MASSIMO VIGNATI

2D ANIMATOR, RIG ARTIST, COMPOSITOR

+39 340 3464919 massvig91@gmail.com MIlano, IT - Sydney, NSW **Portfolio & Showreel**

ABOUT ME

2D Animator and Rig Artist with experience in international TV productions for Superprod, RAI, DeaKids, as well as high-profile commercial campaigns. Specialized in Toon Boom Harmony character rigging and 2D cutout animations, with additional expertise in compositing, stop-motion and mixed-media production. Combining strong technical skills with a background in screenwriting and visual storytelling, I deliver production-ready assets and animation within demanding production schedules.

TECHNICAL SKILLS

Toon Boom Harmony	Rhinoceros 3D	Sculpting
Adobe After Effects	Adobe Suite	Carpentry
Dragon Frame	Storytelling	Painting

PROFESSIONAL EXPERIENCE

Artisan Wood Restoration | Coda di Rondine — Mar - June 2026

- ***Restored 1 to 3 antique chairs per day,*** maintaining high-volume efficiency while ensuring meticulous preservation of historic value.
- **Executed 100% manual restoration techniques,** working strictly by hand to safeguard delicate, aged timber and finishes.

Teaching Assistant | Mammafotogramma / Bauer School — Jan 2026

- **Guided and mentored** students through the production of four stop-motion animated videos.
- **Provided support** in stop-motion animation techniques, prop making and photoshoot management using Dragon Frame
- **Assisted with post-production workflows**, in digital compositing and video editing via Adobe After Effects and Premiere.

Puppet Maker | Xvybz / Burberry — Dec 2025 - Jan 2026

- **Fabricated and crafted** a custom puppet prototype, from a visual reference, for a Burberry campaign .
- **Managed the entire creation process,** ensuring the puppet met strict technical specifications and brand aesthetic guidelines.
- **Developed patterns and prototype, carrying out hand stitching** and textile construction in line with brand aesthetic guidelines.

Editorial & Print Production Designer | FondamentaZero Theatre Company — Nov 2025 - Jan 2026

- **Executed the editorial layout and typography** for an interactive theatrical live performance prop booklet.
- **Managed the print procurement process,** coordinating directly with commercial publishers from quote to delivery.
- **Coordinated quality control and supply chain logistics,** ensuring the timely delivery of printed materials ahead of the show's premiere.

Freelance Motion Animator & Video Producer | Al Doum and the Faryad — Sept 2025 - Jan 2026

- **Produced and animated seven music videos** for the band's album "Ipnagogico", defining the visual direction and narrative flow for each track, maintained a cohesive aesthetic identity across the entire project
- **Managed the full production lifecycle** independently, handling concept development, animation and final editing.

2D Animator | Mammafotogramma (for Giorgio Armani) — Sept 2025 - Nov 2025

- **Created traditional 2D and digital cut-out animation** based on original Art Director illustrations.
- **Integrated 2D animation with live-action stop-motion footage** featuring Armani products.
- **Delivered animation within a structured production pipeline** and tight seasonal campaign deadlines.

Short Course Lecturer "Cut-Out Animation" | Civica Scuola di Cinema Luchino Visconti — July 2025

- **Designed and developed the course curriculum,** structuring practical lessons focused on advanced cut-out animation workflows in Toon Boom Harmony.
- **Instructed students on character rigging mechanics,** mentoring them through the step-by-step process of reconstructing the rig to deeply understand anatomical pivots and constraints.
- **Evaluated student projects** and provided professional, industry-standard production feedback to elevate their final animations.

2D Animator | Mammafotogramma (for Avignonesi Winery) — July - Aug 2025

- **Executed traditional 2D and digital cutout animation** based on the Art Director's illustrations.
- **Collaborated with the creative team** to deliver optimized broadcast content under tight production schedules.

Rig Artist | "Harrison and Me" | Red Monk Studio (for Superprod & Vivement Lundi!) Apr - Oct 2024

- **Engineered 2D character rigs** for secondary characters and dynamic props using Toon Boom Harmony.
- **Developed complex rig variations and upgrades** for main characters (new costumes, props, and detailed assets).
- **Ensured full technical compliance** within the production pipeline, optimizing rig efficiency for the animation team.

Rig Artist | "Go Go Around Italy" | Nasse Animation (Animated Series for RAI) May - July 2024

- **Re-engineered and modernised the character rigs architecture** for three main characters using Toon Boom Harmony,
- **Optimised node structures and deformers** to improve rig flexibility and animation workflow efficiency.

Rig Artist and Multiskilled Animator | Campedelli Studio (Animated Series for RAI)

"OGM Travels" (Animated Series for RAI) Sept 2022 - Apr 2024

- **Designed and built the character rigging system** for three main characters, alongside dozens of secondary characters and props, using Toon Boom Harmony.
- **Produced 2D cut-out animation and custom visual effects.**
- **Composited characters, backgrounds and atmospheric effects for final broadcast.**

"Super Benny" (Animated Series for DeaKids) May 2022 - Sept 2022

- **Developed functional 2D rigs and delivered fluid cut-out animation sequences,** strictly adhering to the show's established style guides.
- **Handled digital compositing and 2D visual effects (FX),** ensuring technical compliance within a fast-paced television production workflow.

Creator, Writer, Director, Animator | "DO NOT CROSS" (Stop Motion Short Film - 5'30")
Graduation Project | Civica Scuola di Cinema Luchino Visconti 2020 - 2021

- **Wrote, directed, and animated** the original stop-motion short film, maintaining total creative control from concept to final cut.
- **Successfully entered into international circuits**, achieving official selections at numerous European and global film festivals.
- **Handled the complete physical production:** character design, puppet making, prop fabrication, and physical set design.
- **Executed the full post-production pipeline,** performing frame-by-frame animation, digital compositing, and final video editing.
- **Managed the entire project lifecycle,** demonstrating comprehensive creative direction, autonomy, and cross-disciplinary technical skills.

Award-Winning Director & Stop-Motion Animator | "Hands on Paper" (Commercial - 1')
Winner of Comieco's "The Seven Lives of Paper" Contest July 2019

- **Wrote and directed** the 1-minute stop-motion commercial, winning 1st place.
- **Handled the complete physical production,** focusing on specialized paper-based prop making and meticulous set design.
- **Executed the full post-production workflow,** performing frame-by-frame stop-motion animation, digital compositing, and final video editing.
- **Delivered a high-impact visual campaign,** demonstrating strong visual storytelling skills and the ability to communicate commercial brand messages creatively.

Festival Volunteer | Bergamo Film Meeting Mar 2019

- Assisted with guest reception and hospitality. Managed front-of-house operations

EDUCATION

Bachelor of Arts in Cinema and Audiovisual Arts and Technologies

Civica Scuola di Cinema Luchino Visconti (Milan, Italy) | 2018 - 2021

- **Specialisation**: Digital Animation
- **Core Studies**: 2D & Cut-Out Animation, Digital Compositing, Video Editing, Film History, and Audiovisual Production Workflows.
- **Graduation Project**: Writer, Director, and Animator of the festival-selected stop-motion short film "DO NOT CROSS".

Master Diploma in Creative Writing & Screenwriting

Belleville School of Creative Writing (Milan, Italy) | 2016 - 2017

- **Core Focus:** Scriptwriting, narrative structure, character development, storyboarding concepts, and creative storytelling techniques.
- **Project**: Created and wrote a complete 8-episode original sketch comedy series (7-minute episodes), developing full scripts, series bible, and character arcs.

Undergraduate Studies in Industrial Engineering (Materials & Nanotechnologies)

Politecnico di Milano (Milan, Italy) | 2012 - 2016