

ANDREA SALVATORI

DIGITAL SCULPTOR - 3D MODELER - TEXTURE ARTIST - 3D SCANS

PERSONAL DETAILS

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DATE OF BIRTH: 18/10/1986



EDUCATION

TREVISO 2010

Master in Computer Graphics at "Big Rock - Institute of Magic Technologies".

ROME 2005 - 2010

Degree in Architecture Graphic and Multimedia Design at the "Valle Giulia" Faculty of Architecture of the La Sapienza University of Rome.

WORK EXPERIENCE

AXIS STUDIOS GROUP

GLASGOW 09/2023 - 01/2024

LOVE, DEATH & ROBOTS - TV SERIES 2025

I worked as a character artist specializing in giant creatures, where I had the opportunity to develop and create from scratch a giant-sized T-Rex, measuring 13/15 meters at the pelvis. I also followed a colleague's workflow for the antagonist Triceratops, subsequently creating some variations of the Triceratops itself.

SSVFX

DUBLIN 02/2023 - 04/2023

MODRK - MOVIE 2025

I played the role of Lead Creature Department, collaborating on the development of 8 types of Demons for a crowd, and the development of a Default Human for the automatic creation of a group of Zombie Soldiers.

THE LAST VOYAGE OF DEMETER - MOVIE 2023

In this film I collaborated as a digital sculptor on the transformation of a character into a vampire.

PIXOMONDO

STUTTGART 07/2021 - 07/2022

GAME OF THRONES - HOUSE OF THE DRAGON - SERIES TV 2022

In one of the most anticipated HBO series I was part of the Creatures Department as Head Digital Sculptor having the sculptural and technical responsibility of Dragons including Vhagar, Syrax and Arrax.

STITCH HEAD - MOVIE 2022

In this Animated film by Netflix I had the role of 3D Modeler asset department, contributing to the castle and various assets.

UPP - UNIVERSAL PRODUCTION PARTNERS

PRAGUE 01/2020 - 12/2023

CAPITAN AMERICA 4 - MOVIE 2025

In this Marvel product I covered the role of Lead Modeling - Hard Surface and Organic working on the scenes inside and outside the White House

GRAN TURISMO - MOVIE 2023

In this movie I dealt with the reconstruction of the "Le Mans" track, some vehicles and engines and I held roles as Lead and Senior.

CARNIVAL ROW 2 - TV SERIES 2023

In this series signed by Amazon I took care with the architectural reconstruction of the city's neighborhoods, the management and retopology of the organic and hardsurface scans of the set and the UV layout.

FIVE DAYS AT MEMORIAL - MOVIE 2022

In this series signed by Amazon I dealt with the architectural reconstruction of the city and the creation of layout objects.

THIRTEEN LIVES - MOVIE 2022

In this documentary film inspired by the tragedy I dealt with the modeling of 2 cars and various assets.

VOYAGER - MOVIE 2021

I worked as a Senior 3D Modeler in the modeling team of the Space Station (interiors included), managing the UV layout of large assets.

HAVEL - MOVIE 2021

In this film, I worked on hard surface modeling of vintage cars.

RAISED BY WOLVES - TV SERIES 2020

In this Ridley Scott TV series I was part of the modeling team of an organic planet.

THE DEFEATED - TV SERIES 2020

I held the role of Senior 3D Modeler as an environment artist

ARSENALE 23

ROMA 01/2020 - IN PROGRESS

ULISSE 2022 - DOCUMENTARY RAI 2022

In this RAI produced television program I held the role of Lead Modeler managing the workflow and production of 3D assets.

ULISSE 2021 - DOCUMENTARY RAI 2021

In this RAI produced television program I held the role of Lead Modeler managing the workflow and production of 3D assets.

ULISSE 2020 - DOCUMENTARY RAI 2020

In this RAI produced television program I held the role of Lead Modeler managing the workflow and production of 3D assets.

STARGATE

MALTA 11/2019 - 01/2020

LEONARDO - TV SERIES 2020

I took care of the animatic (modeling and camera animation) of some full CG scenes of the first episode.

FRAME BY FRAME

ROME 02/2019 - 10/2019

MY BRILLIANT FRIEND 2 - TV SERIES 2019

I was 3D Modeler dealing with the reconstruction and architectural Set Extension of the popular district of the famous Italian American TV series.

LETE - ADVERTISING SPOT 2019

Digital Sculptor dealing with the organic modeling of the environment.

CARTE D'OR - ADVERTISING SPOT 2019

3D Modeler.

ORANGES ROSARIA - ADVERTISING SPOT 2019

3D Modeler - interior modeling.

VISUALOGIE

ROME 01/2018 - 02/2019

THE NAME OF THE ROSE - TV SERIES 2019

For the TV series aired in prime time on RAI 1, I worked on:

- 3D architectural reconstruction of the entire abbey
- set extension (tower, church, bell tower, pilgrim's house)
- texture
- internal and external modeling

MAKINARIUM SPECIAL VISUAL EFFECTS

ROME 09/2013 - 12/2017

CRUEL PETER - MOVIE 2019

In this film I worked on all the full CG characters and the architectural reconstruction of the Set Extensions.

GUCCI - FASHION SHOW 2018

Project that has been able to combine high fashion, VFX and SFX. My role was that of 3D Sculptor, in charge of 3D files for printing and 3D Body/Face scans.

TOMB RIDER - MOVIE 2018

I worked on the 3D design of some props on set.

TAFANOS - MOVIE 2018

Digital sculptor, all characters full CG

ALL THE MONEY IN THE WORLD - MOVIE 2017

In this famous film by British director Ridley Scott, I worked on some 3D scans, including the actor Charlie Plummer.

ADDIO FOTTUTI MUSI VERDI - MOVIE 2017

3D character, I worked in Janine Robot's design team

WANDERWELL - MOVIE NOT RELEASED YET

Movie in which I have been dedicated to 3D scans including the Body / Face of the British actress Rita Ora. Also 3D Modeler.

ZOOLANDER N°2 - MOVIE 2016

I had the pleasure of working for Ben Stiller as a "supervisor of the scans" of the set built at Cinecittà.

INDIVISIBLE - MOVIE 2016

Digi-double reconstruction of the prosthesis for the Siamese twins

ON AIR: STORIA DI UN SUCCESSO - MOVIE 2016

Hard Surface modeling of a car and Set Extinction.

QUO VADO? - MOVIE 2016

Supervisor on the set of Checco Zalone in the scenes dedicated to VFX.

CHIAMATEMI FRANCESCO - MOVIE 2016

3D Modeller/Hard Surface and assistant Supervisor on the set.

WIND - ADVERTISING SPOT 2016

3D Scans of Aliens.

THE THREE KINGDOMS - WATER SHOWINGS OF A THEATRICAL SHOW 2016

Modeling Supervisor for this Chinese show, in which, in addition to the modeling team management, I worked on the digital sculpture of the main Characters.

TALE OF TALES - MOVIE 2015

The winner of 7 "David of Donatello" including Best Visual Effects. In this movie by Matteo Garrone I worked as:

- Digital Sculptor
- Texture Artist
- 3D Scans Artist
- 3D Modeler (architecture)
- Assistant Supervisor on Set

WORK EXPERIENCE OF TEACHING**IED - EUROPEAN INSTITUTE OF DESIGN - UNIVERSITY**

ROME 09/2017 - IN PROGRESS

From the beginning of the academic year 2019/2020 I became the Didactic Coordinator of the three-year course of CG Animation, while from 2017 I take care of the course of Digital Sculpture of the 3rd year.

COURSES FOR PROFESSIONALS

ROME 01/2014 - IN PROGRESS

Since 2014 I have been organizing private 3D modeling and digital sculpture courses at all levels, from 3D laymen to professionals with lessons on workflow and sculpture techniques. The courses I created have been designed for junior, mid and senior level.

JOB FORMAZIONE

NAPLES 05/2022 - IN PROGRESS

In this course I teach the process and development of a 3D character.

NABA - NUOVA ACCADEMIA DELLE BELLE ARTI

ROME 09/2020 - 09/2021

In this academy I did a digital sculpture course in the 2nd academic year.

RAINBOW ACADEMY

ROME 12/2019 - 09/2021

In this Master I held the role of Digital Sculpture / Texturing Teacher for Gaming and Animation.

QUASAR DESIGN UNIVERSITY

ROME 09/2016 - 05/2017

In this University I taught Digital Animation Techniques to 2nd year students of the three-year course in Graphic & Communication Design.

ANIMATIKA - SCHOOL OF VISUAL EFFECTS

ROME 11/2013 - 05/2017

At this school I worked on the Organic Modeling module.

SKILLS

- ZBRUSH
- MAYA
- SUBSTANCE PAINTER
- 3D STUDIO
- PHOTOSHOP
- ILLUSTRATOR
- AFTER EFFECTS
- PREMIERE
- KEYSHOT
- ARTEC STUDIO (3D SCANS)
- VRAY
- ARNOLD
- NUKE



AWARDS

In 2023 with Pixomondo we won a Bafta for "Best Visual Effects" and a Gonden Globe for "Best Drama TV Series", while in 2014 I contributed to the winning of a David di Donatello for "Best Visual Effects"

CERTIFICATIONS

- I have 3 Autodesk Certificates:
- Autodesk Generalist
 - Autodesk Mel
 - Autodesk Animation / Rigging

PUBLICATIONS AND EXTRA EXPERIENCES

One of my projects has been published in the 3D Artist magazine, a bi-monthly volume - number 10 APRIL / MAY 2016.
I was a guest at Romix 2022 during the presentation of the film "Fantastic Beasts And Where To Find Them - The Secrets of Dumbledore" to talk about how creatures are created digitally.

LANGUAGES

- ITALIAN (MOTHER TONGUE)
- ENGLISH (B2)
- SPANISH (A2)

ABOUT ME

After graduating, I lived in London for two years to perfect my English. I love sport and challenges. I am collaborative and friendly, especially in situations of greater stress I firmly believe that the best possible way to be part of a team is to try to always keep calm and availability towards others.

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