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ANTHONY D'AGOSTINO

COMPOSITOR | MATCHMOVER

SKILLS AND SOFTWARE KNOWLEDGE

Compositing in Nuke, After Effects and Shake
Roto / Paint in Nuke, After Effects and Shake
Keying in Nuke, After Effects and Shake
2D Tracking in Nuke, After Effects, Shake and SynthEyes
Matchmoving in SynthEyes and Boujou
HDRI and high resolution spherical panorama photography with Photoshop, Stitcher and HDRShop
3D modeling, lighting and rendering in Maya, 3ds Max, RenderMan and mental ray
Editing in Final Cut Pro and Premiere Pro
Scripting with Python, TCL and After Effects Expressions

PROFESSIONAL EXPERIENCE

2010 Baked Goods, Los Angeles, CA

Compositor

Final composites and beauty work.
Commercials: Pepsi World Cup 2010 "Oh Africa"

2009 Digital Film Tree, Hollywood, CA

Compositor

Lead artist on a major bluescreen sequence in NCIS: Los Angeles
Photographed elements and background plates for composites
Day for night, keying, wire removal and final composite
Television Series: NCIS: Los Angeles, Cougar Town, Scrubs

2009 Syndrome Studio, Los Angeles, CA

Key-Roto Artist

Created mattes of players for an NFL broadcast package by keying and rotoscoping.

2009 Baked Goods, Los Angeles, CA

Compositor

Compositing, matchmoving and a little 3D for music videos, commercials and television
Took client notes and finaled shots in Nuke and Shake
Worked with VFX Supervisor and Lead Compositor to maintain shot consistency
Television Series: Southland
Music Videos (selected): Pink "Funhouse", Miley Cyrus "The Climb"

2008 Stargate Digital, South Pasadena, CA

Production Assistant

Television Series: Knight Rider, Crash, My Own Worst Enemy
Feature Films: An American Carol, High School Musical 3

EDUCATION

2004 - 2006 Ringling School of Art & Design, Sarasota, FL

3D modeling, texturing, rigging, animation, lighting and rendering in Maya
Compositing of 3D rendered elements in Shake
Traditional animation and character design
Drawing, painting, composition and color theory