

COSIMO FAIETA

2D Effects Animator



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Bearly

Responsible for 2D effects animation.



The snow that Bearly shakes off is a hand drawn animated effect. I coordinated with 3D character animators and lighting artists to integrate hand-drawn assets into a 3D shot.



Top of the Shelf

Responsible for all except background.



I created and rigged a the mechanical chair in Maya and composited rendered frames into ToonBoom Harmony before animating the character and effects.



Top of the Shelf

Responsible for cleanup.



I created and rigged a the mechanical chair in Maya and composited rendered frames into ToonBoom Harmony before animating the character and effects.



Top of the Shelf

Responsible for all except background.



I created a rig that would open to show a jet engine inside. I also created smoke plume effect for the launch of the chair and animated it on 1s.



Bearly

Responsible for 2D effects animation.



I created an effect that would surround the character and appear in the background. The effect stays consistent even with camera moves.