

lighting & shading td

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resume

personal details

name	Cinzia Angela Pegorin
place of birth	Busto Arsizio (VA), Italy
date of birth	18 April 1976

objective and skills

I have a bachelor in Industrial and communication Design, and I completed a few courses of photography.

I have a long CG experience in film production as lighting and surfacing artist. My objective has always been working as lighting artist for challenging productions, giving support with my experience, and having a chance for professional growth. I've strong skills for lighting and color, and a natural inclination for project organization.

spoken languages

- Italian: mother language
- Spanish: high proficient
- English: high proficient
- French: basic +
- German: basic

film production experience

- Senior Lighting TD: Dr.D Studios, Sydney
Happy Feet 2 (2011-at present): Lighting artist (Houdini, Renderman, Nuke), on the full CG animation movie with fur characters.
- Senior Lighting TD: Animal Logic, Sydney
Legend of the Guardians (2009-2010): Lighting artist (Maya, Mayaman, Nuke), on the full CG animation movie with feathered characters (and two months of prop surfacing).
- The Tale of Despereaux (2008):** Environment surfacing (Maya, Renderman, Liquid shaders), using Framestore proprietary tools.
 Lighting (Maya, Renderman, Shake), using Framestore proprietary tools
- Lead Lighting TD: Bren Entertainment, Santiago de Compostela
Donkey Xote (2006/2007): Lighting lead on the full CG animation movie “Donkey-Xote” (XSI, Mental Ray, Shake).
- Lead Lighting TD: Bren Entertainment, Santiago de Compostela
Ratoncito Perez (2005): Character shader artist, preparing materials and textures for the main characters (Perez, Secretary,...).
 Lighting artist as soon as shading work finished.
 (XSI, Mental Ray,)
Special nominations: Goya 2007, Spain for “Best Animation Movie”
 San Diego Latin Film Festival for “Best Animation Feature”
- Lighting TD: Peerless Camera Pictures, London
The Brothers Grimm (2005): Lighting artist on the Wolf shots. The complexity was given by the complete cg fur character (Softimage XSI, Mental Ray, Shake).
- Lighiting and render TD: Mnogo Film Productions, Milan
Christmas Tale (2002): Layout artist for the short, Set modeling, Camera tracking, Camera matching, Lighting artist, render wrangling, compositing (Softimage XSI, Mental Ray, Combustion).
- Intern: Pixel Liberation Front, Los Ageles
The Cell (2000) I had a great experience as an intern at PLF, where I started my 3d career. I had the opportunity to give my support in a movie like “The Cell”, in the previs stage:
 I worked with a proprietary particle software, on the look of the snow for the final shots
- Others (2000)** I helped PLF team in other projects, like commercials and video clips, learning the importance of previsualization from pre-production to post.
 (Softimage 3D)

non-film experience

Lighiting TD: freelance in Milan

(2004/2005)

I worked in Milan as a freelance 3D generalist for commercials and shorts, but always with a preference for the artistic side of the projects: some modeling, texturing, shading, lighting and compositing were my main tasks.

3D artist: Officina Digitale, Milan

(2002/2003)

3D modeling, texturing, lighting, compositing for a vfx studio working for television (Mediaset and Discovery Channel UK), specialized in docu-fiction production and post-production.

Graphic Designer: Pixel Park, Zurich

(2000)

Credit Suisse Online

Graphic designer for the Credit Suisse international website project, in Zurich, within the Pixel Park team, a German multimedia company.

education

Camera Craft 1 and 2, Australian Centre for Photography, Sydney

- basics of camera crafting
- techniques using the digital medium
- analyses of great photographers and theirs techniques

Bachelor of Industrial Design, Politecnico of Milan

- graduation with highest notes on April 2001
- graduation project:
"Color of mind: digital planning method in the movie production system"

Fine Arts , Universidad Complutense de Bellas Artes of Madrid (Erasmus project)

- academical year: 1997/98
- course in hand-painting techniques
- course of B/W photography (film development and printing techniques)
- course of set lighting

hobbies & interests

- Cinema, from the old ones, through the unusual, to the blockbusters. Extreme interest exploring the orintal new waves, in search of something different.
- Photography, as an affiliate and as a photographer.
- Drawing, with a preference for enviromental mecha design.
- Kung fu, as a practiser.
- Travelling: from hearing stories of journeys, to travel by myself.
- Cooking as a cultural and gastronomical experience.