ENRICO TARGETTI

enrico.targetti@gmail.com
+1 (213) 605-1167
Los Angeles, CA
www.enrico-targetti.com

WORK EXPERIENCE

Virtual Cinematographer · Reel FX   2020 - present

- Cinematographer for the Netflix CG animated show *Super Giant Robot Brothers!* and a Metaverse commercial for *META* with Mark Zuckerberg and Alex Volkanovski
- Authored and supervised virtual camera and lighting department, from motion capture to DI.
- Established the tone and style of the show from a photographic perspective.
- Developed shaders and blueprints to achieve high quality final pixels in Unreal Engine using stylized real time rendering
- Established the color workflow for the entire production

VFX Supervision and Virtual Production Experience

- *Please Hold* - Short film - On-set VFX Supervisor. Set up a look-dev environment in Unreal based on HDRI captures 2022 Academy Award nomination for best Short Film
- *Allocacoc Foldbag - C*ommercial - VFX Supervisor, including on-set live compositing with a CG environment built in Unreal (2018)
- *Samir* - Feature film - VFX Supervisor (2019)
- *Kintsugi* - Short film - Lead compositor and post supervisor (2018)

Digital Artist and Colorist · Incendio   2018 - 2020

- Coloring and finishing for films and commercials (AT&T, Snapchat, NBC, Tony Kaye)
  - *Uber - Fair* campaign, aired during the *2019 Super Bowl*
  - *Death Of Nintendo* - Feature film selected for 2020 Berlin Film Festival
  - *East Of LaBrea* series - Premiered at SWSW
  - *Sweet Potatoes* short - 2020 Student Academy Award winner
- VFX for brands like Toyota, Infiniti, Westfield, CW

Head of video department, CG Artist · VAS   2009 - 2014

- Partner and co-founder.
- Shot and oversaw the production of commercials, films and music videos.
- Established post production workflows.
- Developed a system for painterly non photorealistic rendering, using just the real time Viewport 2.0 of Maya.
- Developed a basic 3D engine in Flash and Actionscript to build and run interactive stereoscopic websites.

Using live depth information in digital compositing · Graduation Thesis   2012

- Researched methods for using depth sensors like Microsoft Kinect as an aid in digital compositing.

SKILLS

- Highly proficient in Unreal Engine and experienced in other DCCs (Maya, Cinema 4D, Unity, Motion Builder)
- Highly experienced with virtual production. Developed a real time motion capture and virtual camera workflow using OptiTrack Motive and Unity before any off the shelf solution existed.
- Years of experience in lighting and rendering in Unreal Engine.
- Worked as Director Of Photography on dozens of projects, ranging from short films to music videos, commercials, and projections for live shows.
- Experienced in digital compositing (Nuke, After Effects, Fusion)
- Shot VR live action movies. Experience with the Jaunt One camera and various 360 rigs.
- Proficient in DaVinci Resolve and Nucoda. Knowledge of color science and CMSs.
- Programming and scripting experience (Python, Javascript, Unreal Blueprints)
- Deep knowledge of color science, CMSs, codecs and video standards
- Member of the Visual Effects Society and part of the board of managers of the LA section.

EDUCATION

- **Teaching Assistant** • USC
    - Assisted Prof. Mike Fink, VES in his Directing in The Virtual World class.
    - Assisted Prof. Chris Chomyn, ASC in his Cinematography class.
- **USC School of Cinematic Arts** • Film & TV Production MFA
- **BSc in Computer Science** • University of Milano

SELECTED CINEMATOGRAPHY CREDITS

- *UGG + Bed Bath & Beyond - Commercial - 2019*
- *Blueberry - Short - 2018*
    - Official Selection Black Star Film Festival 2018
    - Official selection LA Shorts International Film Festival
    - Official selection - Gary International black film festival 2018
- *The Lie Game - Short - 2018*
    - Official selection Philadelphia Asian American Film Festival 2019
    - Audience Award USC Asian Pacific Film Fest 2019
    - Streaming on DUST
- *Flesh And Bone - VR Experience in collaboration with Jaunt Camera - 2017*
- *Microsoft Hololens SketchWorld - Commercial - 2017*
    - Best system design at Microsoft Design expo 2017