be that hard, I guess) and do the Donald Duck voice.
- I'm an avid reader, with interests spanning from Sci-fi to history books, passing through Terry Pratchett, Douglas Adams and various mathematical writers.
- Had a lucky day some years ago, fishing a big salmon off a boat on lake Ontario.
- I'm slowly writing a cookbook.