

# Michele Boldoni

Rigging Supervisor and Mocap Developer and Technician at RAINBOW CGI

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## 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 deformer 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>

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## Experience

### **Mocap Developer and Technician at RAINBOW CGI**

July 2013 - Present (2 years 8 months)

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 Synterial - Autodesk Motion Builder - Autodesk Maya

### **Teacher Rigging at Rainbow Academy - Digital Entertainment Academy**

September 2011 - Present (4 years 6 months)

I am a teacher at the Rainbow Academy and teach the course of rigging. The program includes the teaching of the basic tools for setup 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! link of RAINBOW Academy: <http://www.rainbowacademy.it/it/docenti>

### **Rigging Supervisor at RAINBOW CGI**

July 2009 - Present (6 years 8 months)

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 worked on the production of "Gladiators of Rome" animation movie, "WinX Club 5" animated series, "Huntik Dark Ride 5D", it's the amazing 5D Interactive Ride at Rainbow Magicland, the new Theme Park close to Rome, an animated shorts for the end credits of the movie "How beautiful it is to love," an Italian comedy film, and "Winx Club 6" animated series. Then the movie picture "Winx Club: Il Mistero degli abissi". Now I've just finished to work to the new serial of "MiaAndMe2" and to work on the TV series "Winx Club - Ricette a Colori", aired on Rai Gulp from May 2015. Project made with full 3D characters and live footage. In May of 2015 I finished to work on a full CGI commercial "Hi-Zev", produced by Rainbow CGI, for customer "Picchio". At the end of summer, in the 2015, I finished to work to the "Motion Capture Showreel 2015". It's a long short made by my animation studio Rainbow CGI and It's all done with motion capture system and workflow. MY PRODUCTION: - Motion Capture Showreel (long short all made with mocap) - Hi-Zev (commercial full CG) - Winx Club Ricette a Colori (project made with full 3D characters and live footage) - Mia and Me 2 (animated serial) - Winx Club: Il Mistero degli abissi (animated feature) - Winx Club Tv6 (animated serial) - Huntik Dark Ride 5D (Rainbow Magicland) - Winx Club Tv5 (animated serial) - Gladiatori di Roma (animated feature) link of RAINBOW CGI animation studio: <http://www.rbw-cgi.it/it/> link of RAINBOW VFX studio: <http://www.rbw-cgi.it/it/rainbow-fx>

### **Character Rigger, free lancer at Midland**

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. link to the short "Intro Spot Midland": <https://vimeo.com/68142071>

### **Character Rigger, free lancer at Playstos Entertainment**

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

### **Character Rigger and Workflow Manager for "Defective BigBot" Short Production at working group self managed**

**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". link to the animated short "Defective BigBot" <https://vimeo.com/25135304> articles web link: 3dworldmag - <http://www.3dworldmag.com/2011/07/25/animation-defective-bigbot/> CGSociety - <http://forums.cgsociety.org/showthread.php?t=998462> CharactersForum.com - [#msg19048](http://www.charactersforum.com/index.php?topic=1747.msg19048)

### **Character Rigger, free lancer at Bluekiwi**

**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. link to the short film "Bluekiwi Intro" <https://vimeo.com/16412930>

### **Character Rigger, free lancer at "Paper Plane" animated short film**

**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. link to the short film "Paper Plane": <https://vimeo.com/16412503>

### **Lighting and Shading for "PetPals" Short Production at Gruppo Alcuni**

**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 socety. The short is realized in stereoscopic way and I have worked to the render, shaders and lighting group of the production team. link to the short film "PetPals": <https://vimeo.com/16411492>

### **Assistant Filming and Computer Engineer at Bapufilm**

**May 2006 - September 2008 (2 years 5 months)**

I've collaborated with Bapufilm Production, a video agency, for shooting and on-line broadcast trasmission 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 comunicaton during the shoots for users , 2D motion graphic and site management.

### **Web Designer, Web and Media Developer at free lancer**

**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 wholesailing of products.

## **Computer Engineer at GBX Point**

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 at "De Amicis" Primary School**

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.

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## Certifications

### **Autodesk Certified Professional - Maya 2014**

Autodesk License 00353737 March 2014

### **Certificate of Completion - Master CG**

Autodesk License 16593278422 February 2009

### **Certificate of Completion - Master Animation**

Autodesk License 1QOUPA1QO16 April 2009

### **Certificate of Completion - MEL Programming**

Autodesk License 1Q068638241 April 2009

### **Structure and administration of Windows system operative**

Microsoft October 2002

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

Adobe February 2003

### **Interaction programming for web with Adobe Flash MX**

Adobe March 2003

### **Digital editing of sound**

University of Milan June 2003

### **Modeling and Animation with Autodesk Maya 3D software**

University of Milan October 2003

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## Patents

### **A2, B**

Italy Patent RM7585332C

Inventors: Michele Boldoni

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## Languages

### **Italian**

(Native or bilingual proficiency)

### **English**

(Professional working proficiency)

## Projects

### **Spot Midland Intro**

April 2013 to April 2013

Members: Michele Boldoni, Marco Geracitano

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. CREDITS: Character Rigging - Michele Boldoni Animation - Michele Boldoni Lighting and Shading - Marco Geracitano Rendering and Compositing - Marco Geracitano Production Manager - Michele Boldoni We used: - Maya for texturing, rigging, shading, lighting, animation and rendering; - Nuke for compositing; - QuickTime video compression

### **Defective BigBot**

April 2011 to December 2011

Members: Michele Boldoni, Giuseppe Giovannelli, Roberto saba, Bernardo Andrea Spadafora, Raffaele Presciutti, Valerio Di Napoli

The video is a short made completely in CG, which recounts the misadventures of a clumsy and aggressive robots trying to pass a test trial during his exercise. The video is the result of the union at a distance of a team of friends who had fun in his spare time to create this short. Each of us who have found jobs worked during the production of short. Perhaps its purpose is to bring good luck! CREDITS: Character Rigging - Michele Boldoni Animation - Giuseppe Giovannelli Visual Effects - Valerio Di Napoli Lighting and Shading - Bernardo Spadafora Compositing - Roberto Saba Motion Graphics - PierPaolo Capoluongo Audio Design - Raffaele Presciutti 3D Model - BigRock Creators of History, Management Team and Rendering Team - Michele Boldoni, Giuseppe Giovannelli We used: - Maya for modeling, texturing, rigging, dynamic, shading, lighting, animation and rendering; - Nuke for compositing; - After Effects for motion graphics and titles; - QuickTime video compression - Logic Studio for audio design Thanks to everybody.

### **Paper Plane**

September 2009 to November 2009

Members: Michele Boldoni, Margherita Premuroso, Francesco Lupo, William Lorenzetti

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. CREDITS: Character Rigging - Michele Boldoni Animation - Margherita Premuroso Lighting and Shading - William Lorenzetti 3D Model - Francesco Lupo Art Director and Production Manager - Margherita Premuroso We used: - Maya for modeling, texturing, rigging, dynamic, shading, lighting, animation and rendering; - QuickTime video compression

### **PetPals**

March 2008 to January 2009

Members: Michele Boldoni, Giovanni Dossena, Luca Bima, Paolo Consorti, Roberto Tifi, Bernardo Andrea Spadafora, Emanuela De Feo, Rosaria Iaccarino, Benvegna Michela, Thomas Carrabs, Beppe Noto, Gabriele Pastè, Matteo Reato, Ottaviano "Otto" Brando

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 socety. The short is realized in stereoscopic way and I have worked to the render, shaders and lighting group of the production team.

### **Gladiatori di Roma**

December 2010 to August 2012

Members:Michele Boldoni, Gianmario Catania, Sara Spano, Manlio Vetri, vincenzo nisco, Alessandro Pandolfi, Valentina D'Orsi, Daniele Pintene, Novella Iodice, Giuseppe Giovannelli, Rosaria Iaccarino, Roberto Tifi, Lorenzo Schembri, Flavio Biondi, Nicola Sterpone, guido canali, Chiara Porri, Emanuele Doro, Francesca Salvatore, Sarah Arduini, Sergio D'Innocenzo, Giuseppe Montagna, Emanuela De Feo, Cristian Barberini, Diego Viezzoli, Edoardo Pili, Gianni Travaglione, Barbara Nicolai, Antonio Sacco, Nuccio Canino, Pascal Morra, Francesca Frazzi, dino mascitelli, Giovanni Dossena, Gian Mario Ortu, Jean Luc Massicci, Natalia Germi, Stefania Carrara, Francesco Mastrofini

### **Winx Club: Il Mistero degli Abissi**

April 2013 to September 2014

Members:Michele Boldoni

The new CGI animated film produced by Rainbow. Directed by Iginio Straffi, in cinemas from 04th September 2014. I made all the asset, low and high, characters and animals, organic and props. I made all of the dynamic rig: hairstyles, tentacles of Trix, the tails of the Tritons, the wings of the Winx.

### **Mia and Me 2**

March 2014 to April 2015

Members:Michele Boldoni

The new CGI series produced by Lucky Punch GmbH, Rainbow S.r.l., ZDF. Directed by Gerhard Hahn, aired on TV from April 2015. I've been the Rigging Lead of this project. I have planned and produced all assets, characters and animals, vegetation and props.

### **Com'e' Bello Far l'Amore**

October 2011 to February 2012

Members:Michele Boldoni

Com'e' Bello Far l'Amore is a film directed by Fausto Brizzi and co-scripted by Brizzi, Andrea Lamb and Marco Martani, released in theaters on February 10, 2012. He was shot with 3D technology and is released in double room in 2D and 3D version. I created all toon characters rig.

### **Winx Club Tv6**

September 2012 to April 2013

Members:Michele Boldoni

The television series Winx directed by Iginio Straffi and distributed by Nickelodeon. Each episode presents a part fully in full CG. In this series I worked on the rig of the characters, with particular attention to facial deformations and dynamic. all the serial is made under water, so it was important to realize the dynamic rig that would help the animators to achieve the secondary movements automatic and credible.

### **Winx Club Tv5**

September 2012 to June 2013

**Members:**Michele Boldoni

The television series Winx directed by Iginio Straffi and distributed by Nickelodeon. Each episode presents a part fully in full CG. In this series I worked on the rig of the characters, with particular attention to facial deformations. I also worked in the team of lighting and finishing.

### **Huntik Dark Ride 5D**

March 2012 to September 2012

**Members:**Michele Boldoni

HUNTIK DARK RIDE it's the amazing 5D Interactive Ride at Rainbow Magicland, the new Theme Park close to Rome. Huntik Dark Ride is a very complex attraction produced with the collaboration of many companies : Rainbow, Alterface, Art Project, Vida Studio, Sample, Hytechnology, Alfa Park. September 2011. I created the setup for all characters and props. Both low and high version. Body, face and cloth rig.

### **GazzaToons**

September 2010 to March 2011

**Members:**Michele Boldoni

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.

### **Winx Club - Ricette a Colori**

February 2015 to May 2015

**Members:**Michele Boldoni

The new CGI series produced by Rainbow CGI, April 2015. Project made with full 3D characters and live footage. I took care of all the assets in CG setup. I also supervised the mocap catches, made for a completed layout for program planning. Rai Gulp Expo in collaboration with Rai, Rai Fiction and Rainbow have designed and produced a mixed product "animation" and "live action" on the theme of healthy diet conveyed from exciting Winx fairies: "Recipes Color." The program will develop in 50 episodes of 8 minutes each, broadcast on Rai Gulp from 2 May.

### **Hi-Zev - Commercial**

June 2015 to September 2015

**Members:**Michele Boldoni

The new full CGI commercial produced by Rainbow CGI, May 2015. I've been the Rigging Supervisor. I have planned and produced the car rig and the engine. The Evolution GT is an ecological supersport car. Designing began in January 2011 and it will be presented to the public by 2015. The Evolution GT is the result of a Industrial Innovation Proposal (called Hi-Zev) that Picchio is developing with a team of 22 companies. The goal is to make production of high-performance exclusive cars with full hybrid transmission technology.

### **Motion Capture Showreel 2015**

January 2015 to September 2015

**Members:**Michele Boldoni

The full CGI short produced by Rainbow CGI, September 2015. I've been the Rigging Supervisor for every character and every vehicle which you can see in the video. I have planned and realized the setup for every ball or every gun used by the characters. One rally car, one police car, one tank and also one helicopter. I've made all the motion capture data and all the process of retargeting for the characters. Sometimes, I've been also the real performer of mocap of the action scenes.

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## Skills & Expertise

**Maya**

**MEL**

**Computer Animation**

**Rigging**

**Character Rigging**

**3D**

**Computer Graphics**

**Character Animation**

**Python**

**Photoshop**

**Scripting**

**Lighting**

**Mental Ray**

**After Effects**

**Animation**

**Film**

**Visual Effects**

**3D animation**

**Character**

**Compositing**

**Character Design**

**Motion Capture**

**Motion Builder**

**Traditional Animation**

**Autodesk MotionBuilder**

**Xsense**

**Unreal Engine**

**Mocap**

**Face Shift**

**MVN Studio**

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## 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](http://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](http://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. Assistance and collaboration to a whole advertising campaign, from the beginning to the retailing and wholesaling of the product (Rikorda - [www.rikordaonline.it](http://www.rikordaonline.it) ).

### **Liceo Scientifico Statale Galileo Galilei**

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

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### Interests

Computer Graphic, Rigging, 3D Production, movies in particular. Basket, Surfing and Snowboardng. Music and making electronic music. Traveling and events. New Technology.

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### Organizations

**ASSOCIAZIONE VFX Associazione Autori Effetti Visivi Italia**

November 2014 to Present

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

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[Contact Michele on LinkedIn](#)