

Diego F. Goberna

Matte Painter

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I've been drawing all my life, and I got my first computer 20 years ago. My passion for Art and Cinema drove me to start working in the Film industry 7 years ago. Always pushing to go further and better, my only aim is to work on astonishing and beautiful images, and immerse the audience in unbelievable -yet believable- environments.

Production Experience

The Pirates! In an Adventure with Scientists

Jan 2011 – Jan 2012

Matte Painter – Aardman Animations Ltd. (Bristol, UK) / Sony Pictures Animation

- 3D Stereoscopic Stop Motion feature film to be released worldwide in March 2012
- Worked in more than 100 matte paintings and diffuse texture projections for hundreds of Victorian buildings out of photographic material.
- Photoshop, Nuke.

Planet 51

Oct 2007 – May 2008

Lead Matte Painter – Ilion Animation Studios (Spain)

- Animated feature film released worldwide in 2009, distributed by Sony Tristar
- Worked closely with lighting and FX departments and film directors. Besides of painting matte paintings, I designed the initial department pipeline and managed all its technical needs (camera mappings, scene setups, scripts...)
- Photoshop, Nuke, 3D Studio Max.

Holy Night!

Aug 2008 – May 2009

Matte Painter Supervisor – Dygra Films (Spain)

- Low budget animated feature film yet to be released.
- Designed Matte Painting department pipeline and tools closely with the 3D Supervisor, and worked on Matte Paintings, Color and Light Studies. The studio went bankrupt and closed.
- Photoshop, Maya, Fusion.

Donkey Xote

Jul 2005 – Jul 2007

3d Generalist & Matte Painter – Bren Entertainment / Filmax (Spain)

- Animated feature film released in 2007
- After working in Character textures, Set textures and hundreds of Camera Projections, I also helped Lighting and Render departments with custom toolbars and scripts. Then I switched to the Matte Painting department, helping to finish the production in time with traditional and 360 skies.
- Photoshop, Softimage XSI.

Skills

- Photoshop (high proficient), Nuke (proficient), Maya, Softimage XSI, Vue, 3D Studio Max.
- Traditional drawing experience, perspective, shading, composition.
- Photoshop photo manipulation and compositing, realistic textures.
- Photoshop scripting, Nuke scripting, MEL, Python, Javascript.
- High proficient in Linux, Macintosh and Windows systems.

Education

Master's Degree in Computer Engineering

University of Vigo (Spain)

Sep 1996 – June 2003

- Degree end project in Computer Graphics and Vision.

References

The Pirates! In an adventure with scientists

- Alfred Llupia (Matte Painting Supervisor): alfred.llupia@gmail.com

Planet 51

- Julian Romero (Art Director): julian.romero.munoz@gmail.com

Donkey Xote

- Sergio Casas (Matte Painting Supervisor): jiasaer@gmail.com

Please don't hesitate to ask for further information or any question.

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