Josè Maria Fanchini

• Date of Birth: 03/11/1992

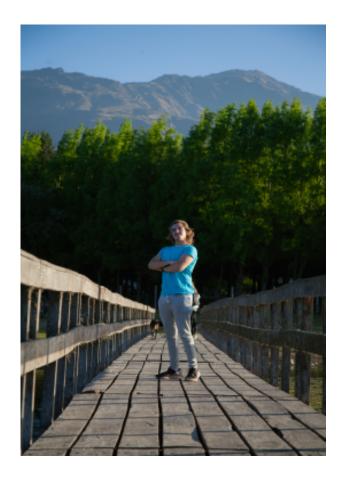
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• Yerba Buena - Tucuman - Argentina



Academic Education:

2022 -

Degree: PhD in Light Sciences and Technologies

Institution: Institute of Research in Ambient Light and Vision - UNT - CONICET Fellow of the National Council for Scientific and Technical Research (CONICET)

2014 - 2016

Degree: Bachelor's in Cinematography

Institution: University School of Film, Video, and Television. UNT

2011 -2013

Degree: Audiovisual Media Technician

Institution: University School of Film, Video, and Television. UNT

Focus: Photography - Editing

2004 - 2010

Degree: Electronic Technician

Institution: Private Technical Institute Engineer Anacleto Tobar F-77

Focus: Control

2017 -

Degree: 3D Animation and Visual Effects Technician

Institution: National University of San Martin. UNSAM

Publications and scientific meetings:

2023

- P. Barrionuevo, M. Sandoval, J. Fanchini. "Are ipRGCs involved in human color vision? Hints from physiology, psychophysics, and natural image statistics". Vision Research, In press.
- J. Fanchini, M. Sandoval Salinas, P. Barrionuevo. "Desarrollo de un fotoestimulador portatil de cinco primarios para evaluar la adaptación visual al color". AIVO 2023. Córdoba Argentina.
- J. Fanchini, A. Gutierrez, B. Silva, M. Sandoval Salinas, P. Barrionuevo. "Comparación de parámetros de dos cámaras DSLR para la obtención de características colorimétricas de una escena visual" ArgenColor 2022. San Miguel de Tucuman Argentina.

Participation in committees:

2023

Board member of the Institute of Research in Ambient Light and Vision - National Council of Science and Technology.

Vice President of the student chapter of the Optica and SPIE journals, from the University of Tucumán

Extracurricular Education:

2018 Camera and Lighting Course - ENERC

2016 Photography Course "Photography in Cinema" by Lic. Lucio Bonelli

2015 Visual Effects Visual Composition Course by AVFX (Argentine Association of Visual Effects), Instructor: Sergio Pickelnick

2014 Participant in Workshop: "Cinema with Neighbors" by Fabio Junco and Julio Midú, Workshop by INCAA and Cinema with Neighbors Foundation

"Makeup and Special Effects Course for Film, Television, and Theater at Caá Porá Cine Noa"

Professional Experience:

2022

Color grading: Color Correction for the Argentina 2050 Teaser, Winner of the International EPIC GAMES Unreal Engine Real-Time Short Film Challenge, Américas, España y Portugal.

2020-2022

Company: Canica Azul

Position: Modelador 3D: Character Costume Modeler for 3D Animation Series

2019

Company: UNSAM - NTI

Position: Compositor 2D-3D Función: Composer of various shots for the film "Tóxico,"

subsidized by INCAA.

2018

Company: INICIAR Position: Colorist

Función: Colorist in Feature Film Piedra Papel o Tijera "2018"

Company: UNSAM

Position: Compositor 2D

Función: Keying in Feature Film. "Toxico" trabajado en Hi-Res 3.2k 2018

Company: Ipos
Position: CEO

Función: Project Manager and Post-Production Coordinator

2017

Dance Film - Contemporary Dance Bachelor's Thesis from UNSAM, Winner of Awards and Honorable Mentions at the International Expanded Corporeality Festival.

Position: Cinematographer

Función: Provide a visual look and proposal to the project in resonance with the intended

concept.

Company: Ford

Position: Montajista Sr.

Función: Real-time assembly and creation of daily capsules within the framework of an

event held at La Rural.

Company: Ford

Position: Look And Feel Designer

Función: Design of the Look And Feel for the streaming of the Ford Live Studio 2017 at the

auto show.

2016

Company: Sudestada Cine S.R.L. Position: Compositor Visual

Función: Keying process – blue screen removal in shots, preserving the correct gradient and

transparencies in the character, Film - "Yanca" and "El Espíritu del Volcán."

2015 - 2016

Company: Roxer Studios

Función: Director of Photography for music video clips in a studio, cameraman, and colorist. I was tasked with illuminating the environment to highlight the instruments and recording studio,

creating harmony between the band's music, the genre, and the studio's aesthetic.

2015

Company: UNT Visión (Audiovisual Communication Service)

Función: Operador de cámara en Concierto Gustav Mahler, primer concierto de Tucumán

filmado en HD a multicamara y para el Concierto POP de Primavera

Company: UNT Visión (Audiovisual Communication Service).

Position: Colorist.

Función: Correct the color, hue, and contrast of the Gustav Mahler Concert and the Spring

POP Concert.

2014

Short Film: The Artist Insomnia

Position: 3D composer (favorably reviewed by J.J. Campanella in various media).

Función: Rotoscoping layers of a 2D environment to convert it into 3D, utilizing programs like Maya and Fusion to create the 3D environment, and properly balancing the color for

its projection in cinema (color space conversion, gamma correction).

2013-2018

Freelance photographer at nightclubs, pubs, and social events. Works in venues such as Mahalo, La Morocha, Goa, among others.

2012

Movie "Héroes del Tucumán"(declared of cultural interest). The first 3D film in northern Argentina, directed by Manuel Canseco.

Position: 3D Render Supervisor, Digital Cinema Package (DCP) Transfer Specialist. Responsibilities: Our team was tasked with researching the 3D editing and filming system. Investigated how to carry out the transfer in an international format for projection in standardized cinemas, performed the transfer, and prepared it for projection.

2008-2021 Reparador de PC Independiente

Position: Reparación, actualización de computadoras en general, Software, Hardware, formateo, limpieza, instalación de programas, instalación de Programas e instalación de códec / optimización para **edición de video, compo visual, grading,** Premiere, After efects, Photoshop (suite adobe en general) Edius, Sony Vegas,, nuke, nukeX, Pftrack, Autodesk, Blackmagic Davinci Resolve y Fusion Houdini, Maya, Substance,

Languages

Language 1: Spanish
Language 2: English

Specialization: Translation of technical texts

Softwares

Miicrosoft Word, Exel. Adobe Premiere, After Efects Photoshop, Speedgrade, Edius, Autodesk Maya, Blackmagic Fusion, Pftrack, Nuke, Davinci resolve, MotionBuilder, Avid (Composer y ProTool basico), Z Brush, Photoshop, Substance Painter otros....

Skills:

Handling of raw materials (R3D, DNG, CR2, etc.) in shooting, editing, color correction, and grading, including the design of IT infrastructure for managing such files.

Implementation of high-speed storage systems, optimized data processing systems for post-production, for working with both raw and proxy materials.

Implementation of security systems, backup, and data recovery processes.

Proficiency in standards, color spaces, and gamma for both cinema and television. Expertise in specific programs for color correction and grading, working within standards and color spaces tailored to the specific needs of each project.

Proficient in specialized programs for visual composition, flowcharts, and timelines.

Basic programming knowledge in Python.

Other relevant information.

Driver's license: Yes Availability to travel: Yes