

Luca Gabriele Rossetti

VFX SUPERVISOR/On set SUPERVISOR

He has contributed of a heavy number of visual effects creation and, has been designing establishing ideas in major movies, tv series and games in the last two decades.

+80 features including academy award winners and nominees.

Some of his recent credits include: Secret Invasion - Tom Clancy's Jack Ryan -Fear the Walking Dead - Quantumana - Carnival Row - A Man Called Otto -Wednesday -Pennyworth -Guillermo del Toro's Cabinet of Curiosities -Tales of the Walking - Dead Orphan: First Kill -Resident Evil - The Umbrella Academy -Made for Love -Gaslit -Ms. Marvel -Moon Knight - Shining Girls - Spider-Man: No Way Home- Red Notice - Cyrano - A Discovery of Witches -The War of the Worlds -
- The Six Billion Dollar Man - Vanity Fair - Kursk - STAR WARS : Rogue One - The Mummy - Sleepy Hollow - Fear the Walking Dead - Britannia : the new Neil Marshall's TV series, (Game of Thrones' Emmy-nominated) - Alice in Wonderland 2: through the looking glass - Divergent - Captain America: the winter Soldier - Wolverine : The Immortal - White House Down - The Great Gatsby - 47 Ronin - Snow White and the Huntsman - Total Recall - Life of Pi - Conan the Barbarian - Harry Potter 7

...and others; plus, TV Series, ADV and Videogames Cinematics

See IMDB for the most recent updates.

[Luca Gabriele Rossetti - IMDb](#)

Having a strong background in Film, Visual Effects and Art, he handles different aspects of production, from rough speed concepts to the final delivery. His artworks have been featured in several art books and art magazines.

- Working in Art Departments, pre-production or vfx studios
- Working closely to Production Designer and Art Directors, I help them to achieve their visions
- Strong communication and efficiency.
- Supervision and management of artists.
- Able to be the one to talk to the clients about what is needed. (i.e., Directors/Production Designers)
- Strong artistic and creative vision and a good artistic eye for detail.

Services:

VFX Supervision On set/In House - Concept Art • Art Direction and VFX Art Direction • Production Design (Architectural Set Creation on Sketch Up) • Promotional Art • Matte Painting • Illustration.

Specialities: Director/Writer/Filmmaker

[linkedin.com/in/lucagrossetti](https://www.linkedin.com/in/lucagrossetti)

Websites

- <https://www.marvelousdigital.co.uk/> (Company Website)
- marvelousdesignstudios.co.uk/ (Company Website) PW : getin

Email

<mailto:marvelous.digital.studios@gmail.com>

Twitter

- [info89986410](https://twitter.com/info89986410)

Dear Company,

I would love to introduce myself as a highly experienced Film VFX Supervisor with a high-level experience in top notch blockbusters, TV and cinematic for games.

Able to pitch for film projects with the right creative direction, I have been designing establishing shots in major blockbusters.

I have a strong knowledge of all VFX techniques, able to use different internal pipeline,

Excellent Skills to overall the look and implementation of the shots.

Experience on set to make sure that things are shot correctly.

Able to be the one to talk with clients about what is needed.

Expertise to make a quick and deep breakdown on sequences.

Expertise to bid for sequences or shots

Expertise in hiring the right people

Strong expertise in Art Direction

Strong artistic and creative vision and a good artistic eye for detail.

Specialized in Digital Matte Painting and look dev. for environments, with a particular interest in combining photo real 2D art with 3D and/or models with a thorough understanding of 3D and compositing techniques needed to create and achieve totally convincing extensions and environments.

Expert in camera projections and master in NUKE

I am also familiar with Maya, Blender Lighting & Shading, Arnold Redshift and Octane C4D, as well as transition into Houdini.

I can offer you assets and workflows, which I had experienced all over the world with the most talented artists and veterans in vfx of all time in the US/UK film industry.

More than 2 decades of experience, 30 years.

Below, I refer you to the specific VFX supervision and Art direction work I have done, here you can see more advanced techniques such as rebuilding massive CGI environments though Lidar Scan, Motion Control, HDRI and IBL lighting integration.

I would like to point out some of the names I've worked with on ON SET between James Bobin, Len Wiseman, Alex Kurtzman and Sr. Supervisors, Ken Ralston, Robert Stromberg , Chadi Abo (Buf France) among others, this to remind you of the level of production I've had and I still have the pleasure of collaborating with.

Some position held below

VFX Supervision & Art Direction for +100 shots on 志愿军 Zhi yuan jun 2 aka - The Volunteers 2

I have driven a team of 35 artists through 4.5 months in delivering high end VFX

See trailer here: <https://www.lucagabrielerossetti.co.uk/?pgid=knh7siqx-cf348db7-cf10-4761-8274-0e58e6af6400>

VFX Supervision & Art Direction for the entire film (Main Supervisor and Consultant for WWFX / Millennium and Internal Supervisors)

- **Conan (2011)** For this project I have supervised and consulted on the realization of the most relevant VFX in the film, supervised the VFX both in the CGI department and in the Comp dept. as well, I was also at the helm of art department, I had under myself 3 in house vfx supervisors and 1 art director plus 4 producers.

Full management for the Bulgaria and New Orleans studios

The whole budget was 40 ML, but I do not think it was used in the correct way by the production, unfortunately that wasn't my decision at all.

Among the most important sequences, I would like to mention: The realization of "Slave Colony" (Conan one.mp4 00.09 to 00.31) The "opening battle" (immediately after ...), the city of "Messantia" (03.16 - 03.21) , the "Khor Khalba" palace (03.28 - 03.33) the "Acheron" the city of the dead under the skull cave, and the "PIT" ... (03-49 onwards).

I spent 2 months on set in Bulgaria for shooting VFX.

Unfortunately, the material to watch provided by Millennium is super compressed, but if you have the chance to come up with a Blu Ray, the result is good, even though the movie budget wasn't like Alice in Wonderland ...

See clips here:

<https://vimeo.com/235693683>

<https://vimeo.com/235693766>

VFX Supervision & Art Direction for Underground Sequence and London in the future

- **Total Recall (2012)** - Responsible for VFX and Environments for the subway and post-apocalyptic London.

I shot the "Tube" scenes at London's Paddington station and the photogrammetry of the tunnel as well. Supervising the digital creation of the city. (02.44 - 03.20)

Shooting VFX on Set with light probes.

See here: <https://vimeo.com/207927750>

VFX Supervision & Art Direction for Prison Sequence

- **Lockout (2012)** Responsible for VFX and Environments for the prison sequence.

On set shooting for some scenes in Ireland. (01.23 - 01.38)

<https://vimeo.com/207927750>

Supervising VFX for the Satellite Sequence

- **Gateway (2013)** VFX satellite sequence supervision (Full CG) + On Set for beginning and end shooting (04.21- 04.31)

HEAD of Environment and Art Department + Supervision of VFX for the scenes listed below

- **Alice In Wonderland 2 (2016)** Alice was my second biggest project, took me a year and two months to get it done and saw me overwhelm the entire movie! I designed and created the most important sequences for VFX, and I followed some of these in their realization from the beginning to the end!

The film makes massive use of CG and although the look is deliberately a mixture of live action and cartoon, the work was colossal.

here are some of the best:

The Time Castle -Responsible for Full Design, CGI

The living room and the dead room - Responsible for Full design, CGI

The Ocean of Time -

Responsible for Full Design - I had to go to third parties help for this one, too much work to do under my belt

The Skyfall -

Responsible for Full Design, CGI

The Tea Party -

Responsible for Full design, CGI

(This sequence is not in the reel but only in the Blu Ray)

<https://vimeo.com/207927750>

(00.10 - 00.37)

The Hennessy commercial: Even though my name it turns out as a concept artist in the credits, I actually did the VFX consultation to the director David Wolf who unfortunately did not know anything about VFX! The VFX credits team is quoted as The Mill VFX but the scenes were thought by myself and the shooting made according to the requirements of my design.

<https://www.youtube.com/watch?v=30xqqjosCLQ>

I also had VFX supervisor roles for:

Mythic Digital USA (my NY boutique) from August 2011, projects include sequences for the following films

Marjorie Prime: (Feature) Michael Almereyda

Marco Polo (TV Series) Creator: John Fusco

Blue Bloods (TV Series) Creators: Mitchell Burgess, Robin Green

Captain America: The Winter Soldier (2014) Anthony Russo - Joe Russo

The Wolf of Wall Street (2013) Martin Scorsese

"Getaway" - of Courtney Solomon and Yaron Levy (2013)

Rhymes for Young Ghouls (2013) by
Jeff Barnaby

Life of Pi (2012) - Ang Lee

"When Gravity Fails" - (TBD) by
Brian Klugman and Lee Sternthal

"Re Kill" - (2012) of Valeri Milev

"Berserker" - NDA of Mel Gibson

SIREN DIGITAL / ICON Production LLC (Former Inspire Studios Los Angeles)
Mythic Digital has collaborated for more than a year

"Getaway" - of Courtney Solomon and Yaron Levy (2013) "When Gravity Fails" - (TBD) by
Brian Klugman and Lee Sternthal

"Re Kill" - (2012) of Valeri Milev

"Berserker" - NDA of Mel Gibson

Artea Film (now 22dogs) June 2007 for 4 months on a commercial project and 1 music clip - ON
SET and In House supervision

Stonehenge BBC Drama : again in this project I was hired to design the whole mood and style,
and taking care of the main VFX sequences as consultant with the Director

<https://vimeo.com/167906380>

These are definitely the projects I've been involved for the major on supervising and consulting for
the overall VFX creation, I might also mention **Snow White and the Huntsman** I was responsible
for the cat walking in the cathedral, with some interesting practical sets and **The Mummy** for the
main scenes on set in pre-production, but here it only talks about Environment design and Creation
and not really VFX supervising

My methodology I do apply **on set** is the following:

- Analysis of sequences and bid VFX with work methodologies
- Participating in scouting with the crew
- Provide reference photos and HDRIs where necessary.
- Work with the Director and DOP before and during the shooting.
- Make crucial decisions sets to maximize success and / or plan problems.
- Manage dailies between the set and the studio during production.
- Communicate the client's direction and bring general progress.
- Provide artistic and technical supervision during pre-production.
- Provide the "end-of-day" daily report to the study.

My methodology I do apply **in house** is the following:

- Communicate client directions to in house leads and artists.
- Work with team on Look Development of VFX sequences.
- Manage performance and morale of in-house artists.
- Provide artistic supervision throughout production process.
- Approve shots in conjunction with Creative Director.
- Work closely with Producers and Coordinators to establish and manage the project teams and budgets.
- Follow all studio policies and procedures.
- Other reasonable duties as assigned.

Should you have further questions or requests, please go ahead.

Thanks again for your precious time

Regards