

BEN CAMPANARO

digital compositor

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Los Angeles, CA | Member of The Animation Guild, IATSE Local 839

profile

- Emmy-Nominated digital compositor, with proven success as both an artist and an "in-the-trenches" supervisor of popular live-action and animated feature film, television, and commercial projects
- Excels in a fast-paced environment, specializing in efficiently solving the most daunting creative and technical challenges

experience

Lucasfilm Ltd. - Century City, CA (Remote)

In-House Compositor, "Indiana Jones and the Dial of Destiny"

(Contract) Aug 2022 - Jan 2023

DreamWorks Feature Animation - Glendale, CA (Remote)

Image Finaling Artist

Dec 2020 - Aug 2022

- Addressed detailed technical and creative notes on mono & stereoscopic composites received from Lighting teams
- Tech-checked and corrected shots before sending to DI, preparing consistent sets of mattes for use in final grading
- Clean-plated, typeset, and composited replacement text translations for releases in foreign markets
- Represented the Image Finaling Department in bi-weekly Nuke training seminars presented to the studio's entire user base

Method Studios - Santa Monica, CA (Remote)

Senior Compositor, Commercial Projects under NDA

(Contract) Sep 2020 - Dec 2020

DNEG - Hollywood / Burbank, CA

Senior Compositor, "Jim Henson's The Dark Crystal: Age of Resistance"

(Contract) Feb 2019 - Jun 2019

FuseFX - Burbank / Van Nuys, CA

Digital FX Supervisor / Compositing Supervisor / Senior Compositor

Nov 2015 - Jul 2018

- Composited hero shots & sequences across more than 120 hours of Broadcast, Streaming, and Commercial productions
- Managed teams ranging from 2-50 artists with varying levels of experience
- Developed key looks, designed script templates for team continuity, and finalized sequences/episodes as needed
- Balanced crew & outsource vendor assignments with individual skill levels and deadlines across simultaneous shows
- Reviewed artist and vendor submissions, providing technical and creative direction
- Partnered with Lighting and Matte Painting artists to determine shot approaches and guide handoffs
- Finalized goals, budgets, and timelines with Producers during script breakdown and bid meetings
- Beta-tested in-house tools, researched new software and techniques, and trained artists on their use
- Brainstormed with Editors, Post Producers, and VFX Supervisors to solve storytelling challenges and plan plate photography
- Oversaw Matchmove, Animation, Dynamics, CG and Comp teams as needed to support in-house show Supervisors

Origin Digital Studios - Burbank, CA

VFX Supervisor / Compositing Supervisor

Mar 2014 - Nov 2015

- Led a team ranging from 3-15 artists as a founding member of a startup television VFX studio
- Partnered with Management, Producers, Human Resources, and TDs to establish the protocols and pipeline for the facility
- Hosted "dailies" screenings and Cinesync sessions with satellite offices, vendors, and clients to discuss notes
- Composited hero shots & sequences, developed key looks, and designed templates for continuity throughout projects
- Interviewed and recruited artists and outsource vendors
- Edited company shot builds, demo reels, and press material for marketing and Emmy / VES award entries
- Provided secondary Supervision on-set for VFX plate photography of "True Detective" and "Scorpion"

Post Magazine - Hollywood / Studio City / Culver City / Anaheim, CA & Tokyo, Japan

Contributing Writer

May 2010 - Nov 2013

- Provided coverage of VFX industry events, news, interviews, and reviews of products from Adobe, HP, and Canon

Pixomondo - Burbank, CA

Compositing Supervisor / Lead Compositor

Jan 2011 - May 2013

Eden FX - Hollywood / Santa Monica, CA

Lead Compositor

Aug 2007 - Dec 2010

Mechnology VFX Studio - Hollywood / Burbank, CA

Project Manager / Digital Artist

Mar 2005 - Aug 2007

"Charmed, Season 8" - Paramount Studios Hollywood, CA

Visual Effects Assistant (on-set)

Jul 2005 - May 2006

skills

Software:

- 17+ years professional production experience as a Digital Compositor, specializing in Nuke and After Effects
- Extensive use of Mocha, SynthEyes, NeatVideo, pgBokeh, CryptoMatte, Sapphire, Furnace, Particular, Photoshop, Premiere Pro, Illustrator, InDesign, RV, Shotgun, and more. Task-specific experience including Fusion, Maya, Blender, and Cinema 4D.
- Comfortable with Linux, Windows, and macOS

Techniques:

- Considerable history with integrating CG renders, manipulating AOVs from V-Ray/Mantra/Clarisse/Redshift/MoonRay, Deep Compositing, Normals Re-lighting, Texture Rebuilding, Realignment, Colorspace Manipulation, and Artifact Cleanup
- Accustomed to performing any/all compositing tasks including Keying/Roto, Paint, Lut/CDL Management, Color Timing, 2D/Planar/3D Tracking, Image-based Modeling, Camera Projection, 2.5D Layering, Particles, 2D Animation, Image Warping, Stereo Depth Correction, Expressions, Matte Painting, Title Design, Motion Graphics, Shot Builds, Press Materials, & more

education

California Lutheran University - Thousand Oaks, CA
Bachelor of Arts, Multimedia - Summa Cum Laude

May 2005

projects (abbreviated)

visit <https://www.linkedin.com/in/bencampanaro/> for a complete list.

Features:

Indiana Jones and the Dial of Destiny	Spring Breakers	Get Smart
Puss in Boots: The Last Wish	Mission: Impossible - Ghost Protocol	Nim's Island
The Bad Guys	The Hunger Games	Bonneville
The Boss Baby: Family Business	The Amazing Spider-Man	Even Money
Spirit Untamed	The Social Network	National Lampoon's Bag Boy

Television:

Trolls Holiday in Harmony	S.W.A.T. (2018)	Terra Nova ¶¶	Ghost Whisperer *§
Jim Henson's The Dark Crystal: Age of Resistance	Station 19	The Munsters: Mockingbird Lane §	Brothers & Sisters
The Feed	American Horror Story	Da Vinci's Demons †§	Pushing Daisies
Unsolved: The Murders of Tupac and the Notorious B.I.G.	The Get Down	Hawaii Five-O (2010)	Undercovers
Scorpion	Mom	The Mindy Project	Flash Forward
The Tick (2017)	Bones	Community	Teen Wolf
Underground	Empire	Fringe	Veronica Mars
Future Man	Criminal Minds	Grimm	Charmed
Patriot	Queen of the South	Game of Thrones †¶	Commercial:
The Assassination of Gianni Versace: American Crime Story	Rosewood	Revolution †	The Bad Guys /
Zoo	Untitled Mars Project, prod. Frank Marshall (pilot)	No Ordinary Family	NCAA Men's Final Four on TBS
Preacher	The Walking Dead	Lost	Dairy Queen Blizzard /
Castle Rock	True Detective	NCIS	Shark Week 30th Anniversary
	Limitless	Fringe	Time Warner Cable / HBO's
	Sleepy Hollow	Army Wives	Game of Thrones - "Dragon"
			Multiple NDA Projects

awards

primetime emmy:	* Personally nominated for Outstanding Special Visual Effects For A Series
	† Contributed to nominee for Outstanding Special Visual Effects in a Supporting Role
	‡ Contributed to winner for Outstanding Special Visual Effects
ves awards:	§ Contributed to nominee for Outstanding Visual Effects in a Broadcast Series
	¶ Contributed to nominee for Outstanding Created Environment in a Broadcast Program
	¶ Contributed to winner for Outstanding Visual Effects in a Broadcast Series

press

• Boris FX (Mocha) "Artist Profile: Ben Campanaro," by Ross Shain	Sep 2013
• FXGuide's "Creature Features: VFX in TV Commercials - There Be (Pixomondo) Dragons," by Ian Failes	Apr 2013
• CG Society's "Production Focus / Mission: Impossible 4 - Ghost Protocol," by Trevor Hogg	Feb 2012
• Computer Graphics World Magazine, Volume 34 Issue 8: (Oct/Nov 2011), "Terra Nova" Cover Image	Nov 2011
• FXGuide's "Dino-Sized Effects in Terra Nova," by Ian Failes	Sep 2011
• HDRI 3D Magazine's "Ten Days: Ghost Whisperer," by Briar Lee Mitchell	Jun 2009
• Ghost Whisperer - Season 3 DVD Featurette, "Welcome to the Underworld"	Sep 2008
• Post Magazine's "Mechnology Provides VFX for Veronica Mars Finale," by Randi Altman	Jul 2006