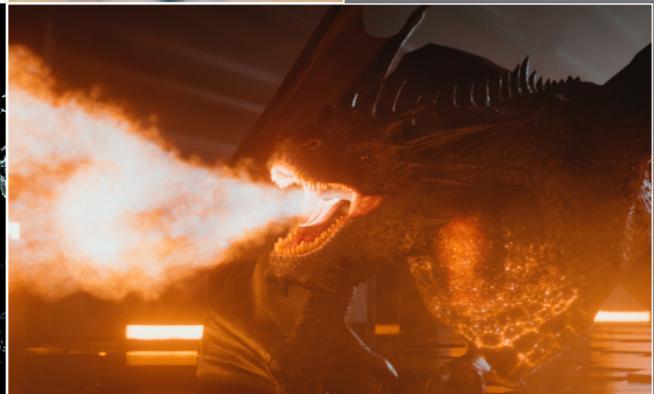


// career spotlight

// Marco Coltro
3D Artist

My role focuses on VFX, modelling,
and photography for our clients.





// Marco's Story

School studies

Before I started full-time work, I studied product design at the school of art in Trino (VC), Italy. I was fascinated with 3D, but unfortunately, my school didn't have the budget or the machines capable of running 3D software. So I started independently learning AUTOCAD after school. YouTube wasn't as helpful as it is today, so I quit 3D temporarily and my life took a different path – so different that during the summer break I was working as a part-time builder! Then I finally entered the world of photography and videography...

Learning on the job

After school I joined Broken Eggs, a small Media Company based in northern Italy, which included a team of 4 people. Here I focussed on videography and photography, video directing, audio engineering, and creative scenography.

I found that when working in a small group of professionals, time can be very limited so you must learn fast. Although this was a challenge, it helped me learn how to juggle different jobs and become an 'all-rounder'. For example, one day I was with the video editing guys, and the next day I would be working on film settings. Every day was varied, and over time, I picked up many skills I still use to this day. Later down the line, I began to experiment with 3D animation in Blender, regularly watching tutorials on YouTube.

Work experience at Bloc

In 2017, I came to England to visit my sister who worked as a developer at Bloc. During my holiday an opportunity arose for me to do some international work experience, so I joined Bloc temporarily and worked there for my remaining 2 weeks in Derby. I couldn't speak English and didn't know anyone other than my sister which was tricky, to begin with. At the time, my sister translated everything for me from English into Italian!

On my last day, whilst I was getting ready to leave and return to Italy, Chris and Keith called me into a meeting and asked me if I wanted to stay here. They saw something in me and took a risk, by offering me a job. The next day I cancelled my return flight home and started my career at Bloc Digital with no hesitation!

Developing my career

Six years of learning and development later and I'm an important member of the animation team, specialising in VFX. I'm a rare case because I came to Bloc without a degree and didn't speak English. But I was passionate and determined to make the most of the opportunity.

I like to push myself, I'm not a static person so I like to be involved in multiple projects. I have gained skills across multiple areas which are useful both artistically and practically.

The thing I enjoy most about my job is seeing the final project come together after months of hard work and seeing the client's reactions after the delivery. I love taking pictures and videos because it breaks my routine and means I can experiment or explore new ideas!