EuroSciCon
6th International Conference on
COMPUTER GRAPHICS, ANIMATION & COMPUTER-AIDED DESIGN
Computer Graphics 2018
June 18-19, 2018 | London, UK



Title: How Improve the workflow in animation.From planning to polish

Author (s) Name: Gabriele Ranfagni
3d Animator and gesture drawing teacher, Italy

I worked as 2d animator for some years, before to begin my career in CGI animation.
The workshop shows the right tools for building a feature shot in CGI.
How planning (with and without reference) blocking and polish a shot, without falling in the "rotoscope"feeling, and keep the storytelling poses solids and sinceres.
At the end of workshop a Q&A session will follow.

Biography

Gabriele Ranfagni begin his career in 1995 as 2d animator in Italy. Some years later begin to work also as gesture drawing's teacher for some schools, because his artistic background.
In 2010, after 4 years of 2d animation and 10 years of storyboard, begin his career in CGI animation.
He worked in different studios and country during this years,also as supervisor and lead animator on several projects.
Actually Gabriele work in Montreal as feature 3d animator, and sometime he is request as CGI trainer for 2d animation and gesture drawing, teaching how to have a better approach to storytelling with more solids and naturals poses.

Presenting author details

Full name: Gabriele Ranfagni
Contact number:0014389257968
Email id:ranfagni.gabriele@gmail.com
Category: (Oral presentation/ Poster presentation)Workshop
Session name:How improve the workflow in animation from planning to polish

Research interest: