



Marco Edel Rolandi

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Professional experience

Environment Supervisor at MPC London (United Kingdom)	2013	PRESENT
Lead Generalist at MPC London (United Kingdom)	2011	2013
Head of 3ddmp department at MPC Vancouver (Canada)	2011	
Lead Generalist at MPC Vancouver (Canada)	2011	
DMP artist/ generalist at ILM San Francisco (USA)	2010	2011
Lead Environment TD at MPC London (United Kingdom)	2010	
Environment Technical director at MPC London (United Kingdom)	2008	2010
Concept art for Geetha Arts (India)	2008	
Senior Environment Technical director at Granma Studio (Italy)	2002	2007
Senior Environment TD, DMP and concept artist at VirtualViews (Italy)	1997	2001
Environment TD, modeler, lighter and texture artist at Studio Tullio Rolandi (Italy)	1994	1997

Concurrent freelance activity

Concept Artist, 3d environment modeler	2008	
Environment TD, 3D generalist	2004	2008
3d modeler, graphic designer, Web designer	1994	2004

Works

Feature Films

Cats	ENV/DMP Supervisor (MPC London)	2019
The Mandalorian (ep. 4 and 5)	ENV/DMP Supervisor (MPC London)	2019
Maleficent Mistress of Evil	ENV/DMP Supervisor (MPC London)	2019
Pokemon Detective Pikachu	ENV/DMP Supervisor (MPC London)	2019
The Lion King	Sets Lead	2019
Alien: Covenant	ENV/DMP Supervisor (MPC London)	2017
Passengers	ENV/DMP Supervisor (MPC London)	2016
The Jungle Book	ENV/DMP Supervisor (MPC London)	2016
Guardians of the Galaxy	ENV/DMP Supervisor (MPC London)	2014
300 Rise of an empire	Lead EnvTD, Lead DMP, Photographer (MPC London)	2013
Man of Steel	Lead EnvTD, Lead DMP (MPC London)	2012
Prometheus	Lead EnvTD, Lead DMP (MPC London)	2012
Sherlock Holmes II	ENV/DMP Supervisor (MPC Vancouver)	2011
Cowboys & Aliens	DigiMatte (ILM San Francisco)	2011
The Chronicles of Narnia III	Lead EnvironmentTD (MPC London)	2010
Clash of the Titans	EnvironmentTD (MPC London)	2010
Robin Hood (uncredited)	EnvironmentTD (MPC London)	2009
Prince of Persia and the sands of time	EnvironmentTD (MPC London)	2008
Shanghai	EnvironmentTD (MPC London)	2008
Magadheera	Concept artist / scenes (Geetha Arts)	2008



Works (continued)

Talks

full-CG environments for The Lion King.	Siggraph	2019
MPC procedural Workflow	Nordic TD Forum	2018

Books

Elemental 3	(image)	Ballistic publishing	2008
Exposé 6	(image)	Ballistic publishing	2008
Digital Art Masters 3	(chapter)	Elsevier	2008
The Art of Sinkha	(artwork)	Vittorio Pavesio Productions	2000

Magazines

XFUNS	(ISSUE 43, August 2009, Interview)		2009
3d Creative world	(ISSUE 32, April 2008, Interview)		2008
CG China	(ISSUE not known, October 2008, Interview)		2008
3d World	(ISSUE 104, Image exhibition)		2008

Websites

before and afters	(interview)		2019
CG-India	(interview)		2008

Other media and Software

Marco Patrito's "Sinkha atmosphere" cd novel (Uncredited artwork), Virtual Views		2007
3D Total textures Vol 7 ("The crock" texturing tutorial) www.3DTotal.com		2004
Marco Patrito's "Hyleyn" cd novel, (credited artwork), Vittorio Pavesio Productions		2002

Skills

- Client relations
- Team recruiting / building, leading and supervision
- 3D modeling and texturing. Scene composition, lighting and camera settings
- Good hand drawing and sketching capabilities, 3d Pre-viz and concept art
- Extremely heterogeneous background: classical studies, architecture, photography, computer science
- Positive attitude, teamwork and problem solving skills
- Architectural and urban planning and design
- Web design and development
- Basic small render farm setup and management (up to 10 nodes).

Education

The London Film School, Improvisation for directors	(workshop)	2010
The London Film School, Screenwriter's GYM I	(workshop)	2009
Politecnico di Torino Master degree in architecture (final exam pending)		1994-2000
Lyceum M. d'Azeglio, Torino (Classical studies + science integration)		1994

Awards

Academy Award for best visualFX, The Jungle Book		2016
MPC employee of the month, August 2013		2013
VES award nominee for Prometheus LV426 environment		2013
Best of Evermotion award winner		2008
Best of treddi award winner		2008



Awards (continued)

Cgsociety CgChoice award winner	2008
Cgsociety CgChoice award winner	2004
With C.Pistis and M.Bonino, Crisalide temporary architecture politecnico di Torino	1995

Non-profit activities and projects

International Architecture competition with PAT studio, "museo dell'auto Torino"	2005
Concept artist and graphic illustrator for Alchemic dream, "DnL" mmorpg	2005
International Architecture competition with PAT studio, "building in Granada"	2004
Graphic artist, open-source "Linux Step" project	2003
Graphic artist, open-source "Achelous" project	2001
Art director, web designer and graphic illustrator for italiimir	2001
Technical director for M.L.Bozzi conference "Creature estreme", Giovedì scienza	2000
International Architecture competition with Villani studio, "Biblioteca nuova Torino"	2000
Technical director for the "3dmodel server" initiative, Politecnico di Torino	1998
"Ready steady go" art exhibition in Genoa with Cliotraat studio	1998
P.O.W. Computer game project, concept artist, graphic artist, co-writer	1998

Interests

Animation	Architecture	Astronomy	Biology	Film making
Movies	Politics	Photography	Writing	

APPENDIX A: Technical skills

- Computer science:
 - 3D modeling and rendering packages:
 - Autodesk 3DStudio Max (advanced)
 - Autodesk Maya (intermediate)
 - HoudiniFX (intermediate)
 - Vue d'Esprit 8XSTREAM (basic)
 - Chaosgroup Vray renderer (advanced)
 - Cebas Finalrender sp1 (intermediate)
 - Pixar RenderMan (intermediate)
 - Mental images Mental Ray (basic)
 - Skymatter MudBOX 1.0 (basic)
 - Pixologic Zbrush (basic)
 - 3D CAD/CAM software:
 - Nemetschek VectorWorks (advanced)
 - Autodesk AutoCAD 2004 (basic)
 - Animation compositing and F/X software:
 - The Foundry NUKE (Advanced)
 - Adobe Aftereffects CS3 (basic-intermediate)
 - Apple Shake (basic-intermediate)
 - 2D paint packages:
 - Photoshop (advanced)
 - Painter IX (basic)
 - 2D Vector based packages:
 - Macromedia FreeHand MX (intermediate)
 - Web development software:
 - Dreamweaver MX (intermediate)
 - Flash MX (intermediate)



APPENDIX A: Technical skills (continued)

- Office productivity
 - Sun OpenOffice and derivatives (intermediate)
 - Microsoft Office 2003 (basic)
- Operating systems
 - Microsoft Windows (advanced)
 - Microsoft Windows Server 2003 (basic-intermediate)
 - Apple MacOSX (intermediate)
 - Linux (intermediate-advanced)
- Other software:
 - Wolfram Mathematica (basic)
- Computer languages
 - html (basic-intermediate)
 - Macromedia flashscript (basic-intermediate)
 - csh (basic)
- Drawing techniques: pen, pencils, Pantone colors, watercolors.
- Clay modeling: (basic)

