

Luca Calabrese

Making all kinds of arts, so you don't have to!

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Summary

Luca Calabrese is a creator driven by story, process, learning and experimentation. Having had a wide range of learning and experience in different fields the work he creates is not only sufficiently broad and varied, but also takes on something from all of his other skills and disciplines creating works which are not just multidisciplinary but also the combination of completely different schools and worlds of art such as digital motion graphics and fabrication and engineering. Meaning and writing also quite near the forefront of the art, and has an overwhelming control and inspiration over both the ideas and pieces that are conceived and also the ways in which they are worked upon. There is a great love of writing and idea, as well as a great love of design and moving image; however true passion comes when both their areas can be engaged.

Experience

Co-Founder and Administrator at Pints of Cake

September 2014 - Present (5 months)

Getting the campaign going for our art collective. As well as that I was the technical instigator and for the website and as well as getting the content management system all running for contributors and artists to use. I am also the ongoing designer, technical maintenance and administrator of the site with a little editing on the side on the sly.

Multidisciplinary Visual Artist at Cyberpuke

April 2014 - Present (10 months)

Multidisciplinary Stop Motion, Animation, Motion Graphics, Prop making and VFX. Mixing traditional and new media, combing digital and physical processes to create something which is neither. Currently undergoing further research and experimentation into the world of digitally aided stop motion, having already used several styles of frame by frame stop animation from engraving to cut-out and silhouettes.

Filmmaker at Cyberpuke

April 2014 - Present (10 months)

Script Writing, Story building, Film making, Editing, Post Production and Visual Effects. With my passionate discipline being writing which in some way has some say over all things I do, film-making is another medium to explore some of the strange and thought provoking ideas and concepts which dwell in my head and get them into audiences. The experience and training I've had in video production, visual effects and editing gives me a down the chain understanding of the process giving much more possibility to create small scale or self funded projects with myself being able to take on several roles fluidly.

Interactive Mapping at Telefónica UK

June 2012 - June 2012 (1 month)

Creating an interactive 3D map environment of the Slough HQ of O2. The map was to be used for interactive mapping as well as to be integrated into systems responsible for hot desk booking and Wifi tracking of employees.

Content Management at LifeCycle Marketing

April 2008 - August 2010 (2 years 5 months)

Contributor to Content Management System. Tasked with adding and updating new articles as well as the construction and writing of the articles themselves. Also entailed creating new areas of the website, testing, as well as some graphic design and image work.

Projects

SCRAP

April 2014 to Present

Members:Luca Calabrese

A surreal dystopian short about escaping your routine. Filmed on a small budget in locations around Leeds and Yorkshire. I was responsible for Screenwriting, Post-Production, Visual Effects as well as Co-directed and was second editor. Official Selection No Gloss Film Festival 2014 Official Selection Leeds International Film Festival 2014

Pints of Cake

September 2014 to Present

Members:Luca Calabrese, Paisley Boyd

Building a collective of artists and creatives to publish exclusive and regular entertainment content albeit with an artistic skew.

SUM

May 2014 to June 2014

Members:Luca Calabrese, David M Gaskell, Ross Francis, Joel Burden

Branding for the 2014 Fine Art Graduates of Leeds College of Art's Exhibition. A collaboration with Graphic Designers in creating a deconstructing font based logo for both print and moving image.

DFGA Graduate Exhibition

June 2014 to Present

Members:Luca Calabrese

Visual Stings, signage and tactile branding for Digital Film, Games & Animation Graduate Exhibition. All the motion graphics, signage and even sculptures were all created digitally to be then reproduced in physical materials, bringing tactility and tangibility to a discipline which is often difficult for audiences to relate to or understand.

Light Night 2013

October 2013 to Present

Members:Annabeth Robinson, Luca Calabrese

A dark satirical production for a political circus themed exhibition event taking place around the Leeds College of Art campus. I took upon to create of a series of haunting animations on a short loop as well as a small prop device to view them through to imitate the feeling of watching an old fashion mutoscope or penny crank machine.

O2 Headquarters Mapping

June 2012 to Present

Members:Luca Calabrese

Creation of a fully interactive 3D environment of the O2 Headquarters in Slough. Recreated inside and out, using my own reference photos as well as architect's blueprints and maps.

Skills & Expertise

Motion Graphics

Writing

After Effects

Stop Motion

Compositing

Film

Visual Effects

Post Production

3D Printing

Editing

Realflow

PFTrack

Premiere

Maya

Cinema 4D

Rhinoceros

Final Cut Pro

Photoshop

Web Design

Graphic Design

Social Media

Illustrator

Animation

3D

Video Production

Education

Leeds College of Art

Bachelor of Arts (B.A.), Digital Film, Games & Animation, 2011 - 2014

Activities and Societies: Student Representative, Member of the Board & Table Top Gaming Society, Graphics marketing for Fine Art Show, Videography for Leeds RAG fashion show.

Dr Challoner's Grammar School

1996 - 2005

Interests

3D Printing, Vintage design, Animation, Comedy, Reading, Traditional Art, Writing, Glitch Art, Filmmaking, culture mash.

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[Contact Luca on LinkedIn](#)