

Daniele Federico

R&D animation

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EDUCATION

Bachelor degree in Computer Science Engineering, University of Bologna, Italy
(December 2004)

The thesis was developed at Digitrace studios in Rome. I programmed a plug-in, called "Cloth Bones", created to make a bones chain to follow the movement of a clothed object.

Computer Science Engineering, University of Bologna, Italy
(2001 - 2004)

WORK EXPERIENCE

Moving Picture Company © (London) (July 2007 – August 2009)

Working on: "The Chronicles of Narnia: prince Caspian", "Harry Potter and the half blood prince", "GI-Joe: Dark sky", "Wolfman", "Prince of Persia", "Clash of Titans"

My tasks: Animation tools developer / Pipeline engineer

Development: Asset management for animation pipeline; warping animation space tool; layers animation system; MPC internal animation system; spline IK algorithm; PyQt UI framework; maya manipulators

Digi-guys © (London) (January 2007 – June 2007)

Working on: "Wardevil" (PS3 Game).

My tasks: Tools developing.

Development: System for animation retargeting; plug-in for geometry cache; importer/exporter for the internal file formats.

Rainbow CGI © (Rome) (May 2006 – December 2006)

Working on: "Winx – the movie".

My tasks: Pipeline TD / Tools developing / rigging.

Development: Tool for managing facial expression rigs based on stop-staring theory; flocking system.

Arestech s.r.l. © (Rome) (June 2005 – March 2006)

Arestech was a company involved mainly in database software programming. It tried to move in the entertainment creating some short movies and sample works of its capabilities.

My tasks: Tools developing and rigging.

Development: procedural character setup; modelling tools; morph mixer (unlinear and temporized morphs).

Digitrace Tek © (Rome) (January 2005 – June 2005)

Internship of six months at the Digitrace studio. I worked on “La storia di Leo” movie and on an advertising spot for Ferrero s.p.a.

My tasks: Tools developing, rigging and lighting.

Description: Tools for speeding up the lighting and animation processes.

OTHER PROJECTS

Nodepad2D

Nodepad is an open source software for prototyping nodes in 2D. It was thought for designing algorithms in two dimensions before developing them in 3D.

You can find more info here:

<http://sourceforge.net/projects/nodepad2d/>

Path Tool

The path tool is an animation plug-in for displaying the motion path of the selected objects in realtime. The animator can move, delete and add keys in other frames. Moreover it allows the user to draw the actual path by registering the mouse position in time.

Wrinkle System

Based on the “An art-directed wrinkle system for CG character clothing” paper by PDI, this tool allows the user to define reference poses, which will be used to evaluate the final shape of the deformed mesh. This system is based on the evaluation of a stress map for each vertex in time.

GRAPHIC PROGRAMS

Maya (User)

XSI (User)

Lightwave 3D (User)

Messiah Studio (User)

Photoshop (User)

Adobe Premiere and Adobe After Effect (Intermediate)

PROGRAMMING SKILLS

Maya API
Python
PyQt
Mel (Maya embedded language)
XSI SDK
Lightwave SDK
Messiah SDK
C++
lua
Jscript
LScript (Lightwave scripting)

ABOUT ME

Since I've started developing tools, I always asked myself what could possibly make them better and more user friendly. This is why I started asking myself: "If you were using this tool, how would you like it to be?"

For this reason many times I found myself adding features to the tool requests and developing things which my clients wanted, but they didn't know yet. This brought always a new energy and innovation in the tools I have done.

I always want to do more and, in a way, try to reach the perfection. I do this cause I love my work and what I do.

Hobbies: writing stories, playing soccer and drums, reading books.