

## **From Rimini to Hollywood using “explosions”: interview to Michelangelo Frisoni.**

The youtuber from Rimini tells us how to build up a career using youtube in 2014.

We are not good at using the computer. Our Web is one of the worst in Europe. We ignore innovations cause we're too attached to tradition. We spend million of euros for very expensive gadgets that we are not able to use. According to statistics (and commonplaces), the technological Italian's portrait is terrible and one of our habits is to considerate ourselves a step behind the rest of the civilized world.

But all these are lies...I mean, the idea that we have of the typical Italian person is deviated, it's wrong, and it doesn't include an entire generation of talents, that were born on Internet, that have learned their job with passion and abnegation and that have succeeded in what a lot of people would like to succeed but only few people have the patient and the spirit to try with it: to do his own job, to do it well, to be recognized, payed and prized for that. This is possible thanks to a new world, the internet one, from which new professionalisms and applies were born and that is passed from being just a curiosity to acquire a central role in our life.

How many people would have think that, one day, the word "you-tuber" would have become a synonymous of a serious and talented professionalism and that it could open the doors of the USA world to someone with enough talent to get noted? A 23-years-old you-tuber and Visual Effects Artist from Rimini, Michelangelo Frisoni, is a perfect example of what we are telling you about: cinema, Visual Effects and internet lover, he built up from nothing his own professionalism throughout attempts, studies, e-learning and, sorry for the term, "working his ass off". We interviewed him to ask him about his work and passion and how he became an international wanted artist starting from his own house.

**Michelangelo, I read your biography and I discovered that at the beginning you taught yourself the computer graphics and the Visual Effects. Nowadays the e-learning is well known even in Italy! You can find anything on the tube. Talking about your case, it is possible to become a CGI expert only throughout some learning platforms online?**

"There are a lot of efficient sources that are free or not free, and most of them can be found on YouTube. In my experience, it is what allowed me to begin, it's what gave me the tools to understand the basis of this job, and then, as time passes, these basis enforced throughout paid e-learning classes (in my case the Visual Effects VFX Wizard school) that have prepared me to adequately face all the working situations with the suitable tools and approach together with a lot of practice and a desire to improve."

**We often heard about the "De Filippi" (a famous Italian host of a talent tv show, translator's note) generation, composed by the just-graduated youth standing in front of the tv waiting for someone to knock at their door with a job propose. Without receiving any recognitions, you created your own job and you worked with one of the greatest USA director/youtuber, Freddie Wong (owner of freddiew channel). Why does your curriculum overlook abroad? Maybe your job is too advanced compared to our Italian just-born showbiz?**

"Nowadays, everything is possible thanks to internet, you just need a fast connection

to receive and send in a few minutes big-sized files from a world side to another. People that practice my same job are used to receive stuff through internet even if it comes from their own country. You can see that from the cinema movies: they are all set all over the world and then the filmmaker send them to the production company in cities such as Vancouver, London, Los Angeles and Wellington in New Zeland. There are several Italian people that work for foreign countries' companies who have always to travel as well as everyone that decide to practice this kind of job. As far as I'm concerned, I've always been a filmmaker with a particular talent for VFX and so I've always looked for people that shared my same passion on internet, in particular on forums and YouTube. That's what allow me to show the web some of my show reel and to show it also to Freddie Wong. My tendency towards abroad is not a choice but rather a constriction. All of us have some aims to reach (and limits too and sometimes it's difficult to face problems). From the very beginning, despite the hard work and the sacrifice, I decided that I wanted to do this job and my aim was to get to the big screen, obviously I'm not talking about "cinepanettone", a light-hearted Italian comedy movie released at Christmas time (translator's note). Nowadays Internet can help you giving you this kind of possibility, and it's allowing me to reach my aims step by step; anyway internet isn't enough in fact you also have to keep your desire fired up."

**You've worked with mr. Wong in the realization of a webseries "Video Game High School". Tell us about your role as part of this adventure.**

"In both the seasons my role was VFX artist as Digital Compositor and Matchmover. Besides the usual problems corrections, such as characters that need to be removed and general shoot problems that need to be organized, they need creative effects like shooting, explosions, fightings, set extensions and characters multiplications. I've also realized some Match-moving that is a recreation of a 3D set using a virtual video camera that maintains the movement informations of the real video camera; that allows us to put inside of a scene 3D objects pretending that the object has been registered live."

**Concerning "Video Game High School", I know that you want to show us a curiosity about it. Talk us about it.**

"Freddie wrote me that he appreciated a lot my talent adding that my presence in the series was fundamental due to both the quality and quantity of what I had done and the delivery speed of the final work. So he decided to honor me allowing me to use my name as a nickname for one of the two characters of the second episode (about 00.59 sec) of the holographic fighting shot inspired to "Tekken 3" video game created by me. My will and my diligence have been appreciated and repaid and this experience taught me that if you really work hard for what you want, you'll always get good results. Another news is that recently Freddie wrote me asking me if I wanted to work again with him to create the third season out on 13th October on his official channel."

**As part of all your jobs, there is also the supervision of the Visual Effects in the awarded Italian format called "Cooked and Blended" hosted by the dubber**

**Maurizio Merluzzo. In an interview that I've realized for Webcelebrity.it, Cellammare said about you: "Michelangelo Frisoni gave my project a magic touch that allowed us to win the Los Angeles Web Fest award for Lead Actor, Series and Writing. How about working with this nice family of "mixers"?"**

"I love working for *Cooked and Blended*, I can use my skills and my artistic creativity; Paolo Cellammare (series director and creator, editor's note) loves cinema and Visual Effects and he allows me to use my creativity nominating me as the VFX supervisor and VFX artist of the group. The team is amazing, and the passion for the aim that we share brings the group together. This group always succeeds in surprising the public despite the fact that not everyone has a great deal of time because of the other jobs that we do besides the series. Our work has allowed *Cooked and Blended* to receive the nomination for the Miami Web Fest and the Rome Web Fest and also to win Los Angeles Web Fest for the Lead Actor, Series and Writing