



CARLOS PADIAL

Visual Artist

Creative Developer

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born 02/11/1978

<https://www.surreal.asturnazari.com>

<https://www.surreal.asturnazari.com/portfolio>

<https://vimeo.com/carlospadiál/reel2021>

blog

works

3D reel

PROFESIONAL CAREER

2019-2021 3D Artist (*freelance*) [>]

2016-2019 Front End Developer (*Ezzing Solar*) [>]

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)

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 (native)
- English
- Catalán

PROYECTOS

2012 a 2014 Kinoraw: Free Open Cinema Lab
(www.kinoraw.net)

desde **2010** Audiogames: Juego de sonido - interactive 3d sound game
(www.audiogames.arsgames.net/)

2000 a 2003 La Cocoguawa. RPG Publisher.

1997 a 2000 Federación Asturiana de RoJ y CLN (Convivencias Lúdicas Nacionales)

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*, Gijón

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

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

BLOG

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PORTFOLIO

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REEL

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