

# Lorenzo Bambino

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**SUMMARY** Flexibility accomplished, with over 25 years of artistic experience working at various studios, projecting and maintaining priorities. Good communication skills, with a wide variety of personalities and even with remote team members, Trained new employees within our department on our tools and processes. Set up after-school enrichment programs in art history, art fundamentals, and art exercises.

**SKILLS** Cinematography, Comicbook Creator, digital and traditional Painting, Watercolor, 2D and 3D Animation, 2D/3D Integration, StoryBoarding, Motion Capture, Background Design, Character Design, Stereo Artist, FX Design, Modeling.

**SOFTWARE** Maya, Photoshop, Adobe Premier, Adobe After Effects, Illustrator, Adobe InDesign, Shake, Procreate, Unreal Engine, Harmony, NUKE, LSF, UNIX/LINUX, Windows, OSX, Issue Tracking

## EXPERIENCE

### Disney Feature Animation Layout Artist

Burbank, California - July 2019 - Present

**“Frozen 2” 2019, “Raya and the Last Dragon” 2020, “BAYMAX” 2021, “Encanto” 2021, “Strange World” 2022, “Wish” 2023. Accomplishments**

- Composed and set/shot dress master sets, with props, characters, and camera rigs, before applying look variants
- Camera polish to complement character animation
- Worked closely with the Art Director to finalize the show's sequence composition.
- Help train new artists on our methods and ideologies per the show's needs and our department's needs.

### DisneyToon Studios 3D/2D Story / Senior Previs Artist

Glendale, California - Oct. 2017-July 2018 **“Untitled Project” Accomplishments**

- Designed the look of outer space and the blocking animation method
- Developed the lens kit for all major characters
- Created the shake cam format for the entire show look
- Worked closely with the director to develop set pieces in 3D story
- Worked on pitches in 2D for various action sequences
- Blocked out timing animation, composition, and lensing for sequences
- Modeled necessary assets for shots & sequences
- Rigged characters for previs for the show
- Pitched story ideas to the director

**Toonbox Ent. Previs Artist / Final Camera Lead / Stereo Consultant**

Toronto, Canada — 2015-2017 **“The Nut Job 2” Accomplishments**

Contribute to overall composition of sequences, including but not limited to:

- Consult in all stereo approvals
- Work closely with the Art Director to design set dressing / Model assets as needed
- Block character, effects, and timing/ Edit shot lengths
- Work with and without storyboards to create, and enhance, the story through camera and lensing
- Finalize cameras

**Reel FX, PreVis/ Rough Layout Artist** Dallas, Texas — 2013-2014

**“Book of Life” Accomplishments**

- Assisted director in expediting vision with Pre-Visualization in cinematic storytelling, animation, lighting, modeling, and FX
- Designed stereo to embellish story and drama

**DreamWorks Animation, Layout/ Final Camera/ Stereo/ Senior 2D/3D Artist** Glendale | Redwood City, CA — 2009-2013 **Contributed to the following productions: “Me and My Shadow”, “The Croods” (2013), “Monsters vs. Aliens: Night of the Living Carrots” (2009), “Kung Fu Panda, Holiday Special” (2010), “Puss in Boots” (2011), “Shrek Forever After” (2010)**

- Created, animated, and troubleshot virtual cameras
- Identified and tracked software issues for technology improvements
- Scanned 2D art and projected animation through 3D environments
- Liaison between 3D CGI and 2D Drawn Animation: Designed lighting angles/ contoured constraints.
- Imported and set-dressed cg assets
- Worked closely with the Head of Stereo to embellish the story arc with 3D

**Imagi Studios, Rough Layout Artist/ Final Layout Lead** Sherman Oaks | Hong Kong, CA — 2008-2009

**“Astro Boy” 2009 Accomplishments**

- Assisted in developing final layout department aesthetics/ artistic goals, and defining the department's role in the international production pipeline.
- Trained new artists in toolsets and overall artistic goals
- Created pre-visual animatics: defined mood and communicated story through the camera lens
- Developed 2D layouts for environment placement and camera direction
- Worked closely with the Director of Photography: finessed camera.

**Jim Henson Studios, Environment Modeler/ Rough Layout Artist/  
Cleanup Animator** Hollywood, CA — 2007-2008

**“Sid the Science Kid” 2008 Accomplishments**

- Worked on the first 3D Animated Public Broadcast Station episodes of the series
- Designed, modeled, and stylized environments, props, and furniture
- Created and applied textures for the look of the models
- Set dressed and rough layout animation
- Cleaned up motion capture animation

**Super78, Layout Lead/ Animator** Hollywood, CA — 2007

**“Ben10 - Race Against Time” 2007 Accomplishments**

- Worked on the first Cartoon Network live-action/ 3D character movie.
- Blocked out shots, and key-framed 3D characters
- Tracked live-action plates: Imported 3D characters into shots and matched live-action cameras
- Synced the motion capture rigs with the animated facial, hands, and secondary animations

**Walt Disney Feature Animation, Layout Finaler/ Assistant Technical Director:  
Shot Finaling, Animation, Modeling, Character Finaling/ Render I/O**

**Administrator** Burbank, California | Orlando, Florida — 1998-2007

**Contributed to the following productions: “Tarzan” (1999), “Fantasia 2000” (1999), “Dinosaur” (2000), “The Emperor’s New Groove” (2000), “Atlantis: The Lost Empire” (2001), “Lilo & Stitch” (2002), “A Few Good Ghosts” (2002), “Brother Bear” (2003), “Home on the Range” (2004), “Chicken Little” (2005), “Meet the Robinsons” (2007), “Bolt” (2008).**

- Rendered, tested, and troubleshoot scenes; compiled templates, allocated/ maintained disk space
- Composed master sets, with props, characters, and camera rigs, before applying look variants
- Refined 3D camera rig to complement character animation
- Projected and maintained render priorities to meet deadlines
- Optimized render pipeline efficiency by providing users with LSF/ DAQ training
- Printed rendered images on 16 and/ or 24 field paper using Inga software
- CAPS: Registered plots, Documented in/out images, compiled tests, created and edited xsheets
- Prepared shots for Rough and Scene Finaling, using "SFM"
- Trained 2D animators in 3D animation

**EDUCATION** The Art Institute of Chicago — Bachelor of Fine  
Arts, 1997

**SPECIALTIES/ INTERESTS** Watercolor, Acrylic painting, Comic  
Book Illustrations, Photography, Surfing, Mountain Biking,  
Ukulele, jiu-jitsu

**REFERENCES UPON REQUEST**