CURRICULUM VITAE (C.V.)

C.V. redatto da:

Cognome e nome

Fabbri Maria Grazia

ai fini della pubblicazione nella sezione Amministrazione Trasparente del sito istituzionale di Fondazione Sistema Toscana ai sensi del D.Lgs. 33/201, art. 15-bis, comma 1, lett.b., previa visione dell'informativa privacy pubblicata all'indirizzo: https://www.fondazionesistematoscana.it/data-protection/.

Istruzione e formazione

- Feb 2016 June 2016: **3D Character Animator** at **The Animation Workshop**, Viborg, Denmark.
 - Focus: Maya, Modelling, Rigging, Basic Animation, Acting, Lipsync, Acting Workshops, Life drawing.
- 2012 2015: **2D Animator** at **Scuola Internazionale di Comics**, Florence. *Focus*: Animation (Rough, Assistance, Clean up, Compositing), Cinematography, Dramatise, Storyboard, Direction, Human Anatomy, Clouring with Photoshop and Illustrator, Editing videos with Premiere, Toon Boom TVPaint, Character Design.
- 2007 08: Model maker and Fashion designer, III european level (1200 hours course) in "Tecnico della progettazione e realizzazione di modelli di abiti" supported by FSE and Pistoia Province, achieved by Sophia scarl agency.
 - Focus: Paper pattern, Cutting cloth, Sewing, History of texture and fashion costume, Autocad FK Modellism, Painting, History of Art, Marketing, Advertising, Psicology of clothes.
- 2007: Academic Degree in Painting at School of Fine Arts in Florence Focus: Painting, Life drawing, Steel engraving, Anatomy, Art History, Ancient painting technique, Aesthetic theory, Show costume, Art restoration, Photography, Wood engraving.
- 2002: Grammar High School Diploma.

Esperienza lavorativa

2023

2D senior animator and lead animator for "Totally Spies" st 7

2022

- 2D senior animator and Lead animator for "Topo Gigio", st 2
- 2D senior animator and Supervisor Assistant for "Questo mondo non mi renderà cattivo"

2021

- 2D senior animator for "The Game Catchers" serie
- 2D senior animator for "Mulligan"

<u>2020</u>

- 2D senior animator in "Le Loup", season 2
- 2D senior animator in credits of "Mila"
- animation for "Mozart", Zecchino d'Oro 2020
- animation for "Vispo e le tasse, why Tax are important"
- animation for "H2Team, Missione Mare"
- animation for commercials

2019

- animation for "I pesci parlano", Zecchino d'Oro
- animation for "Sono felice", Zecchino d'Oro
- Blunt7 a swishland, video clip, Tha Supreme
- 2D medium animator in "Topo Gigio"
- 2D animator for the trailer "Spooky wolf"
- 2D animator for the trailer "The Prince of the Clouds"
- animator in "La luna e la gatta" videoclip

<u>2018</u>

- modelpack for the serie tv "OPS" ("Orrendi per sempre")
- animation in "Il bambino e la rosa", Zecchino d'Oro
- animation in "Trollmania" advertising
- prig, cut out animation and vfx in "Robby, il Delfino con la pinna arcobaleno"

2017

- Animation for "Il castello delle note"
- Layout for "Pipì, Pupù e Rosmarina" movie
- Inbetween, Clean Up and Colouring for "Radio Giungla", Zecchino d'Oro
- Rigger and Character colourist for Sapientino commercial
- Clean up and Colour for Magischer Perlenzauber commercial
- Rig and animation for Meyer Hospital videos, Florence

- Videoclip
- Animation 13 videos based on illustrations previously cut out in Photoshop

2016

- November: commercials. Software used: Toon Boom Harmony.
- © 3D animation for "L' anima del Natale", Christmas promotional video. Software used: Maya.
- Clean up, Inbetween and Colouring for "Quel bulletto del carciofo", Zecchino D'Oro
- Videoclip "Drop": concept, storyboard, animation, backgrounds, characters, style, colouring, clean up, inbetween, compositing and fx. Software used: Toon Boom Harmony, Premiere, After Effect, photoshop, hand made creations.

Data

09/11/23