

Fernando "Chiro" Aguirre

VFX Compositor // 3D Generalist // Illustrator

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Resume:

I am a Digital Artist with 22 years of experience in Composition, 3D Lighting/Shading, 2D/3D Animation, Motion Graphics and Illustration.

Started my career as a graphic designer and illustrator and later specialized in 3D modeling, texturing, animation and 2D composition.

I consider myself a versatile artist with knowledge of the entire productive process of CGI with sensitivity in the frame composition and knowledge of rhythm and visual tempo.

My work was developed in very different environment and situations. Sometimes working in small groups or directing colleagues and even doing On-set Supervisions. Other times with large teams, with specific workflows and pipelines.

I am currently focused on upgrading my knowledge on composition with Nuke and refresh my Shading and Lighting in Maya/Arnold skills. Parallel to my daily work I develop my personal editorial project Dibujaciones.

These are the tools I use regularly: Nuke, Mocha Pro, Maya / Arnold, After Effects, Photoshop and Illustrator.

Experience:

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| Senior Compositor | <p>Freelance Artist (August 2019 - Present)</p> <p>In these years I have been working as a freelance Compositor for different film and high-end episodic projects (We Can Be Heroes / Luis Miguel (S2) / Dark Desire (S2)), in studios such as Ollin VFX (MX), Cinematic Media (MX) and LAsP (AR). Also participate in many advertising as Senior Compositor and On-Set Supervisor with La Posta (MX), Ploop VFX and Animation Studios and 1stAveMachine.</p> <p><i>Film Reel 2024:</i> https://vimeo.com/303495218</p> <p><i>Film Reel 2021:</i> https://vimeo.com/650168305</p> <p><i>Film Reel 2019:</i> https://vimeo.com/303495218</p> <p><i>Ads Reel 2019:</i> https://vimeo.com/379693487</p> |
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| Senior Compositor | 3DAR (May 2019 - July 2019) I worked as Senior Compositor for Chinese movie "The Bravest". <i>Link 3DAR:</i> https://www.youtube.com/watch?v=IsHa90rKM_Q |
| Senior Compositor | Ollin VFX (April 2018 - March 2019) I worked as Senior Compositor for several projects like Azura, House of Cards (S6), Godzilla Kings of Monsters, Mind Hunter (S2) and other important projects of the company. <i>Link Ollin VFX:</i> https://vimeo.com/247002000 |
| 3D Lighting + Compositor | IAN's short film by Mundo Loco CGI (November 2017 - March 2018) I worked as 3d Lighter and Compositor. <i>Link IAN:</i> https://www.youtube.com/watch?v=Hz_d-cikWml |
| Compositor | Tronco Studio (November 2015 - September 2017) I worked in general composition for several ads (Nvidia, Solar City, Quilmes, Lysol, Pure Leaf, Timberland, Splenda, Tarjeta Naranja). <i>Link Solar City:</i> https://vimeo.com/152760432 <i>Link Quilmes:</i> https://vimeo.com/151434182 <i>Link Lysol:</i> http://tron.co/en/project/428/uninvited-guest-0 |
| 3D Generalist + Compositor | Bitt Animation (March 2017 - August 2017) I worked on the development of 3D layout of cameras and composition of several shots for a Toyota ad made for Tronco Studio. Also worked on making backgrounds and texturizing assets for the animated series "Yo, Matias". <i>Link Toyota:</i> https://vimeo.com/233535918 |
| Compositor | Bleed VFX (November 2016 - January 2017) Worked on the overall composition of some 3D shots of the Chinese movie "Jue shi gao shou (The One)" directed by Zhengyu Lu. <i>Link Bleed:</i> https://vimeo.com/89010176 |
| Compositor | 4Humans (October 2016 - November 2017) I worked general composition of the last shot of YPF Infinia ad. <i>Link:</i> https://vimeo.com/196313553 |
| Compositor | Oner VFX (June 2015 - October 2015) I worked on general composition, texturing and animation of 3d assets for Malasyan film "Ola-Bola" directed by Chiu Keng Guan. <i>Link Ola-Bola:</i> https://vimeo.com/channels/onervfx/153771176 |
| Compositor | Yema VFX (March 2015 - June 2015) Worked on general composition (head replacement) for global advertising of Unilever's Ala/Omo. |

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| | <p><i>Link Ala/Omo:</i> https://vimeo.com/138771055</p> |
| Compositor | <p>Oner VFX (January 2015 - February 2015) I worked on general composition for American film "Hands of Stone" directed by Jonathan Jakubowicz. <i>Link HoS:</i> https://vimeo.com/channels/onervfx/162609952</p> |
| Compositor | <p>Sr. Miranda (Ecuador) (November 2014) I made visual effects for 2 TV ads, one of these was for Banco de Pichincha /Bank of Pichincha and the other, for FGE (Fiscalía General del Estado/Attorney General of the State).</p> |
| Compositor (Stereoscopic) | <p>La Sociedad Post (July 2014 - August 2014) I worked as stereoscopic composer in Nuke for the YPF's Ases del Volante campaign " Usa siempre casco" and "Ases al Volante Tecnópolis". <i>Link Lasp:</i> https://vimeo.com/152161462</p> |
| Compositor (Stereoscopic) | <p>Metrovision Producciones (January 2014 - June 2014) Worked as stereoscopic composer for Argentinian/Canadian film "El Inventor de Juegos/The Game Maker" directed by Juan Pablo Buscarini. <i>Link Metro:</i> https://vimeo.com/139954710</p> |
| 3D Layout + Compositor (Stereoscopic) | <p>La Sociedad Post (November 2013 - January 2014) I worked as 3D generalist and stereoscopic composer 3D make camera layout in Maya and stereoscopic composition in Nuke for YPF's Ases del Volante advertisement "Hit del verano. Usá siempre el cinturón". <i>Link Lasp:</i> https://vimeo.com/152161463</p> |
| Art Director + Concept Art + Animator | <p>Selnet (July 2013 - September 2013) Worked as director, concept artist, storyboarder artist and compositor for web advertisement 3D animation of Mexican fruit juice call Freskito. <i>Link Freskito:</i> https://vimeo.com/109329078</p> |
| Compositor (Stereoscopic) | <p>Catmandu (January 2013 - June 2013) I worked as stereoscopic composer for the Argentinian film "Metegol" directed by the Oscar winner Juan José Campanella. I also made the official visualbook of the movie working with images selected by the director and preparing them to be printed in offset. <i>Link Metegol:</i> https://vimeo.com/51687280</p> |
| 3D Generalist | <p>Eyeworks Cuatro Cabezas (June 2013) I worked as 3D generalist in the opening titles for the TV show "Futbol 360" for Discovery Channel.</p> |

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| 3D Generalist | Nippur Media/Eyeworks Cuatro Cabezas (November 2012) Worked as 3D generalist animating infographics for TV show "Como lo resuelven II/How They Solve it II" broadcasted by Discovery Channel. |
| 3D Generalist | Bitt Animation (August 2012 - November 2012) I worked as 3D generalist for TV show "Mi Viejo Verde" for Telefe Channel. |
| Compositor + Mograph Artist | La Wawa Cine (Jujuy) (April 2012 - August 2012) Worked as composer and animator in documentary series "Tierra Animada" made in Tilcara city, Jujuy. In this project worked on drawings created by children, setting them up to their storytelling and simply animate them. <i>Link:</i> https://vimeo.com/108866682 |
| Toon Animator | Fundación YPF (March 2012) In this project I performed animation pencil test technique with sketches by artist Pablo Reinoso for an audiovisual presentation called "Futbol 5 en la Torre". <i>Link YPF:</i> https://vimeo.com/108866683 |
| Compositor | 3DN (November 2011 - January 2012) Worked as composer for the Argentinian film "Infancia Clandestina/Clandestine Childhood" directed by Benjamín Ávila. <i>Link Infancia:</i> https://vimeo.com/48013289 |
| 3D Generalist | FOX Latin Channel (November 2011) I worked as 3D generalist modeling, texturing and animating the opening titles of TV series "Manual de Supervivencia con Laura Pousada" broadcasted by FOX Latin Channel. |
| 3D Generalist | Compota VFX Studio (October 2011) On this spot I worked doing several scenes of 3D doing modeling, shading and lighting of 3D assets for advertisement of Barbies's dolls. <i>Link:</i> https://www.youtube.com/watch?v=1gsAogx6SBw |
| 3D Generalist + Compositor | 3DN (August 2011 - November 2011) I worked as 3D generalist and composer for Discovery Channel project called "Ciudades Futuras 2111/Future Cities 2111". <i>Link Ciudades:</i> https://vimeo.com/109661054 |
| 3D Generalist | Nippur Media/Eyeworks Cuatro Cabezas (October 2010) Worked as 3D generalist animating infographics for TV show "Como lo resuelven I/How They Solve it I" broadcasted by Discovery Channel. |
| Art Director + | Planta Alta Studio (May 2010 - August 2010) |

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| 3D Generalist + Mograph Artist | I worked as 3D generalist, designer and composer generating images to be shown on large format LED screens displays for advertising on malls. |
| Mentor + Art Director + Animator + Storyboarder Artist | La Wawa Cine (October 2009 - May 2010) In this project I worked on the production of the animated educative short film "La Piedra del Rayo/The Lightning Stone." This was the very first short animated made entirely by computer in Quebrada de Humahuaca, Province of Jujuy. <i>Link La Piedra:</i> https://vimeo.com/39431091 |
| Compositor + 3D Generalist | Adart Producciones (March 2009 - April 2009) Worked as 3D generalist and VFX composer for the film "100% Lucha, El Amo de los Clones" directed by Pablo Pares. Also worked on the 3D open titles sequence animating typefaces. <i>Link Opening:</i> https://vimeo.com/5484288 |
| Art Director + Concept Art + Animator | Astrolab Motion (August 2009 - September 2009) I worked as director, concept and storyboarder artist and also doing animation for cartoon project called "Hermanoides". <i>Link:</i> https://vimeo.com/149583124 |
| 3D Generalist + Compositor | Tuna is Fresh Design Studio (August 2008) I worked as 3D generalist and composer for some IDs for AXN Sci-Fi channel. |
| Mograph Artist | Gazz Studio (February 2008 - May 2008) Made animation and composition for different ads (Galletas Bagley , Shampo Timotei) and branding ID's for the Cartoon Network and Nickelodeon. |
| Compositor | Adart Producciones (March 2008 - April 2008) Worked as VFX composer for film "100% Lucha, la Película" directed by Juan Iribas <i>Link Trailer:</i> https://www.youtube.com/watch?v=DP9nQXL9T-Q |
| 3D Generalist + Compositor | Mótica Design Studio (September 2007) I worked as 3D generalist doing animation and composition for Bersuit Vergarabat's video clip "Laten Bolas". <i>Link Laten:</i> https://www.youtube.com/watch?v=J6VPm4awwdM |
| 3D Generalist + Compositor | Chilevision (September 2006 - November 2006) I worked as 3D generalist and composer for the Chilevision documental "La búsqueda del Flach". |
| 3D Generalist | Canal 13 (November 2006) |

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| + Mograph Artist | Worked making the design, modeling, texturing and animation of 3D assets for opening titles sequences of the children's program "Reinas Magas". |
| Mograph Artist | Revista Barcelona (October 2005) On this project I worked with the opening titles sequence for Barcelona TV Late Night Show. |
| Storyboarder Artist + Compositor | SatoriFilms (May 2003) Worked as storyboard artist and made some VFX shots for the Luis A. Spinetta's video clip "Agua de la Miseria". <i>Link Agua:</i> https://www.youtube.com/watch?v=a35qku82PTw |
| 3D Area Director | Cuatro Cabezas (September 2002 - October 2007) At the beginning, I worked as 2D animator, composer and 3D generalist. Later on, as Director of 3D Area and Team Leader for different projects of Cuatro Cabezas production company ("Caiga Quien Caiga / Whoever May Fall" seasons 2003/2004/2005/2006/2007/2009, "La Liga / The Team", "Algo Habrán Hecho" and several TV documentaries among them "Malvinas la Guerra que pudo ser / Falklands the War that could be" emitted simultaneously by Discovery Channel Latam and UK). Also made several trips during many months to countries (Chile and Spain), to carry out the season launches as well as the training of animators for CQC TV show. <i>Link:</i> https://vimeo.com/26501737 <i>Link Imdb:</i> http://www.imdb.com/title/tt0199191/?ref_=vi_tt |
| 3D Generalist | Steinbranding Design Studio (May 2002) Worked as 3D generalist doing branding design for TV. |
| Designer | América TV, Departamento de Publicidad (September 2001) I worked on advertising graphic design for America TV channel. |

Personal Projects:

Between 2015 and 2016 I began working on an artbook that collects many years of my sketches and drawings. The artbook invites the reader to modify and resignify these drawings allowing them to redraw, paint and write on it. The book is called "Dibujaciones" and is currently available in the most important comics bookstores in Buenos Aires.

Education:

Morphology of the Line Workshop by Hernán Sáenz Tejada ([Huron](#)) (March 2015 - November 2015). Degree: Illustrator

VFX Composition Course at Leva Labs (October 2013 - December 2013)

Degree: Nuke Compositor

Workshop at Kinema Artes Digitales (June 2006 - August 2006)

Degree: 3D Generalist (Maya)

Drawing and Illustration Workshop by Ariel Olivetti (2000 - 2001)

Degree: Comicbook Artist and Illustrator

3D Design at Nueva Escuela de Arte y Diseño (1999 - 2001)

Degree: 3D Generalist (3DS Max)

Universidad de Morón (1995 - 1998)

Degree: Graphic Designer

Cartoon Animation Workshop at Bujos (1996 - 1998)

Degree: Cartoonist Animator

Comicbook Art at "Cazador" Workshop by [Jorge Lucas](#) (1995 - 1997)

Degree: Comicbook Artist

References:

Reel 2017: <https://vimeo.com/236600918>

Reel 2014: <http://vimeo.com/108531532>

Reel 2011: <http://vimeo.com/26502144>

Reel 2008: <http://vimeo.com/26501737>

Website: <http://www.chiroartist.com>

LinkedIn: <https://www.linkedin.com/pub/c-h-i-r-o/1a/b13/362>

Imdb: <http://www.imdb.com/name/nm6398850/?ref =nv sr 1>

Dibujaciones: <http://dibujaciones.com>

<https://www.instagram.com/dibujaciones/?hl=es-la>