

WORKSHOP PROJECT SHEET

Anno Accademico / Academic Year 2024/2025

Titolo Workshop / Title and subtitle:

The VFX Toolbox

A cura di / Curated by:

Proposal: Barbara Pasquale

Entrepreneur: Giorgio Caridi

Indirizzato a / Intended audience:

-to all students and particularly recommended to Cinema and Film Arts students

Partecipanti / Participants:

min12/max 20

Requisiti richiesti / Requirements:

-English Language

-Individual Computer with AFTER EFFECTS or DAVINCI RESOLVE STUDIO

INSTALLED

Durata e Crediti / Duration and Credits:

30 ours – 2 FC

Periodo di svolgimento / Period of occurrence:

14-19 October 2024

Giorni, orari e aule di svolgimento / Days, times and classrooms:

Lunedì/Monday 14 OTT/OCT 9.00 /16.00 (1 ora pausa pranzo-1hour lunch break)

Martedì/Tuesday 15 OTT/OCT 9.00 /16.00 (1 ora pausa pranzo-1hour lunch break))

Mercoledì/Wednesday 16 OTT/OCT 9.00 /16.00 (1 ora pausa pranzo-1hour lunch break)

Giovedì/Thursday 17 OTT/OCT 9.00 /16.00 (1 ora pausa pranzo- 1hour lunch break)

Venerdì/Friday 18 OTT/OCT 9.00 /16.00 (1 ora pausa pranzo-1hour lunch break))

SEDE RUFA VIA LIBETTA – G05

Breve descrizione / Short description:

We will be exploring the most used vfx techniques: Motion Tracking, Green/Blue Screen Keying, Masking and Rotoscoping. In order to give to the students a solid foundation of compositing. These techniques can be applied to modern video editing workflow.

Short Biography

Born in Rome, after completing Classical studies, he decided to specialize in the field of computer graphics and visual effects.

In 2004, he began his professional journey at Cinecittà working for Proxima, a Roman visual effects company for film and television. In 2006, he transitioned to digital editing as an Avid editor. He edited TV promos and cinema trailers for almost all major Italian TV networks: Rai, Mediaset, Sky, and La7.

In 2007, he moved to New York City, where he graduated from the New York Film Academy's One-Year Filmmaking Program and worked for four years between New York and Los Angeles. During this time, he perfected his English and took on almost every role within a film crew, gaining comprehensive knowledge of all processes required to create a professional audiovisual product.

He concluded his overseas adventure by directing the film *The One Dollar Movie*, and in 2017, he opened his own audiovisual production studio, Polar*Factory, based in Rome. Alongside this, he took his first steps into the world of education. He launched a vlog dedicated to filmmaking, *Filmmaking Focus*, where he teaches audiovisual production techniques accessible to everyone, using free open-source software such as Blender.

Currently, he works as a freelance editor, visual effects artist, and 3D animator for various film and television companies, advertising agencies, and in the Virtual Reality sector. He also teaches VFX, 3D, and video editing as an Avid Certified Trainer for several educational institutions in Rome.