

## Daniel Canfora

Based: Vancouver

Phone: +1 604 779 5901

Email: dan@dancanfora.com

Website - <http://www.dancanfora.com>

### Career History

**Lead Environment TD, MPC Vancouver** 1132 Hamilton St, Vancouver, BC V6B 2S2 **March 2013 – to date**  
*Projects:* Percy Jackson 2, Maleficent, Game of Thrones

**Lead Environment TD, Framestore**, 19-23 Wells Street, London, W1T 3PQ **January 2011 – March 2013**

*Projects:* Johnny English Reborn, Hansel & Gretel: Witch Hunters, 47 Ronin

*Responsibilities:*

Lead lookdev & lighting.

Lead teams of TDs to accomplish various tasks from lookdev, lighting, matchmove, modelling, texturing and anything else that is required for the completion of a shot.

Working with VFX, CG & Matte Painting supervisors to develop pipelines and techniques for the environment department.

Responsible for on set texture photography.

**Lead Environment TD, Cinesite Ltd**, 2 Sheraton Street, London, W1F 8BH **March 2010 – January 2011**

*Project:* John Carter of Mars

*Responsibilities:*

Lead artists from all departments to accomplish various tasks from lookdev, lighting, layout, modelling, texturing and on set photography work.

Working with VFX, CG & Matte Painting supervisors to develop in house pipelines and techniques.

On set visual effects responsibilities.

**Lead Environment TD, Framestore**, 19-23 Wells Street, London, W1T 3PQ **June 2009 – March 2010**

*Project:* Clash of the Titans

*Responsibilities:*

Lead teams of TDs to accomplish various tasks from lookdev, lighting, matchmove, modelling, texturing and anything else that is required for the completion of a shot.

Working with VFX, CG & Matte Painting supervisors to develop pipelines and techniques for the environment department.

Responsible for on set texture photography.

**CG supervisor, The Senate VFX**, Twickenham Film Studios, Twickenham, TW1 2AW **August 2008 – May 2009**

*Projects:* The Hessen Affair, Shanghai, Angels & Demons

*Responsibilities:*

Working with the VFX Supervisor, leads and Heads of Departments, define the creative and technical approach for the show.

Work with Production to manage the day to day running of the team.

Work with Production to evaluate artist schedules insuring they are realistic and achievable.

Attend desk rounds with all members of the team on a regular basis.

Attend dailies sessions with the team to give feedback / approvals.

Meet with the Leads on the show on a regular basis to identify inefficiencies or technical problems with the tool set and pipeline, and put in place a plan of action to resolve such issues.

Knowledge of the entire production process, including stage shooting.

Pitch for future jobs by doing tests, previz and working out bidding schedules.

Interview potential 3D artists.

General responsibility for all aspects of the 3D department.

Responsible for planning and attending principal photography and 2<sup>nd</sup> unit and VFX shoots.

**CG supervisor, Unit.tv**, 50 Great Marlborough Street, London, W1F 7JS **March 2008 – August 2008**

**Environment/Lighting TD, MPC**, 127 Wardour Street, Soho, London, W1F 0NL

**August 2007 – March 2008**

*Projects:* Sweeney Todd, The Chronicles of Narnia: Prince Caspian

*Responsibilities:* Lighting and rendering final shots to the highest standard possible. Working closely with all 3D departments and compositors to deliver the final image.

**Generalist TD, Men From Mars****March 2007 - August 2007***Projects:* Mutant Chronicles*Responsibilities:* All aspects from pre-visualizing a shot to texturing, lighting, shading and rendering shots.**VFX Supervisor, "Bad Day", The Seventh Twelfth Collective****September 2006 - April 2007***Responsibilities:* To oversee the shoot and make sure every VFX scene is shot correctly. To advise the director of which VFX are and aren't possible/practical to do. To oversee digital artists to insure all the VFX meet a good standard.**Generalist TD, SenateVFX, Twickenham Film Studios, Twickenham, TW1 2AW****April 2004 – March 2007***Projects:* Rome series 2, Da Vinci Code, Firewall, The Decameron, Rome*Responsibilities:* All aspects of CG covered including 3D tracking, modeling, texturing, shading, lighting, rendering and compositing including live action shoot responsibilities.**Animator/Technical Director, Espresso Animation, L500 Oxford St, London****December 2003**

Freelance artist on Coco Pops commercial and in-house projects.

**Modeler/Texturer, 2 Rivers Films, London****June – September 2003**

Freelance modeling and texturing for a communications company commercial.

**Animator, Colony Media, London****2002-2003**

Freelance artist developing characters for Nanobots pilot TV series.

**Animator/Technical Director, Tandem Films, Cross St, Islington, London****October 2001- March 2004***Projects:* CBBC & CBEEBIES idents, Twixels commercial, Fairy Liquid commercial, Cheetos crisps commercial, Findus Fish Fingers commercial, Lemon Jelly music promo, "Dick & Dom" CBBC intro, MTV funded short film, Steradent commercial, Payback Loyalty Card commercials, Expedia.co.uk commercials, Kumala Wines idents and commercial**3D Artist, Tandem Films, Cross St, Islington, London****1998-2001****Education****1998-2001** BA (Hons) Computer Visualization and Animation, Bournemouth University**1996-1998** A-Levels: Art & Design (B), Mathematics (C), Design Technology (B)**Awards**

HBOs' Rome Season 1

Emmy award for Outstanding Special Visual Effects For A Series 2007

VES nominated for Outstanding Supporting Visual Effects in a Broadcast Program 2008

VES award for Outstanding Visual Effects for TV Series 2006

BAFTA nominated for best Visual Effects 2006

HBOs' Rome Season 2

Emmy award for Outstanding Special Visual Effects For A Series 2008

**References**

Available on request