

CARLO SANTOLINI

FASHION DESIGN_3D MODELLING

Forlì

15 | 05 | 1987

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santolini.carlo@gmail.com

work experience

January 2019

"DISAMBIGUA"

Forlì

Costume Designer

<https://vimeo.com/398488164>

-

Short movie directed by Francesca Leoni.

Winner at Varese International Film Festival, Best Costume Design.



July 2017 - March 2018

FALBER project | Saverio Moschillo

Forlì

Fashion Designer

-

Fashion Designer Richmond X (Woman) and Husky (Man).

March 2017 - July 2017

"ARAMINE"

Matera

Costume Designer

<https://vimeo.com/263144048>

-

Fashion film directed by Ilaria Vecchio, selected and nominated in several festival as Caniff Canadian Fashion Film Festival and RomaWebfest.

Winner at Seattle International Fashion Film Festival 2018, Best Editing,

Australian Fashion Film Awards 2018 Best Visual Effects and Sound Design,

Austin Micro Short Film Festival 2018, Best International,

Miami Fashion Film Festival 2018, Best Art Direction.



November 2015 - February 2016

REDVALENTINO | Valentino S.p.a.

Roma

Fashion Designer Womenswear

-

Creative and vintage research, concept and moodboard development, embroidery placement, technical sketches, support during the collection shooting and during fittings with suppliers.

July 2012 - March 2015

BOTTEGA VENETA | Kering Group

Milano

Junior Womenswear Designer

-

Creation of details and key silhouettes, working on vintage pieces and creative research, concepts and moodboards, technical sketches, creation of embroidery and print samples, support during fittings with suppliers, e-commerce shooting and fashion show..

March 2011 - October 2012

GAETANO NAVARRA S.r.l.

Bologna

Intern

-

creative research, technical sketches, support during fittings and collection shooting.

June 2005 - August 2005

Arte e Ricamo | Embroidery supplier

-

Intern

Embroidery designer, archive curator.

Education and Training

March 2019 - August 2019

BIG ROCK School of Magic Technologies

Treviso

-

3D Computer Graphic Class

Formation and projects made with 3D softwares as:

- Autodesk Maya (Modeling, Animation, Rig, Rendering and Lightning)
- Z-Brush (Creative 3D Modeling)
- Substance Painter (3D Texturing)
- After Effects (Compositing and Motion Graphics)
- Adobe Photoshop (Texture and paint over)
- Marvelous Designer CLO Virtual Fashion (pattern and 3D simulation)

October 2007 - July 2010

IED ModaLab - European Institute of Design

Milano

-

University Degree Fashion and Textile Design Class.

Learning all the process for the creation of a ready to wear collection, from the creation of an idea to final prototypes.

November 2006 - January 2007

TAFE UNIVERSITY

Surfers Paradise

Queensland (Australia)

-

English Tongue Diploma Course

September 2001 - June 2006

ISA | Institute of Art

Forli

-

High school diploma,
Industrial Design Class

Other Skills and Competences

March 2014 - May 2014

Moulage and Tailoring course

Milano

-

Evening class with the pattern maker Luca Minora.

April 2012 - May 2012

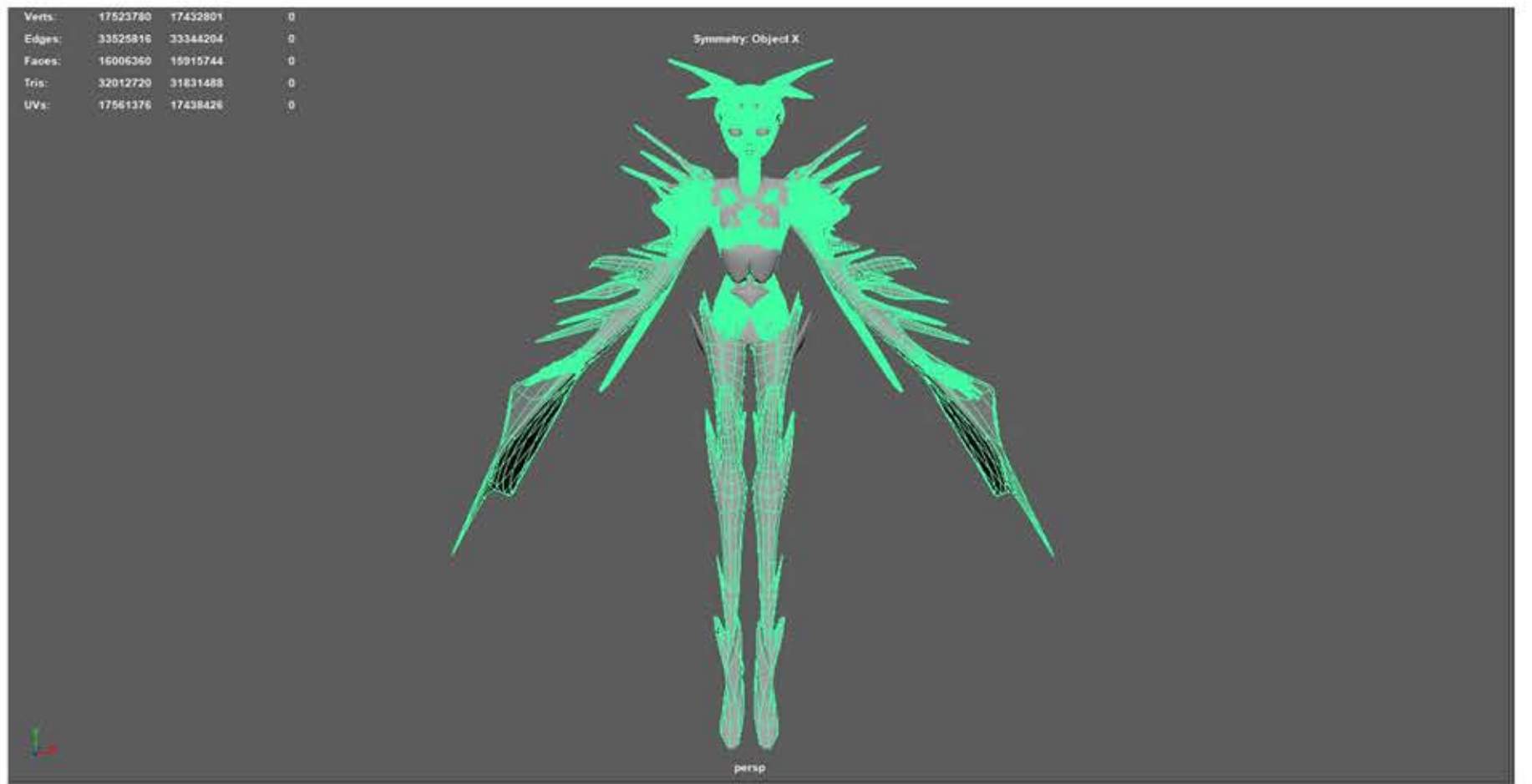
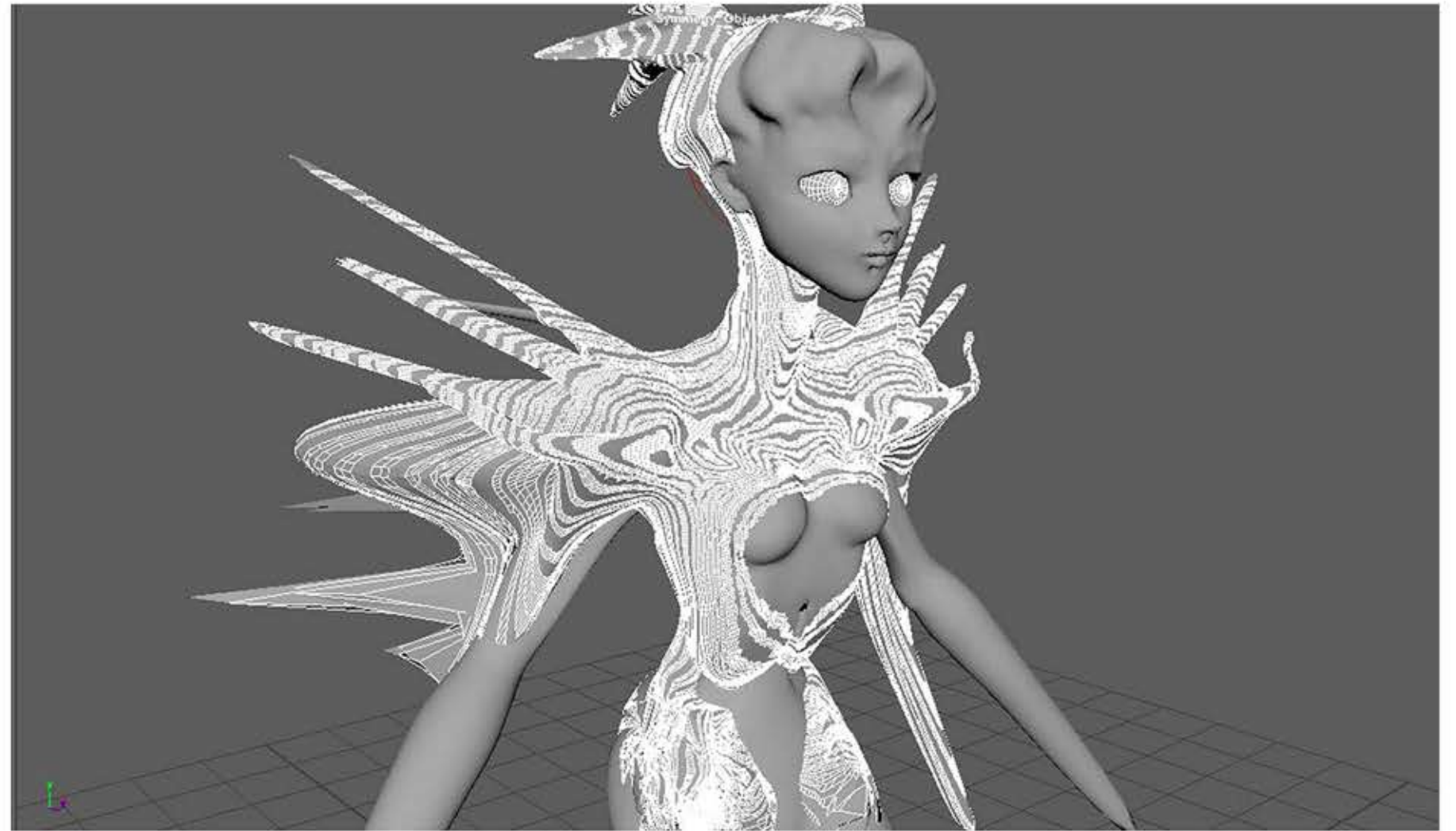
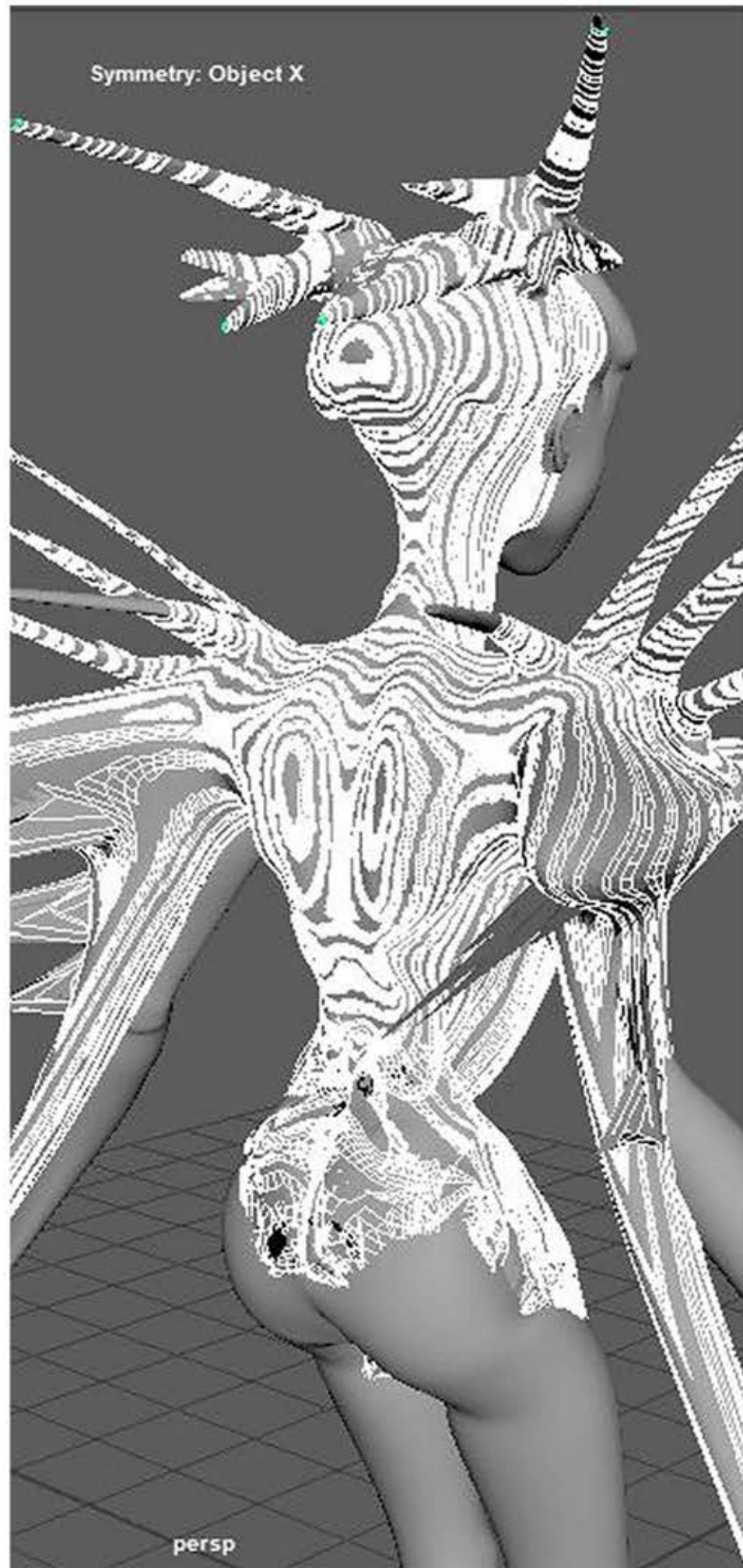
Set Designer Assistant | Stylist

Rome

-

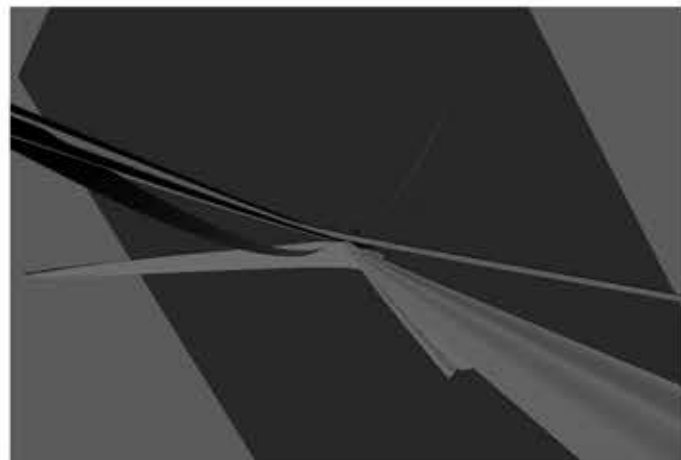
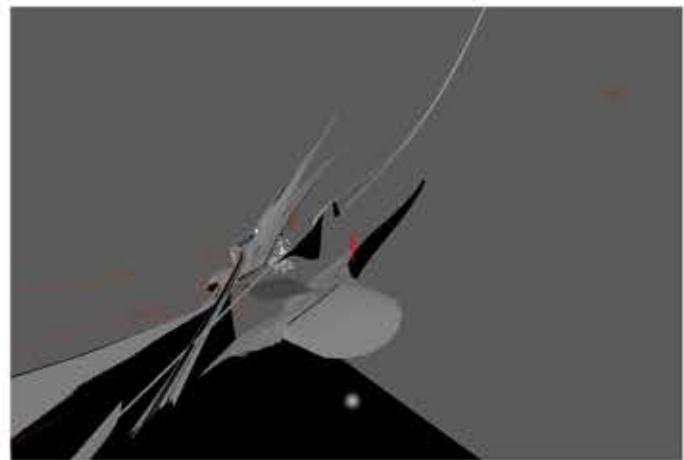
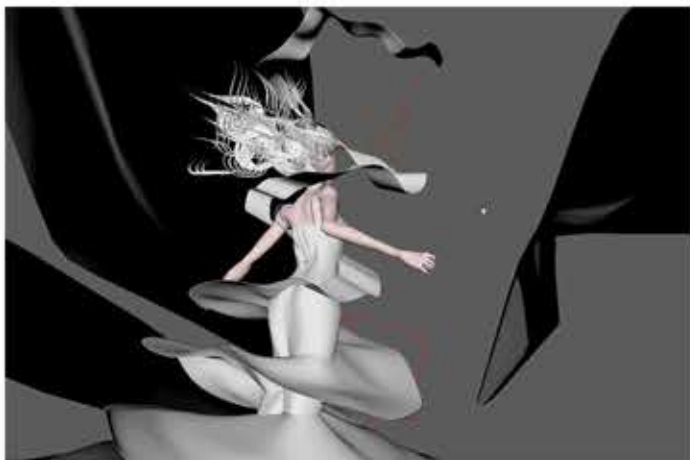
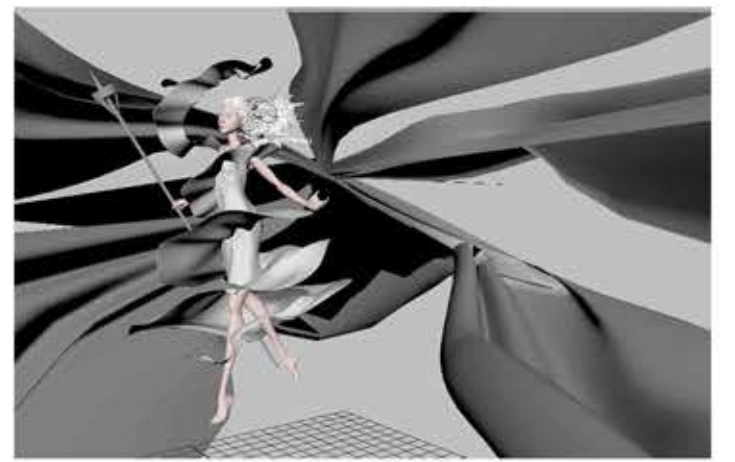
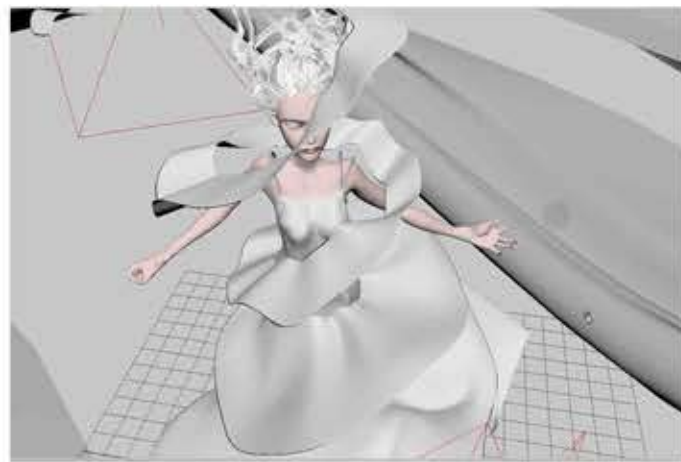
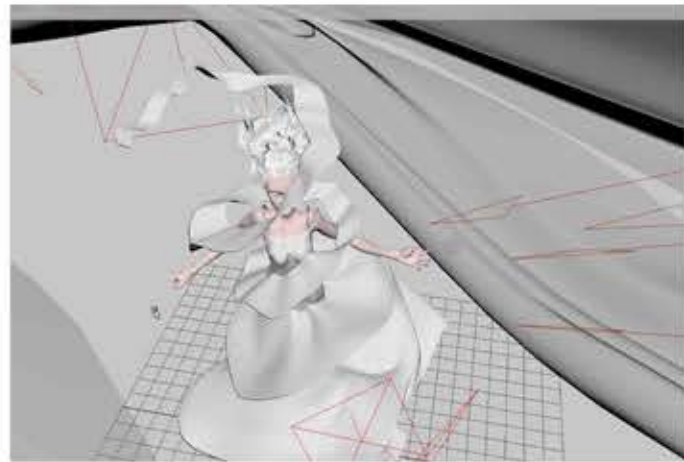
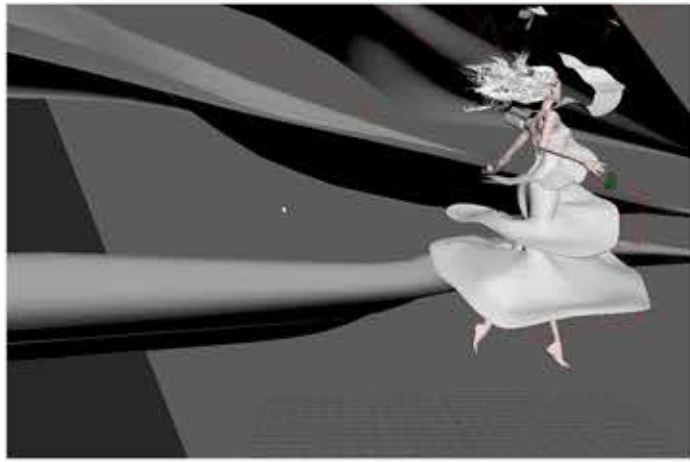
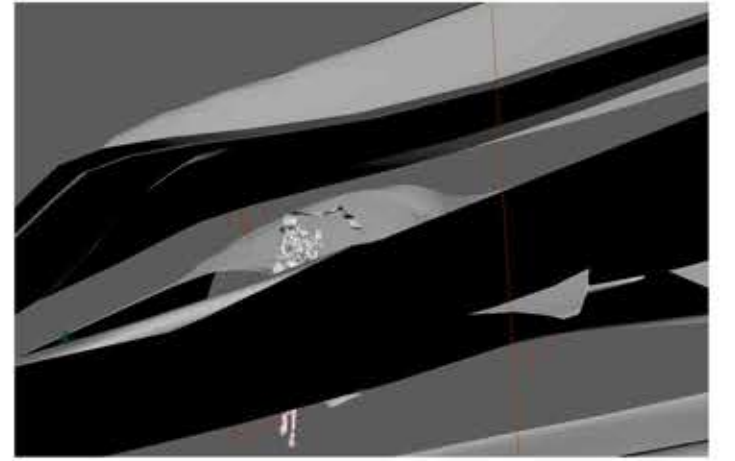
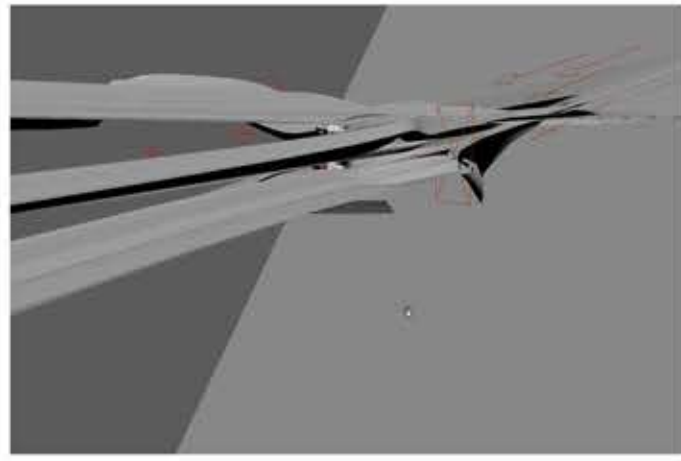
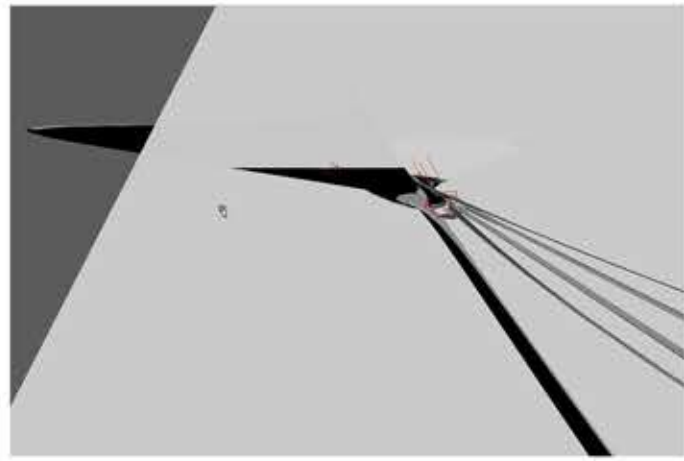
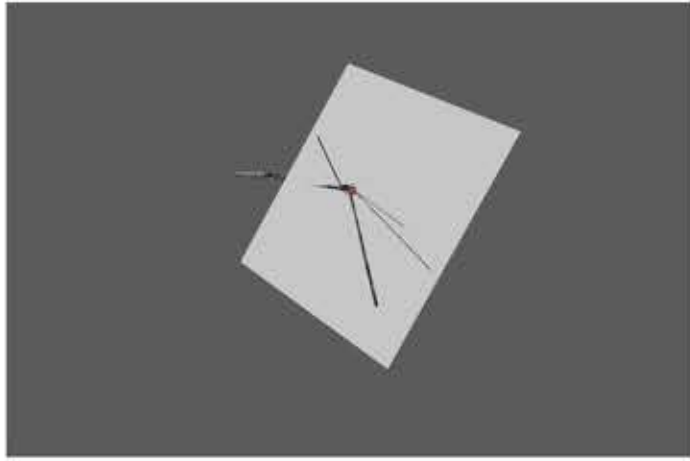
Scenary assistant of the set designer Andrea Cecchini, and stylist for the performance "Ho Sete" directed by Rosa Masciopinto.





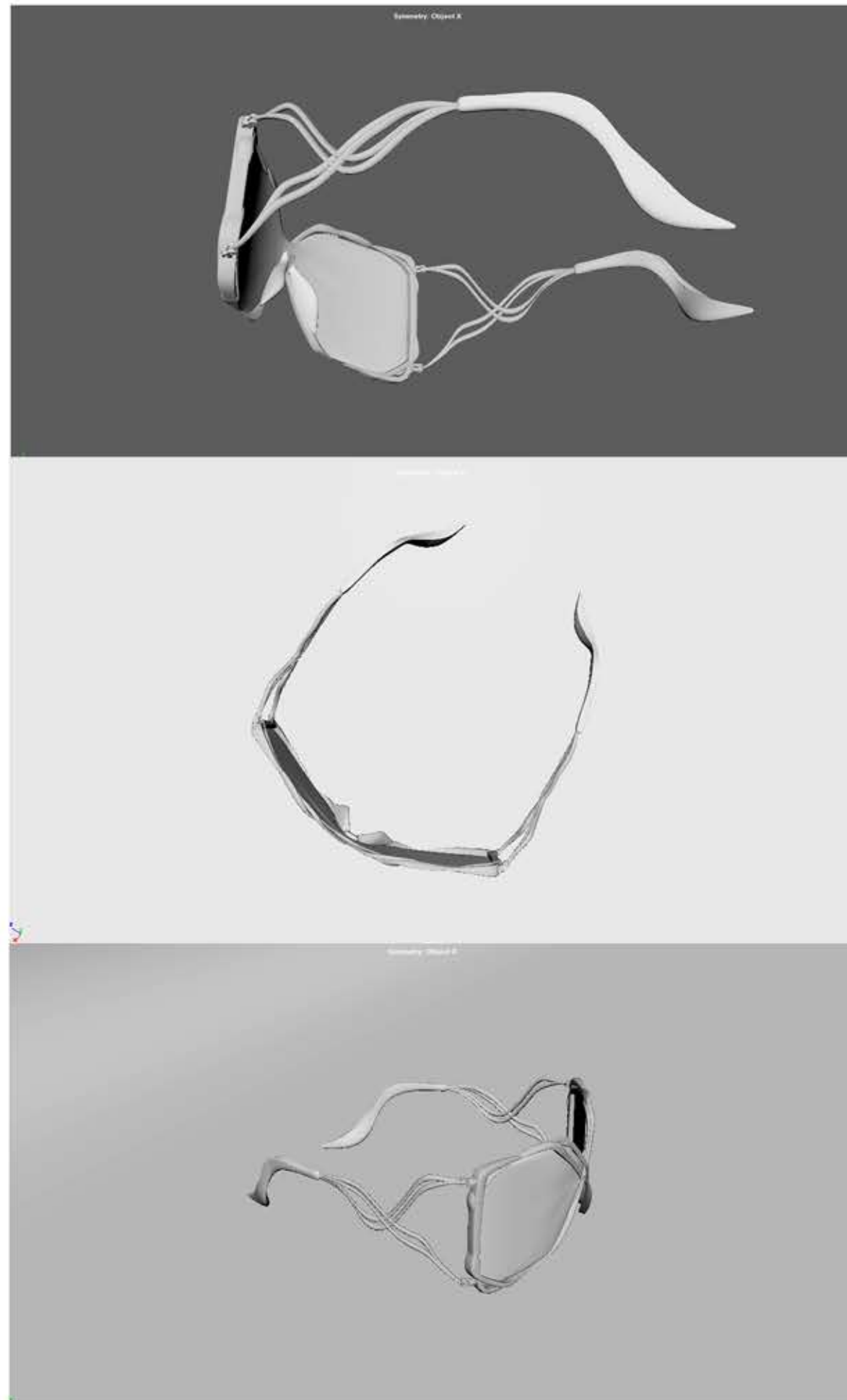


[printed second skin | mesh] 3D model made in Z-Brush and Autodesk Maya, Render in Arnold - wip -





Ara Pin Up - Big Rock Module - 3D Model made with Z-Brush and Maya, Textures in Substance Painter , Render in Arnold

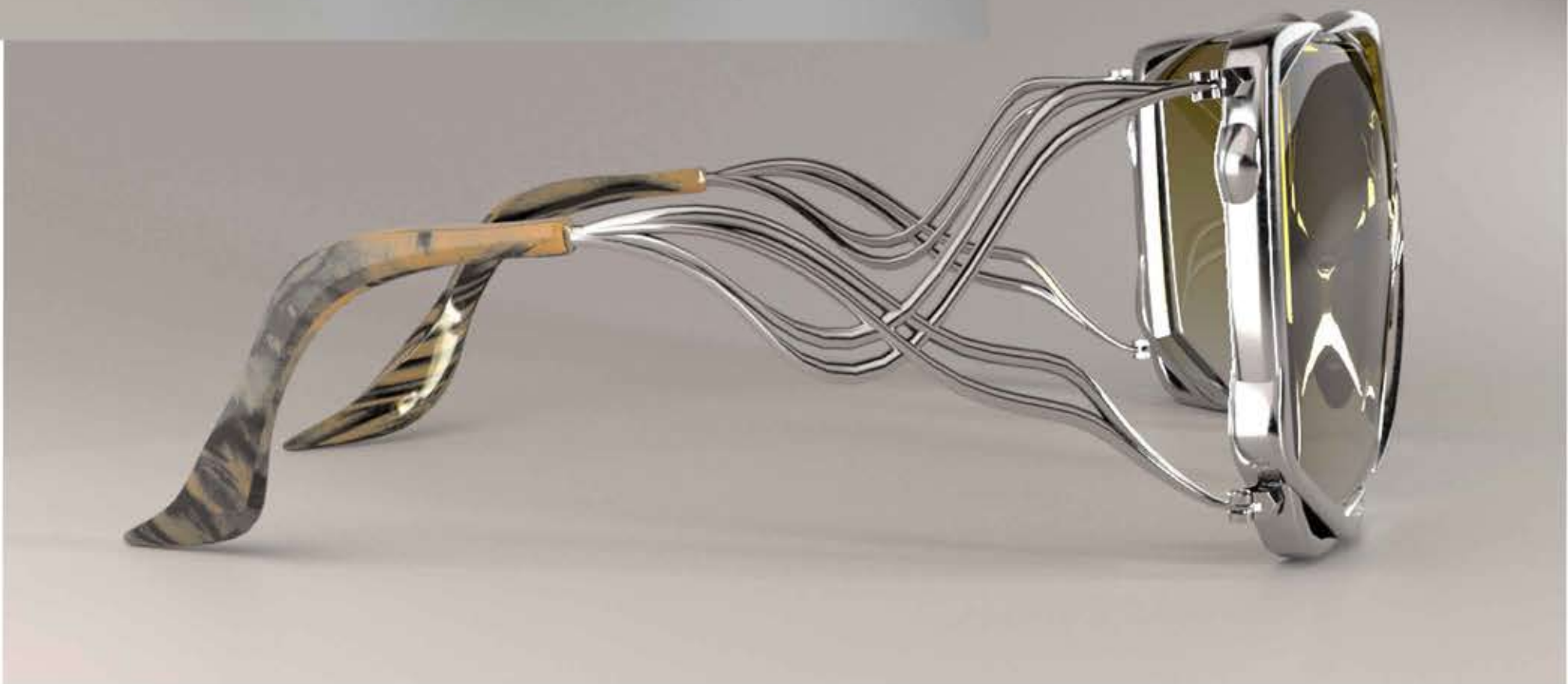


Ideation and presentation of a new pair of glasses - 3D Model made in Autodesk Maya, render made in Arnold



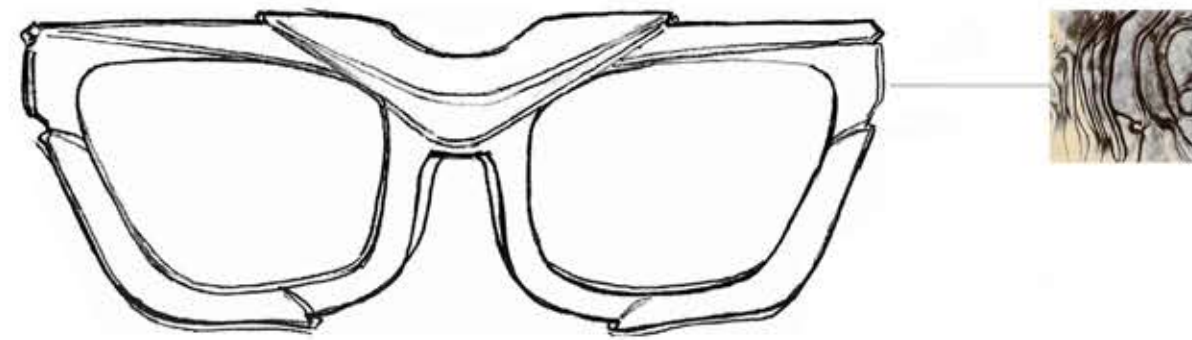
DRAWINGS
CONCEPT DEVELOPMENT
3D MODELING
TEXTURE & LIGHTING

LUX OTTICA X BIG ROCK PROJECT



bigrock X LUXOTTICA

GROUP 5 PROJECT



SKETCHES DEVELOPMENT



BIG ROCK X LUXottica
gruppo 5

VIDEO



concept

BIG ROCK
"ABOVE"
CG Class final Thesis

Story by PIXAR Studio



compositing



graphic development



GABRIELE LISI
DAVIDE LOMBARDI
CELESTE LORENZON
MARTINA LORENZONI
ALESSIA LUCATO
DARIO LUCCHINI
ROBERTA LURAGHI
CHIARA MAZZOTTI
CATERINA MEGLIOLA
EGLE MOGNOL
KAINAT MUBASHAR
MARTINA NATALI



compositing

3D model

DISAMBIGUA

Costume Design and Styling
Forlì
(2019)

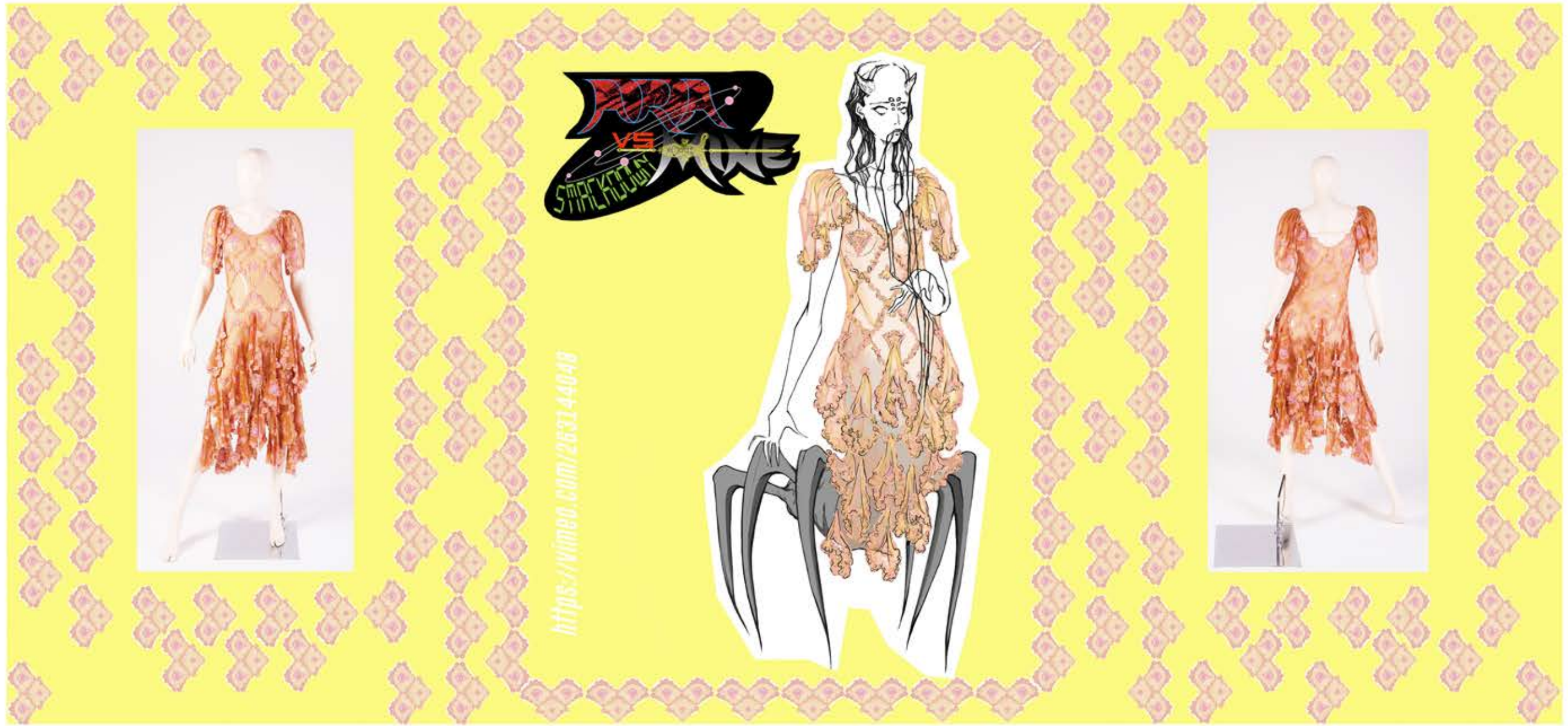


ARAMINE

Costume Designer
Matera (2017)



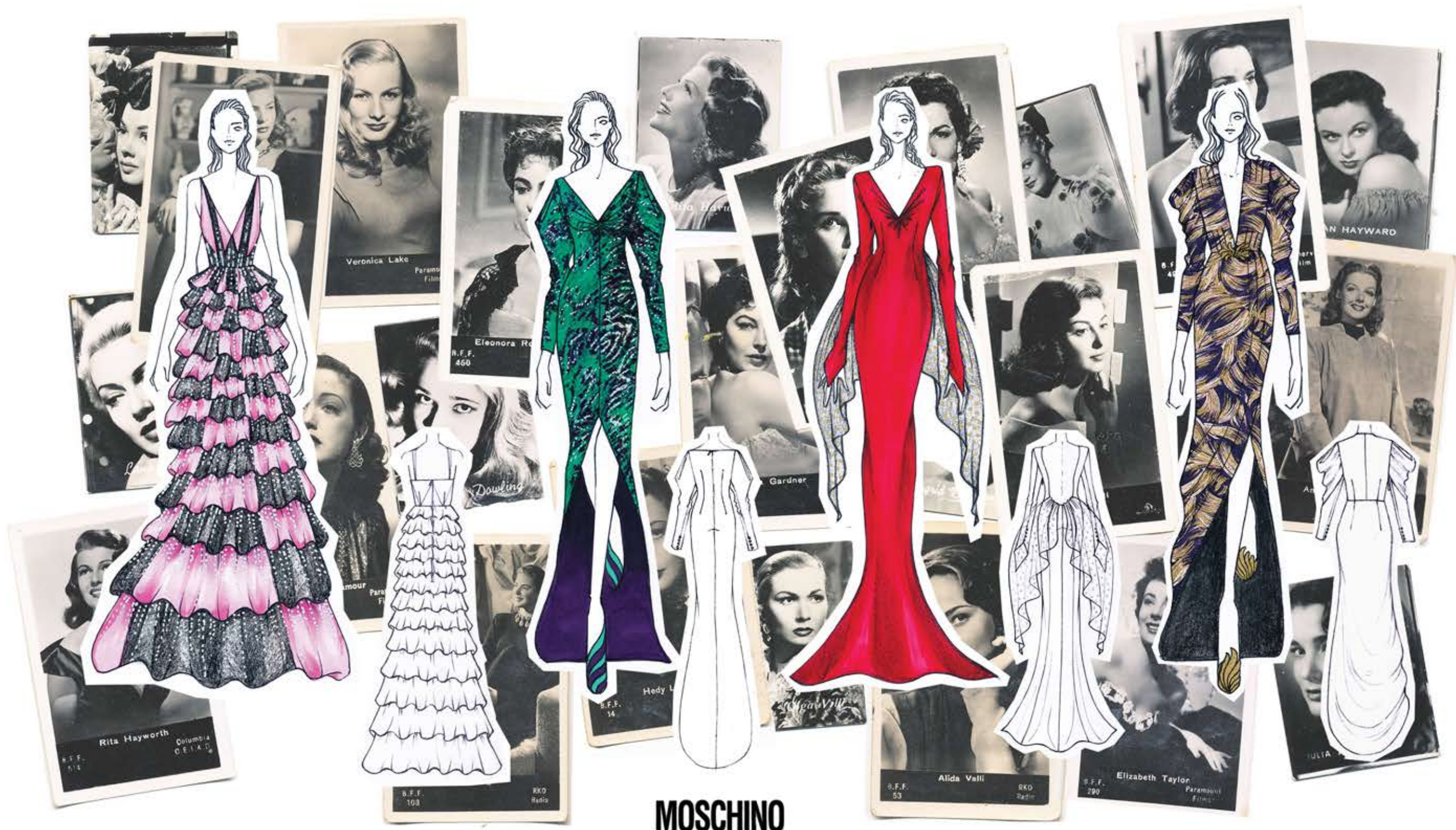
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MOSCHINO



GIORGIO ARMANI



Gucci project "Polybius" Stickers - Light dresses (2017)



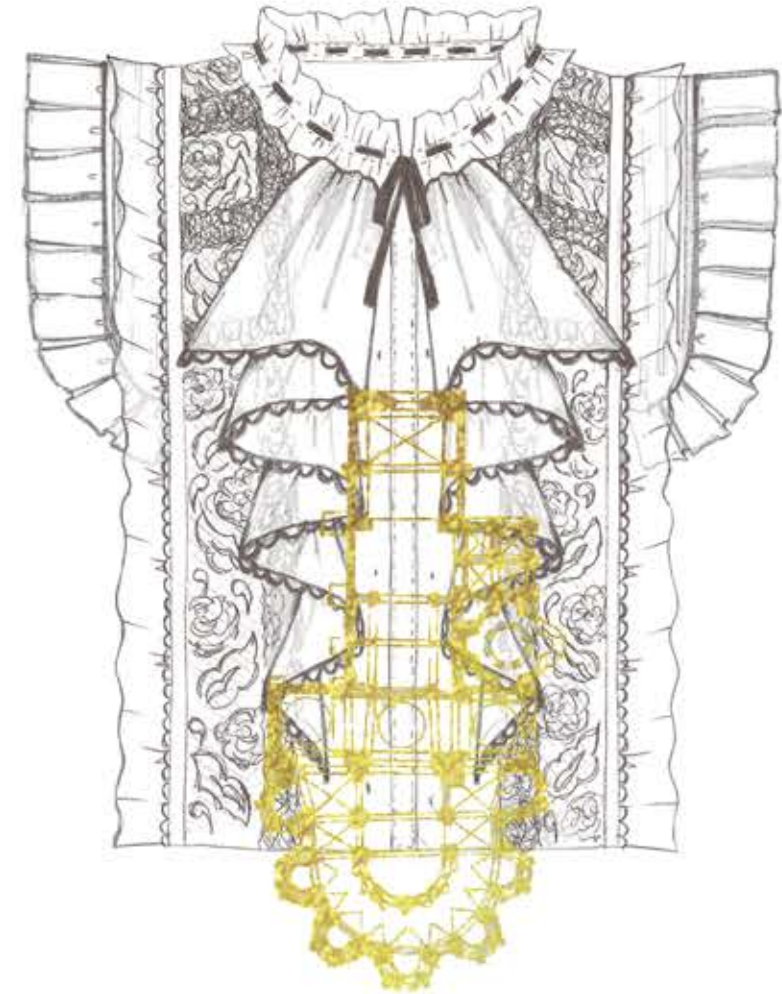
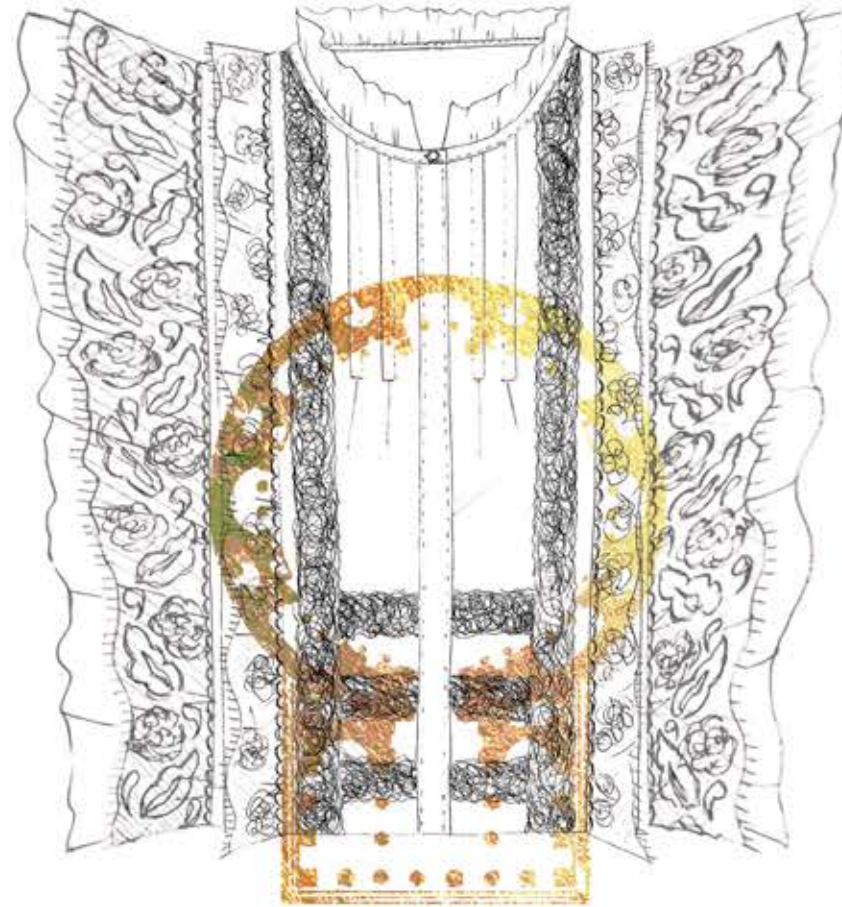
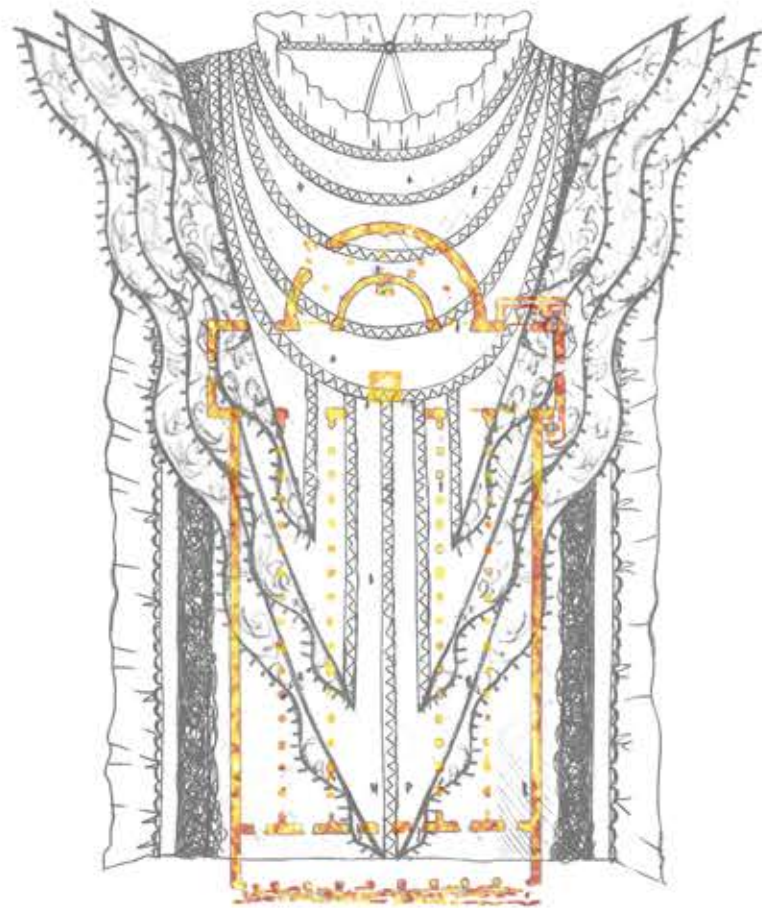
Gucci project "Fiat" - Studies and proposal of three vintage coat (2017)



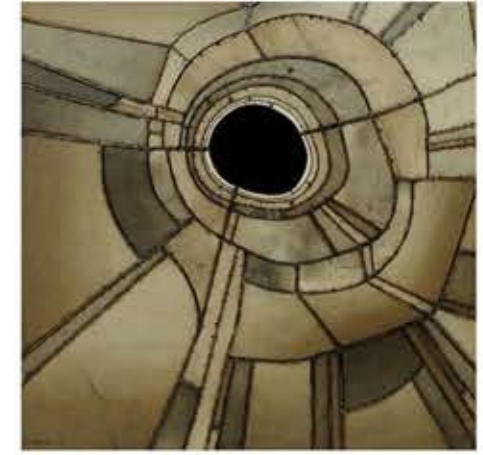
Gucci project "Palazzo" - Series of Illustrations (2016)



BRUNELLO CUCINELLI





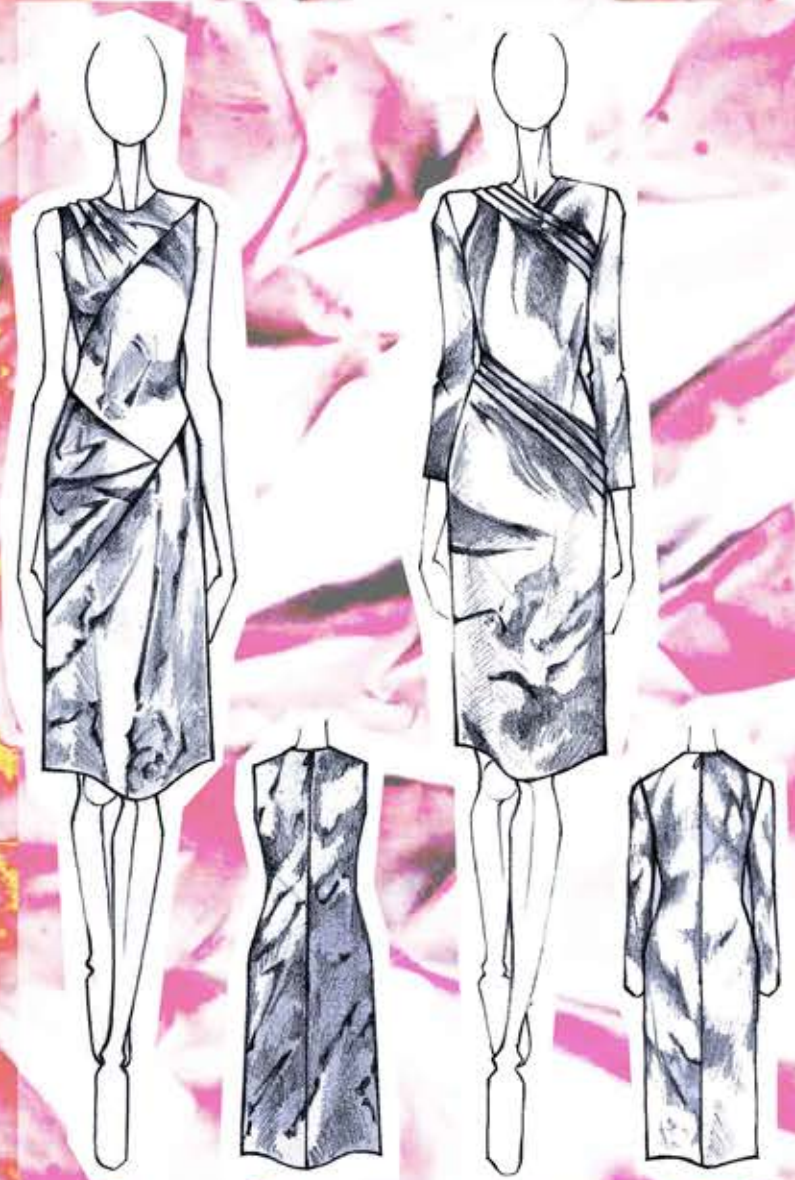




Bottega Veneta Pre Fall 2015 - Airbrush print



BOTTEGA VENETA





BOTTEGA VENETA

