

Michele Boldoni

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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 deformers and joint chains to create real-life deformations of the skin, hairs, cloths, as well as facial expressions of the puppets.

I work with MEL/Python language to develop useful animation and rigging scripts.

I'm also familiar with Modeling, Grooming, FX, Anim Tech department and I work with them to realize the assets.

I handle Mocap and I teach Rigging.

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



Rigging Supervisor

RAINBOW CGI

May 2015 - Present (9 years 1 month)

I am currently employed with Rainbow CGI animation studio, in Rome, as Rigging Supervisor.

I have worked on the following projects:

- Pupstruction 3
- Pupstruction 2
- Mermaids Magic of the Deep
- Blippi Wonders 3
- Spot Natalizio AS Roma (It's a Magic Family)
- Blippi Wonders 2

- Pupstruction
- SuperKitties
- Ice Age: Le avventure di Buck Wild (Teaser)
- Blippi Wonders
- Diary of a Wimpy Kid
- Puppy Dog Pals 5
- Spot 44Cats (Euro2020 Verratti)
- Me Contro Te 3 (VFX)
- Puppy Dog Pals 4
- Spot 44 Cats (Tau Marin)
- Me Contro Te 2 (VFX)
- Ronfi (Trailer)
- Puppy Dog Pals 3
- 44 Cats 2
- 10 giorni senza mamma (VFX)
- 44 Cats
- Bunny
- Mercedes VR Just I Like You
- Monster High: Adventures Ghoul 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



Mocap Developer and Technician

RAINBOW CGI

Jul 2013 - Present (10 years 11 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 Synertial
- Autodesk Motion Builder
- Autodesk Maya
- Unreal Engine
- VR



Teacher Rigging

Rainbow Academy

Sep 2011 - Present (12 years 9 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!

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

working group self managed

Sep 2016 - Jun 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 Tuskana, Zagreb, on May 11, 2018.



Rigging Lead

RAINBOW CGI

Apr 2013 - Apr 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



Character Rigger for Midland Intro

MIDLAND

Apr 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.



Character Rigger

RAINBOW CGI

Jul 2009 - Mar 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



Character Rigger for GazzaToons Series

Playstos Entertainment

Sep 2011 - Apr 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.

Character Rigger and Workflow Manager for "Defective BigBot" Short Production

working group self managed

Apr 2011 - Dec 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".

Character Rigger for BlueKiwi Intro

Bluekiwi

Jan 2010 - Oct 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.

Character Rigger for "Paper Plane" Short

"Paper Plane" animated short film

Sep 2009 - Mar 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.

Lighting and Shading for "PetPals" Short Production

Gruppo Alcini

Jan 2009 - Mar 2009 (3 months)

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

Assistant Filming and Computer Engineer

Bapufilm di Paolo Aralla

May 2006 - Sep 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 and Media Developer

Freelancer

Jan 2004 - Sep 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

GB XPOINT

Jan 2006 - Feb 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

"De Amicis" Primary School

Jan 2004 - Mar 2005 (1 year 3 months)

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

Education

Master in Computer Grafica

Master's Degree, Graphic Computer

2008 - 2009

I have got certificates of:

- Certificate of Autodesk
- Certificate of Master Animation
- Certificate of MEL Programming

A very good knowledge of Maya Software and MEL and Python scripts. An excellent knowledge of Adobe softwares like Photoshop, Premier, After Effects, Illustrator, Flash e Dreamweaver. Optimum knowledge of system operative like Microsoft Office and Mac Leopard.



Università degli Studi di Milano

96/110, Digital Communication

2001 - 2004

I have got certificates of:

- Structure and administration of Windows system operative
- 2D Images and vectorial graphic with Adobe Photoshop and Adobe Illustrator
- Interaction programming for web with Adobe Flash MX
- Digital editing of sound
- Modeling and animation with Autodesk Maya 3D software

Liceo Scientifico Statale Galileo Galilei

The Scientific Maturity, address matters of scientific
1996 - 2001

Licenses & Certifications



Autodesk Certified Professional - Maya 2014 - Autodesk
00353737



Certificate of Completion - Master CG - Autodesk
16593278422



Certificate of Completion - Master Animation - Autodesk
1QOUPA1QO16



Certificate of Completion - MEL Programming - Autodesk
1Q068638241



Structure and administration of Windows system operative - Microsoft



2D Images and vectorial graphic with Adobe Photoshop and Adobe Illustrator -
Adobe User Group Netherlands



Interaction programming for web with Adobe Flash MX - Adobe User Group
Netherlands



Digital editing of sound - Università degli Studi di Milano



Modeling and Animation with Autodesk Maya 3D software - Università degli Studi
di Milano



Autodesk Certified Instructor - Autodesk
Issued 2019 - Expires Apr 2022



Autodesk Certified Instructor _ Standard - Autodesk
Issued Feb 2022 - Expires Jan 2023

Skills

cloth • Pet Grooming • Team Management • 3D Rendering • facial • 3D Rigging • Facials •
Team Coordination • Team Building • Facial Rigging

Honors & Awards

44 Cats - Best Animated Series - Cyber Sousa Competition - 12th edition of Xiamen International Animation Festival

Dec 2019

"44 Cats" receives the Golden award for "Best Animated Series" in the overseas category at the Cyber Sousa Competition during the 12th edition of Xiamen International Animation Festival

44 Cats - Awarded as a Family Friendly Show - MOIGE Media Observatory

Sep 2019

"44 Cats" is awarded by MOIGE Media Observatory, founded by the Italian Parents Movement, as a family friendly show, offering an affectionate, harmonious and valuable view of family, friendship and community.

44 Cats - Gold Intermedia-Globe Award in the Television & Corporate Media contest - Category Education: Pre-School - World Media Festivals

May 2020

44 Cats wins the Gold Intermedia-Globe Award at WorldMediaFestivals in the Television & Corporate Media contest under category Education: Pre-School, Kindergarten

Kidsreen Awards 2024 Category Best New Series - Kidscreen

Dec 2023

SuperKitties

Sony Pictures Television - Kids, Disney Junior

Kidsreen Awards 2024 Category Best in Class - Kidscreen

Dec 2023

SuperKitties

Sony Pictures Television - Kids, Disney Junior