



# STEFANO NATALI

Pittura e  
3D work

## Profile

Painter and Visual 3D, he uses so-called traditional techniques (acrylics, oil, pastels and pencils on different supports, canvas, wood or paper), and digital technologies ranging from modeling and animation in the 3D field to Web content.

## Contact

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## Experience

### 3D artist and painter

**2024** Initiation of multiple collaborations as a freelancer at national level in the field of 3D modeling and rendering (interior design, exterior, packaging etc..) at Stefano Natali Studio.

### 3D artist

**2000** Initiation of multiple collaborations as a freelancer at national level in the field of 3D modeling and rendering (interior design, exterior, packaging etc..) at Stefano Natali studio.

### Illustrator and cartoonist

**1985** Freelance in Milan with various publications in Italy and abroad.



## Instruction

### Albe Steiner, GRAPHICS & ADVERTISING

**1985** Ravenna, (Italy)

### ACADEMY OF FINE ARTS

**1984** Ravenna, (Italy)

### ART HIGH SCHOOL

**1980** Ravenna, (Italy)



## Skills

### 3D Modeling/Render



### Creativity



### Languages



### Willingness work



### Working in a team



### Rapidity

