

Simone De Salvatore

Matte Painting/Concept Design/Set Design

simo@simonedesalvatore.com

www.simonedesalvatore.com

www.behance.net/simonedesalvatore

www.linkedin.com/in/simonedesalvatore



FEATURE FILMS:

CAPTAIN MARVEL / matte painter / Trixter / 2018
JIM BUTTON / matte painter / Chimney / 2018
THE FATE OF THE FURIOUS / concept designer / Rise FX / 2017
JUGEND OHNE GOTT / matte painter / Die Film / 2016
RENEGADES / matte painter / Rise Fx / 2016
PETTERSSON UND FINDUS 2 / matte painter / Mackevision / 2016
ARMERO / matte painter / Inmanar Films / 2015
HEIDI / matte painter / Claussen+Putz Filmproduktion / 2015
INDEPENDENCE DAY 2 / concept designer / Trixter / 2014
EXODUS: GODS AND KINGS / senior matte painter / MPC / 2014
CAPTAIN AMERICA: THE WINTER SOLDIER / matte painter / Trixter / 2014
POMPEII / matte painter / Scanline vfx / 2013
THE GRAND BUDAPEST HOTEL / matte painter/concept designer / Look Effects / 2013
SNOWPIERCER / matte painter/concept designer / Scanline vfx / 2013
HANNI & NANNI 3 / matte painter / Scanline vfx / 2013
CLOUD ATLAS / matte painter / Scanline vfx / 2012
FÜNF FREUNDE / matte painter / Scanline vfx / 2011
ZETTL / matte painter / Scanline vfx / 2011

TV FILMS:

5000 YEARS OF HEROES / matte painter / True Legend Studio / 2018
LOST IN SPACE / matte painter / Trixter / 2017
GAME OF THRONES 7 / matte painter / Mackevision / 2017
GOTTHARD / matte painter / Mackevision / 2016
DIE DASSLERS / matte painter / Arri Vfx / 2016
INDIAN SUMMERS / matte painter / Munky / 2014
DIE PILGERIN / matte painter / Scanline vfx / 2013
DER BERGDOKTOR / matte painter / Black Sail Pictures / 2012
DER GROSSE SCHWINDEL / matte painter / Black Sail Pictures / 2012
DIE BERGWACHT / matte painter / Black Sail Pictures / 2012
STÄRKE 6 / matte painter / Black Sail Pictures / 2012
GENERATION WAR / matte painter / Scanline vfx / 2012
SMALLVILLE / 3D artist / Entity fx / 2010
THE VAMPIRE DIARIES / 3D artist / Entity fx / 2010
THE GOOD GUYS / 3D artist / Entity fx / 2010
BREAKING BAD / 3D artist / Entity fx / 2010

COMMERCIALS:

TOYOTA TME ATL SUV 2017 / matte painter / 3DExcite / 2017

VW TIGUAN GTE SHOWCAR DETROIT 2016 / matte painter / Infected Post / 2016

AUDI A4 360° VIDEO EXPERIENCE / concept designer / Topalsson / 2015

LEXUS FLAGSHIP / set designer-matte painter / Sehsucht / 2015

RAVENSBURGER PUZZLE 3D UK / matte painter / Dowsing & Leonard / 2015

NESTLÉ COFFEE MATE / concept designer / The Marmalade / 2015

MERCEDES SUV-RANGE / matte painter / Infected Post / 2015

MB SPRINTER BACKSTAGE / matte painter / Infected Post / 2015

TPEXPRESS "EXPRESS YOURSELF" / matte painter / Milford / 2015

HEIDE PARK COMMERCIAL 2015 / set designer/matte painter / Optix / 2015

DEKA „IMMO 2015“ / matte painter / Infected Post / 2015

ADELHOLZENER „BE WATER“ / matte painter / Sehsucht / 2015

OPEL CORSA „KALLIGRAPHIE“ / matte painter / Infected Post / 2014

SYFY CHANNEL „BOY MEETS GIRL“ / matte painter / Bare Films / 2014

PRO 7's "SUPERHEROES: THE AVENGERS" / matte painter / Trixter / 2012

THEATRICAL SHOWS:

APASSIONATA: THE DREAM / set designer/matte painter / Blackspace / 2016

BOOKS:

THE CLOUD SHEPHERD / illustrator / Marc Pasco' / 2015

PETER AND THE WOLF / illustrator / Trixter / 2012

AWARDS:

2015 - OSCAR for BEST PRODUCTION DESIGN with THE GRAND BUDAPEST HOTEL

2013 - Published in BALLISTIC: D'ARTISTE MATTE PAINTING 3

2009 - Winner of "MASTER OF TALENTS-FONDAZIONE CRT" for excellence in studies

EDUCATION:

GNOMON SCHOOL OF VISUAL EFFECTS / June 2011-September 2011 / September 2009-December 2009 / Hollywood, California - Digital Sets / Maya Fast Track

THE GNOMON WORKSHOP / June 2008-September 2009 / Torino, Italy

Self taught – Concept design/Matte painting

CINEMA AND MEDIA ENGINEERING / 2005-2008 / Torino, Italy

Bachelor of Science

ARTISTIC AND TECHNICAL SKILLS:

Photoshop (Expert)

Maya (Expert)

Nuke (Basic)

After Effects (Basic)

General:

Strong ability for design, color, composition and lighting

2D Skills:

Strong ability in drawing, digital paint (concept design and matte painting)

3D Skills:

Good experience with Maya for the creation of environments.

Knowledge of poly modeling for set design.