

ENRICO TARGETTI

Virtual Cinematographer · Real-Time Lighting & Camera Lead

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Cinematographer and real-time lighting lead with six years of final-pixel work in Unreal Engine. Was the cinematographer on Netflix's *Super Giant Robot Brothers!*, a series rendered entirely in Unreal, and helped build Reel FX's real-time pipeline with Epic Games. Brings a live-action DP's and colorist's eye to virtual camera, layout, lighting and look development for animation, game cinematics and virtual production. BSc in Computer Science; MFA from USC School of Cinematic Arts.

RECOGNITION

- *Super Giant Robot Brothers!* workflow published as Chapter 4 of the *VES Virtual Production Handbook*
- *Please Hold* — On-set VFX Supervisor — Academy Award nominee, Best Live Action Short (2022)
- *Al Niente* — VFX Supervisor & Colorist — Golden Horse Award nominee (2023)

CORE SKILLS

Unreal Engine: Virtual camera, Sequencer, Lumen and pre-Lumen real-time GI, stylized final-pixel rendering, in-engine compositing, Blueprints, HLSL shaders, color management

Camera & lighting: Live-action and CG cinematography; lighting, layout and look development; department supervision and artist training

3D & compositing: Maya, Katana, Arnold, Blender, MotionBuilder, Nuke; motion capture to final render

Color & finishing: DaVinci Resolve, Nucoda, After Effects

Code & pipeline: Python, JavaScript, HLSL; Perforce, Git; real-time pipeline design and troubleshooting

Gen-AI: ComfyUI, Runway, Seedance, Kling, Nano Banana, integrated into CG workflows

EXPERIENCE

Real-Time Visualization Lead & Virtual Cinematographer — Reel FX

Los Angeles | 2020 – 2026

- Supervised the virtual camera and lighting departments, from motion capture to final render.
- Helped build the studio's real-time pipeline from the ground up in close partnership with Epic Games, integrating Unreal Engine into an established animation workflow.
- Wrote HLSL shaders and Blueprints to reach stylized, high-quality final pixels in Unreal Engine.

Super Giant Robot Brothers! — Netflix, 2022 — Cinematographer, dir. Mark Andrews (*Brave*)

- Shot 15,000 virtual-camera setups with a live-action shooting ratio, cut down to ~5,000 final shots; owned creative execution and final render for the series.
- Defined color management for early versions of Unreal
- Lit the show with real-time GI before Lumen existed; composited entirely in-engine and graded with industry-standard finishing workflows.
- Final shots progressively finished as CG animatics for Netflix leadership; featured at Netflix Town Halls as an example of innovation in Netflix Animation.

Other credits

- *Heist Brothers* (Adult Swim; developed as *Heist Safari*) — Layout Previs for Genndy Tartakovsky's series pitch
- Meta CG spot, Mark Zuckerberg vs. Alexander Volkanovski (2023) — Layout & Lighting, Unreal Engine
- *The SpongeBob Movie: Search for SquarePants* (2025) — Final Rendering Artist, Katana / Arnold
- *Electric Bloom* (Disney, 2025) — Post Supervisor & Colorist, music videos with Unreal Engine VP backgrounds

Freelance Lighting & VFX Supervision

Los Angeles | 2026

- **The Jim Henson Company**, *Jim Henson's Monster Dance* (Amazon Kids+) — Lighting Consultant: authored the show's main lighting environment and troubleshoot rendering and compositing issues.
- *Turandot 100*, stage production directed by Jackie Chan — Gen-AI & VFX Supervisor: built stylized environments in Unreal Engine and Blender for the projected backgrounds, integrating AI-generated assets.
- **micro1** — AI video evaluation as a cinematography expert (contract).

Digital Artist & Colorist — Incendio

Los Angeles | 2018 – 2020

- Color, finishing and VFX for films and commercials: AT&T, Snapchat, NBC, Toyota, The CW, director Tony Kaye.

Co-founder & Head of Video — VAS

Milan | 2009 – 2014

- Led camera and lighting on dozens of short films, music videos and commercials, plus projections for opera productions, games and interactive work.

SPEAKING & COMMUNITY

- UnrealFest 2022 speaker on virtual cameras in animation; panelist, Epic Games Virtual Production Week
- Visual Effects Society: member, former Los Angeles Section Board of Managers
- Teaching Assistant, *Directing in the Virtual World*, Prof. Mike Fink, USC

EDUCATION

- **MFA**, Film & TV Production — USC School of Cinematic Arts
- **BSc**, Computer Science — University of Milan

LANGUAGES & WORK AUTHORIZATION

- English, Italian (native)
- Authorized to work in the US (permanent resident), the EU (citizen) and Hong Kong