

# CARLOS PADIAL

**Creative Developer**  
**Experience Designer**  
**Interactive Researcher**  
**Visual Craftsman**

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**born** 02/11/1978

I have been a multidisciplinary artist since 8 years old. I grown up between role-playing-games, drawing and model construction. I dropped out computer science to explore photography and tv/cinema.

Last 6 years I have been completing my craftsman background by working as a 3d artist and jumping into the free software community. Now I'm back to programming, as it is the infinite media mixer.

I'm prone to any kind of experimental expression and enjoy challenges in that area.

I'm quite interested in procedural representation, specially in modern techniques that allows to represent boundless information and transform it into didactic and/or emotional content. That includes massive data visualization and virtual reality experiences design.

I made the most of my ability to fast learning by exploring each media in a real-world environment with a fully focused targets and a good team, specially when some kind of narrative is involved.

## PROFESIONAL CAREER

- 2014-2015 3d low poly modelling** 3d content for augmented reality (*Aratechlabs*) [ > ]
- 2014 3d pointcloud modelling** laser scanner & kinect (*Playmodes, Onionlab*) [ > ], [ > ]
- 2014 3d/animation/composition** marketing spots production (*Image Laundry*) [ > ]
- 2011-2014 3d/animation** projection-mappings, virtual scenography [ > ], [ > ], [ > ]
- 2009-2010 3d/animation** marketing spots production (*Renfe-Ave Area Sur*)
- 2007-2009 TV Cameraman.** HD Making offs and Reports (*esMadridTV*)
- 2007-2009 Lighting setups** for TV and video, and broadcast live events (*esMadridMusic & deMAC*)  
Several photographic works: fashion, sports, studio and social photography.  
Production of books, portraits, advertisings and graphic designs
- since 2006 Freelance audiovisual** (director / director de fotografía / postproducción)
- from 2005 to 2009 Aventuras Visuales** (Audiovisual Creation Workshop-School )
- 2005-2006** Workcenter.S.L. (Signage department manager)
- 2001-2004 Worker in Cízero Digital s.l.**(preprints and signage), **in charge of digitalization**, high quality photomechanics, color management and large format signage.

## ACADEMIC EDUCATION

- 2015** H4ckademy, 2ª edición (Madrid)
- 2009 Postproduction with After Effects. Editrain (Madrid)**
- 2004-2005** Cinematography. Lighting and Camera Annual course. Séptima Ars
- 1999-2001** Associate's Degree in Visual Arts and Design, Photography Major. Oviedo Art School

## ADDITIONAL INFORMATION

- DOP and cameraman in many formats and projects (**35mm, 16 & 8mm, DV, HD and redone**) / many international prizewinning shortfilms [ > ], [ > ]
- High level photographic technics: Portraits, still life, documentary, high quality development, photographic retouching, **computer camera control**, color grading, old photo restoration and photomontage, HDR, **timelapses** and **panoramics**
- Programming:** (html, css, javascript, angular, processing, python)
- Photo-graphic design-book layout (gimp/photoshop, inkscape/freehand/illustrator, scribus, hugin...)
- Video edition (premiere, final cut pro, kdenlive, blender...)
- Postproduction and **color grading:** (after effects, motion, color, blender...)
- Web design: (drupal, wordpress, css and html)
- capacity and willingness for learning

## LANGUAGES

- Spanish
- Catalan
- English

## PORTFOLIO:

<http://www.surreal.asturnazari.com/portfolio> audiovisual works

## CODE

<https://github.com/surreal6> personal projects

## PROJECTS

since 2012 Kinoraw: Free Open Cinema Lab  
([www.kinoraw.net](http://www.kinoraw.net))

since 2010 Audiogames: Juego de sonido - interactive 3d sound game  
([www.audiogames.arsgames.net/](http://www.audiogames.arsgames.net/))

## GRANTS, AWARDS, RESIDENCES

- 2012 Fabra i Coats: production residency *Audiogames installation*, Barcelona
- 2012 Telenoika Research and Production Grants, *Kinoraw project*. Barcelona
- 2012 Espacio Trapezio, production residency *Audiogames installation*, Madrid
- 2012 Laboral Centro de Arte, production residency *Audiogames installation*, Gijon
- 2010 Telenoika, Research and Production Grants, Special Mention for *Audiogames*, Barcelona

## WORKSHOPS, TALKS and ACADEMIC COURSES

- 2012 Charla, *Blender: Organized Chaos*, H4ckademy, Campus Madrid.
- from 2011 to 2014 Workshop, *Video Editing with Blender*, Telenoika, Barcelona.
- 2014 Workshop, *Video Editing with Blender*, Sapiens Formación, Madrid.
- 2012 Workshop, Open Source Cinema, UOC + Telenoika, Barcelona.
- 2012 Workshop, Telenoika Mapping Workshop, Fabra i Coats, Barcelona.
- 2012 Conf., Towards an Open Source Cinematography, Blender Conference, Amsterdam
- 2012 Conference, *Free hardware photography* at Oviedo Arts School, Asturias
- 2012 Workshop, *Video Editing with Blender*, Medinaceli, St Lorenzo del Escorial, Madrid.
- 2012 Workshop, *Interactive games with Blender* at Telenoika, Barcelona
- 2011 Workshop, *Video Editing with Blender* at Telenoika, Barcelona
- from 2005 to 2009 **Aventuras Visuales** (Audiovisual Creation Workshop School)
  - Teaching:** Theoretical and practical annual courses of documentary and studio photography, movie camera & lighting. Also intensive courses of Photoshop, Raw Photography, After Effects, Color Grading, HD cameras and Super 8mm, among many others.
  - Maintenance:** responsible for workshop computer equipment, hardware and software, either mac or windows and linux. Also arrangement and maintenance of a little set
  - Designer-Editor:** in charge of design of the group Aventuras Visuales image. Graphic Design and signage. Photo, lighting, editing and postproduction of video pieces and spots
- 2002 Young Editors Workshop, Oviedo city council (Teaching Photoshop and Freehand)

## INSTALLATIONS

- 2012 Audiogames, 2.0 version presentation, Telenoika, Barcelona
- 2012 Audiogames, 1.0 prototype version, Festival In-sonora, Madrid
- 2010 Audiogames, Playlab (Experimental videogame workshop) Arsgames, Medialab Prado, Madrid