



MARCELO TERNI DE CASTRO

3D Environment Generalist / Digital Matte Painter

VFX Artist with emphasis on CG environments, Digital Matte Painting. 18 years of experience in production and post production in TV and cinema. Focused on storytelling and passionate about photography. Professional team player, dedicated and always ready to help.

RESUME



VANCOUVER, BC



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<https://marcelotetni.com>



<https://vimeo.com/277812885>

Experience

2017-2020

.CosaVfx - 3D DMP/Environment

.Vancouver Film School - Industry Mentor

.FuseFx - 3D DMP/Environment (Puget Sound, Snowpiercer, Manhunt: Deadly Games, Brave New World, Penny Dreadful, Book of Blood, Snowpiercer)

.MPC - 3D DMP (Detective Pikachu, Sonic)

.Caze Filmes - Concept Art (Capitao Astucia)

.Tv Vanguarda - Set Designer (virtual sets)

.FuseFx - 3D generalist/Light (Charmed, In Love)

2009-2016

.Globo Tv - CG Supervisor

Coordinator of 3D projects for set extension, previz and environment concepts in tv shows (Saramandaia, AmorTeAmo, Side by Side, Modern Times, Passione, Brasil Generation, Meu Pedacinho do Chao, Alem do Horizonte, Boogie Oogie, Paraisopolis, Eta Mundo Bom, Hoje e Dia de Maria, Mulher)

Brazilian feature films - Astral City, Gonzaguinha, Capitao Astucia

2008-2011

.Globo Tv - CG Coordinator

Leading a team of 3D designers for environment concepts/extensions

2004-2008

.Globo Tv - 3D Generalist / Environment td

3D set designer, producing previz and 3d assets for set extensions

Education

3D Animation & Visual Effects

Vancouver Film School

Economics Bachelor

Candido Mender University

Production Design Workshop

Owen Paterson

Marketing Postgraduate

Advertising & Marketing

Creative Process I

Dynamic Encounters

Creative Process II

Dynamic Encounters

Images & Adventures

Photography Lighting II

Photography Lighting I

Nature Photography

Street Photography

Basics of Photography

Professional Skills

Creativity ●●●●●●●●

Organization ●●●●●●●●

Communication ●●●●●●●●

Team Player ●●●●●●●●

Self-taught ●●●●●●●●

Photoshop ●●●●●●●●

After Effects ●●●●●●●●

Unreal ●●●●●●●●

Substance Painter ●●●●●●●●

MudBox ●●●●●●●●

Houdini ●●●●●●●●

Maya ●●●●●●●●

3D Max ●●●●●●●●

Vray ●●●●●●●●

RenderMan ●●●●●●●●

Nuke ●●●●●●●●

Clarisse ●●●●●●●●

