

Michele Boldoni

Rigging Supervisor and Mocap Developer
and Technician at RAINBOW CGI
michele.boldoni@gmail.com



Summary

About Me:

I'm Michele Boldoni, Character Rigger: I was born in 1982. I live in Rome, now. I have been through several jobs, and experiences, that have led me to find a job that has become my biggest passion. I make 3D Animation Movies. Even though I've always wanted to be a basketball champion. I am a Rigger. I create the body structures that allow Animators to bring characters to life. I use deformers to create real-life deformations of the skin, hairs, cloths, as well as facial expressions of the puppets. I studied crowd system and I work with MEL/Python language to develop useful animation and rigging scripts. I'm also familiar with Motion Graphic. I have my way with Modeling, Animation, Rendering, VFX and Compositing. But first of all, above all, I'm a Rigger. And there is nothing I like to do better.

Professional Experience:

Character Rigger, Lighting and Vfx artist, Finishing artist, Web and Media Designer, Marketing Management

Goals:

Rigging first of all. I work in team of rigging, I create the setup of the characters, animals, monsters and props, both low that high. I deal mainly with the facial deformations. I create scripts that improve the work of the animators. I can script in python or mel and usually I create procedures to speed up the setup of the assets. I've also worked in the team of lighting, vfx and finishing. I'm a Motion Capture artist also.

Specialties:

Character Rigger, Facial Deformation, Biped, Quadruped, Monsters setup and Motion Capture Animation.

Web Site:

<http://www.micheleboldoni.com>

Experience in Companies

Rigging Supervisor at RAINBOW CGI

May 2015 – Present

I am currently employed with Rainbow CGI animation studio, in Rome, as Rigging Supervisor. I have worked on the following projects:

- 44 Cats
- Bunny
- Mercedes VR Just I Like You
- Secret Trailer

- Monster High: Adventures Ghouls Squad
- Angry Birds Blues
- Hanni Wild Woods Teaser
- Regal Academy 2
- Forhans 3D Experience
- Monini Mò e Nini e la Sana Alimentazione
- Motion Capture Showreel
- Hi-Zev

RAINBOW CGI:

<http://www.rbw-cgi.it/it/>

Personal Site:

<http://www.micheleboldoni.com/myworks.php>

Mocap Developer and Technician at RAINBOW CGI

July 2013 – Present

I deal with the catch of Mocap animation. I use the suits of Xsense. I produce scripts for engaging animations captured the rig. I manage retargeting and the setup of the characters. I take care of body and facial animations. I use different software:

- Xsense MVN Studio
- Face Shift Studio
- IGS Glove Synertial
- Autodesk Motion Builder
- Autodesk Maya
- Unreal Engine
- VR

Mocap Backstage:

<https://www.youtube.com/watch?v=1QpTLU2WLIM>

Teacher Rigging at Rainbow Academy - Digital Entertainment Academy

September 2011 – Present

I am a teacher at the Rainbow Academy and teach the course of rigging.

The program includes the teaching of the basic tools for setuppare a character like joints, connections, constraints, nodes, skeleton, face setup, spine setup, arms setup, setup legs and their assembly, character skinning, blendshapes deformation, clothes and hair setup, squash and stretch system.

It is interesting to explain things to people. The class consists of about twenty students that follow the entire production process, from pre-production to post-production. There are three annual courses. My students start the course without knowing the meaning of the word rig and release their character ready to be animated. This is cool!

RAINBOW Academy:

<http://www.rainbowacademy.it/it/docenti>

Rigging Lead at RAINBOW CGI

April 2013 - April 2015 (2 years 1 month)

Rigging Lead at the Rainbow CGI Animation Studio for the following projects:

- Winx Club Ricette a Colori
- Mia and Me 2
- Winx Club: Il Mistero degli Abissi

RAINBOW CGI:

<http://www.rbw-cgi.it/it/>

Personal Site:

<http://www.micheleboldoni.com/myworks.php>

Character Rigger at RAINBOW CGI

July 2009 - March 2013 (3 years 9 months)

Character Rigger at the Rainbow CGI Animation Studio for the following projects:

- Winx Club Tv6
- Gladiatori di Roma
- Com'e' Bello Far l'Amore
- Huntik Dark Ride 5D
- Winx Club Tv5

RAINBOW CGI:

<http://www.rbw-cgi.it/it/>

Personal Site:

<http://www.micheleboldoni.com/myworks.php>

Assistant Filming and Computer Engineer

May 2006 - September 2008 (2 years 5 months)

I've collaborated with Bapufilm Production, a video agency, for shooting and on-line broadcast transmission of events like surf italian league, snowboard competitions, downhill races, various documentary; management of networks for the links during the shoots, applications developing for the data management and communication during the shoots for users, 2D motion graphic and site management.

Bapufilm Production:

<http://www.bapufilm.com/videogallery/>

Web Designer, Web and Media Developer

January 2004 - September 2008 (4 years 9 months)

Planning and creation of web sites from the structure to the design. Management of web retailing and wholesaling of products.

Computer Engineer

January 2006 - February 2008 (2 years 2 months)

Graphic and marketing management of the firm, planning and management of the internet site, directly contact with clients and outfitters for products order or assistance, catalogues and brochures production, 2D graphic planning of products and respective serigraphy, softwares and Visual Basic applications for interaction between user and machine.

Computer Teacher

January 2004 - March 2005 (1 year 3 months)

I've taught to the students of primary school: computer architecture, educative softwares, [Microsoft Word and paint program.](#)

Freelance Experience

Character Rigger for Midland Intro

April 2013 - May 2013 (2 months)

Short intro with the logo "Midland" of the producer of cameras.

In this work I have dealt with rigging and animation. I also handled the communication with the client and organize the work of the team, thus playing the role of a production manager.

Intro Spot Midland:

<https://vimeo.com/68142071>

Character Rigger for GazzaToons Series

September 2011 - April 2012 (8 months)

I worked with the firm "Playstos Entertainment" in Milan to the achievement of the setup of different characters used in the cartoon series "Gazzatoons" WebTV broadcast online from the site of the Gazzetta dello Sport.

The protagonists of the serial are caricatures with the giant head of sports celebrities.

GazzaToons

<https://www.youtube.com/watch?v=-Td4vvDPDlo>

Character Rigger for BlueKiwi Intro

January 2010 - October 2010 (10 months)

I began a collaboration with the study Bikiwi animation of Parma for the creation of several commercial. I've always been used as a character rigger for the setup of the characters to be made.

Bluekiwi Intro

<https://vimeo.com/16412930>

Character Rigger for Paper Plane Short

September 2009 - March 2010 (7 months)

I made the setup of Tim, the protagonist of "Paper Plane", a short animated film directed and animated by Margherita Premuroso. In particular, I created the structure for the control of the body of Tim and facial deformations. I have created systems for clothes and deformation character's eyes.

Paper Plane:

<https://vimeo.com/16412503>

Lighting and Shading for PetPals Short

January 2009 - March 2009 (3 months)

I've worked to the production of PetPals' Short. The short will realise on 22nd genuary of 2010 at the movie theater. I've worked at the BigRock School for the Gruppo Alcuni society. The short is realized in stereoscopic way and I have worked to the render, shaders and lighting group of the production team.

PetPals:

<https://vimeo.com/16411492>

Personal Productions

CG Supervision, Character Rigger, Screenplayer and Video Editor for SUSHIDO Short Production

September 2016 - June 2017 (10 months)

A project made by a team of friends who work as professionals in the 3D industry but in reality have fun creating animated shorts in order to make sense of their own creativity.

I've created the story, I've rigged the character and all his props and I've made the supervision of all the team that had working on this short.

SUSHIDO is visible at the Athens Digital Arts Festival which takes place in Athens on May 27, 2018. It has been visible also to the 6th FIFES Festival in Kino Tuskanac, Zagreb, on May 11, 2018.

SUSHIDO Short:

<https://vimeo.com/235510631>

SUSHIDO Blog:

<https://sushidoblog.wordpress.com/>

Character Rigger and Workflow Manager for Defective BigBot Short

April 2011 - December 2011 (9 months)

I made the setup of "BigBot", the protagonist of the short film "Defective BigBot", of which I was the main author and coordinator. I managed all the production team and its workflow.

The short film has been released on several online portals (eg 3dworldmag, CGSociety, CharactersForum.com) and the Italian print magazine "Computer Graphics".

Defective BigBot

<https://vimeo.com/25135304>

CGSociety

<http://forums.cgsociety.org/showthread.php?t=998462>

Education

Master in Computer Grafica

Master's Degree, Graphic Computer, 2008 – 2009

Activities and Societies: Team collaboration for the "Pet Pals" production, a stereoscopic short for the movie theater production of "Gruppo Alcuni" (www.alcuni.it). Rendering & Lighting department.

Università degli Studi di Milano

96/110, Digital Communication, 2001 - 2004

Activities and Societies: I've attend a stage in a graphic agency called "La Clessidra" (www.clessidra87.it) where I have understood the mechanism of a graphic, marketing and web agency, from the production to the commercial process. I've studied editorial and multimedial commercial campaigns, contacts with clients and fornitors, log and web site creature.

Assistence and collaboration to a whole advertising campaign, from the beginning to the retailing and wholesaling of the product (Rikorda - www.rikordaonline.it).

Liceo Scientifico Statale Galileo Galilei

The Scientific Maturity, address matters of scientific, 1996 – 2001

Certifications

Autodesk Certified Professional - Maya 2014

Mar 2014 – Present License 00353737 – Autodesk

Certificate of Completion - MEL Programming

Apr 2009 – Present License 1Q068638241- Autodesk

Certificate of Completion - Master Animation

Apr 2009 – Present License 1QOUPA1QO16 - Autodesk

Certificate of Completion - Master CG

Feb 2009 – Present License 16593278422 - Autodesk

Modeling and Animation with Autodesk Maya 3D software

Oct 2003 – Present - University of Milan

Digital editing of sound

Jun 2003 – Present - University of Milan

Interaction programming for web with Adobe Flash MX

Mar 2003 – Present - Adobe

2D Images and vectorial graphic with Adobe Photoshop and Adobe Illustrator

Feb 2003 – Present - Adobe

Structure and administration of Windows system operative

Oct 2002 – Present - Microsoft

Languages

English

Professional working proficiency

Italian

Native or bilingual proficiency

Organization

ASSOCIAZIONE VFX - Associazione Autori Effetti Visivi Italia

Patent

A2, B
it RM7585332C

Contact

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