

RECENSIONI

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GIÀ SUCCESSOIL DIARIO. REGIA DI
TONI FORNARIW.C. - WONDERFUL
CONFESSIONS, LA
NUOVA WEBSE...PASSEGGIATA DI
SALUTE (MISE EN
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NICK HORNBY A
TEATROLAURA. PRIMA
NAZIONALE AL
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INTERVISTE

INTERVISTA A
MICHELANGELO
FRISONI, VFX DIGITAL
COMPO...

di Lucia Petrucci

INTERVISTA A
FRANCESCA LEONI E
DAVIDE MASTRANGELO,
F...

di Lucia Petrucci

INTERVISTA A LAVINIA
LALLE E SARAH
MATALONI, FONDATR...

di Silvia Maiuri

INTERVISTA AD
ALESSANDRO BARDANI
ANDREASI, ATTORE E...

di Valentina Vincenzini

INTERVISTA A LYDIA
GENCHI DELLA NOMAD
FILM DISTRIBUT...

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INTERVISTA AL DUO
MUSICALE ORANGE8,
OVVERO GLI ARANC...

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ITALIANS

INTERVISTA A MATTEO
E ANDREA COSSI, REGI...

di Damiana Fiammenghi

INTERVISTA A
CASSANDRA V.H.
PETERSEN, CO...

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INTERVISTA A
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PALLENBERG, DIRETT...

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INTERVIEW WITH MICHELANGELO FRISONI,
VFX DIGITAL COMPOSITOR E FILMMAKER

Interview

Thursday, 15 May 2014

Lucia Petrucci

Comments



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INTERVIEW WITH MICHELANGELO
FRISONI, VFX DIGITAL COMPOSITOR AND
FILMMAKER

Age: 22 Years

Facebook Page: www.facebook.com/michelangelofrisoniartistYouTube Channel: www.youtube.com/user/michelangelofrisoni

[Biographical Note: Michelangelo Frisoni is a young filmmaker and Visual Effects specialist. He studied in Italy and the United States at the prestigious University of California, Los Angeles (UCLA). He worked as **VFX Artist** for WebNative projects including the American web series **"Video Game High School"** (seasons 1 and 2) under the direction of **Freddie Wong**, **"Meridian"** by **MisteryGuitarMan**, and **"Cotto e Frullato"** by **Paolo Cellammare**.]



F Michelangelo, what can you tell us regarding your profession? How did your great passion for the world of Visual Effects begin?

My passion developed when I was very young. I was still in elementary school when my dad allowed me to stay up until 9 in the evening in order to watch a film that he had bought home on video cassette: *Matrix*. I remember that day like it was yesterday. I was fascinated as I watched the protagonists run up walls and dodge bullets in slow motion. A seed was planted in me that night that came to fruition when I was around 14-15 years old. At the age, I began to film short videos with my cousins. I wanted to add explosions in the video, so I dedicated myself to learning how. I took a year off of high school, and I begin to practice with editing software and "user friendly" compositing programs like *FXHome* and *Particle Illusion*. At around 16 years old, I discovered *Adobe After Effect* that I learned to use thanks to tutorials and other guides on the Internet.

F Did you simply want to be a VFX Digital Compositor or did you also want to develop your cinematographic knowledge and skills?

Of course I wanted to develop my cinematographic skills! During my early years, I developed a strong interest for the world of cinema, and I created a series of short films with a few friends.

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Il teatro è un tempio, dove non entra mai il sole, si lavora sempre con poca luce, nel silenzio più assoluto; il testo va rispettato nelle sue virgole, va approfondito, perché tutto è nella parola.

— Marcello Mastroianni



INTERVISTA AD ANDREA
LETIZI, ATTORE

di Valentina Vincenzini



INTERVISTA A NICOLE
CIMINO, ATTRICE E FI...

di Valentina Vincenzini



INTERVISTA A LAURA
CAPARROTTI, ATTRICE
E...

di Valentina Vincenzini

*I began to meet people who already worked in this profession. This allowed me to work as an **editor** for true professionals from the age of 18. I learned the skills that now allow me at 22 to be successful as a **Digital Composer and Filmmaker**.*



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How did you manage to study in the United States at such a young age?

*After I finished high school, I enrolled myself in an online course on Visual Effects on the website VFXWizard.com that allowed me to practice **Compositing** at a professional level. I then had the opportunity to enroll in two workshop's classes at the University of California, Los Angeles (UCLA): one for directing and one for post-production. Thanks to these two courses, I was able to develop my skills and make connections with people in the industry. I started working at both a national and international level. Since 2012, I have worked as **VFX Artist** for WebNative projects including the American web series "**Video Game High School**" (seasons 1 and 2) for **Freddie Wong**, "**Meridian**" by **MisteryGuitarMan**, "**Cotto e Frullato**" by **Paolo Cellammare**, "**Fuga dalla Morte**" by **Michael Righini**, as well as other videos for the famous youtuber **Mike Diva** and artists including **Lindsey Stirling** and **DevinSuperTramp**.*



What are you currently working on? Do you have any future projects?

*Currently, I am working on a film entitled "**Aurora**" financed by **KickStarter** at the **Hive Division**, and I worked on a few Visual Effects for "**Metal Gear Solid Philanthropy part 2**" (still in progress). I plan on working on the third season of "**Video Game High School**."*



**Must one be born with particular talents in order to excel in this career?
Or must one study and work diligently?**

I obviously was not born already possessing the skills necessary in my profession. I learned a lot of things by working in the field, teaching myself, and integrating theory from courses and books that I studied. Opportunities presented themselves, and I chose to follow them in order to accomplish my professional goals despite the many necessary sacrifices.

Every time I approach a new project, I want the end result to surpass that of my previous project. I observe and learn from the experienced professionals that I work with. From my personal experience, I have learned that one's knowledge or level of skill matters less than one's enthusiasm and desire to produce great work. Everyone can learn the skills from books, tutorials, or practice, but one must be passionate about their work and have a strong desire to excel. This is true in the world of cinema but also in every other profession. It all depends on the person; one discovers opportunities only by being active!

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