

DIEGO NICOLÁS GARCÍA ORTEGA

P O R T F O L I O

2023

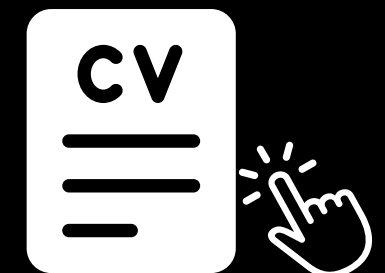






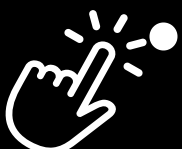
DIEGO NICOLÁS GARCÍA ORTEGA

PROFESSIONAL IN AUDIOVISUAL MEDIA,
ANIMATOR, CULTURAL MANAGER, AND
PERFORMING ARTIST

I have approximately eight (8) years of experience in creating short films, working in areas such as Production, Direction, and Screenwriting. Additionally, I have four (4) years of experience in cultural management and project leadership, collaborating with collectives, foundations, and other public and private entities. I have been fortunate to receive grants and incentives from the Ministry of Culture (MINCULTURA) and the Cultural and Sports District Secretary (SCRD). Furthermore, I have a keen interest and involvement in research and creation, and I am the author of the project "AUDIOVISUAL AS A SOCIAL TOOL," which has been in development for four years since its initial stage.



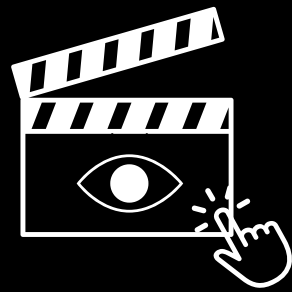
INDEX

	<u>AUDIOVISUAL CREATION</u>	<u>04</u>
	<u>CULTURAL MANAGEMENT</u>	<u>19</u>
	<u>ANIMATION AND NEW MEDIA</u>	<u>34</u>

AUDIOVISUAL CREATION



01 / SIMBIOSIS
2014



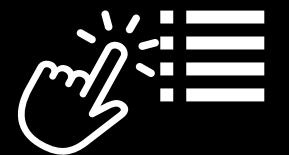
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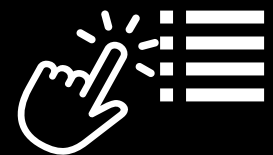
The duality of two life forms inhabiting the same body, struggling to become the dominant part. Symbiosis is a visual and auditory experience that stems from the premise that the path is made by walking.

Short Film

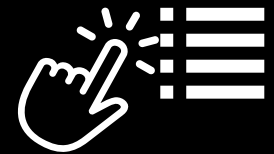
Duration: 3 minutes and 37 seconds.



This project was the top-performing project of the semester in 2014-2 in the course "Audiovisual Expression Workshop" of the Film and Television Program at Manuela Beltrán University.



Role: Production and Production Designer



02 / AVERSIÓN 2015



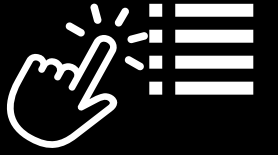
Password: 20AVERSION15

Pablo is a young man who experiences an unfortunate accident on the day he meets his girlfriend, leading him to fall into a coma where he will confront his greatest fears through dreams.

Short film

Duration: 5:58 Minutes





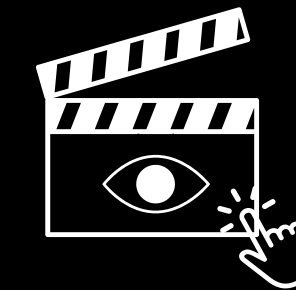
This project received recognition as the *Best Project of the Semester 2015-2* by the Audiovisual Media Program of the Corporación Unificada Nacional de Educación Superior (CUN).



Role: Screenplay and Direction



03 /
EIKON KLAEIN -
SAYONARA
2015

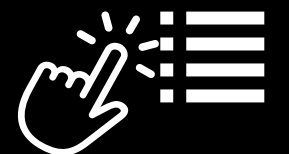


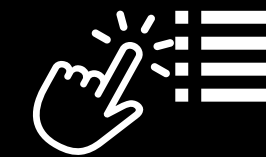
Password: 20SAYONARA15

Music video for the song "SAYONARA" created for the band Eikon Klain, tells the story of those loves that leave a lasting mark and keep the lovers tied together despite the separation. Despite all efforts to escape, the ghosts of that past will always follow us.

Music Video

Duration: 3:47 Minutes

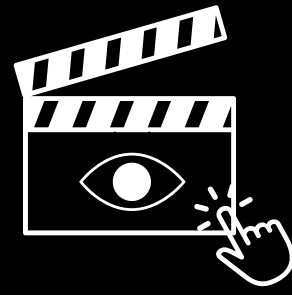




In addition to the collaboration with the band Eikon Klain to produce their music video, we had the support of Sound Pro - Audiovisual Creation Center.

Role: Screenplay and Direction

04 /
TRASCENDENCIA
2016



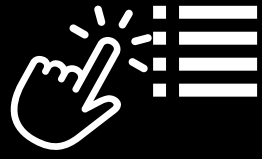
Password: 20TRASCENDENCIA16



In the depths of Cundinamarca lies the town of San Bernardo, a place renowned for being one of the few locations in Latin America where the phenomenon of natural or spontaneous mummification occurs. For this reason, the cemetery is one of the most visited places. The believers maintain that "Mummification is something higher, a mystery, because there is no human hand in it."

Documentary Short Film

Duration: 4:09 Minutes

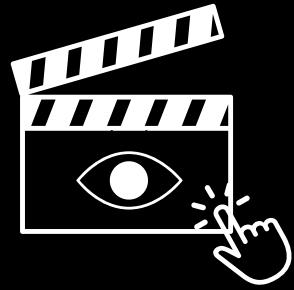


This project received recognition as the *Best Project of the Semester 2016-1* by the Audiovisual Media Program of the Corporación Unificada Nacional de Educación Superior (CUN).

Role: Researcher and Director



0 5 /
P A T R I A
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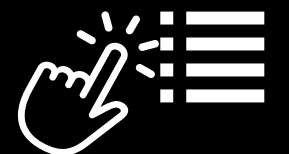


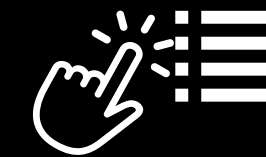
Password: 20Patria17

"Patria" is a representation of a country devastated by war, with much to heal, restore, and repair after an internal conflict that has affected the lives of all its inhabitants. It acknowledges that, despite this, for some, it may seem irrelevant, something that can be cleaned up like any ordinary puddle of water.

Film Minute

Duration: 1:11 Minutes

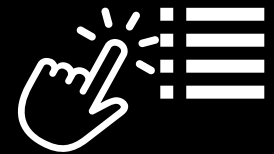




This project was created as part of the Bogoshorts Short Film Festival in Imaginatón 2017, held in Bogotá.

Role: Screenplay, Direction, Production Design, and Editing

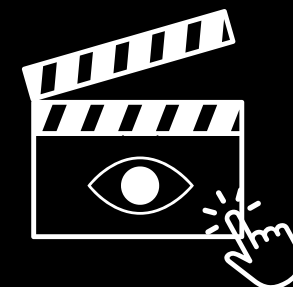




A man's routine is disrupted when a kinetic sculpture appears in the park he frequents, triggering his phobia and leading him to madness.

Short Film

Duration: 3 Minutes



Password: 20Calma18

06 /
CALMA
2018

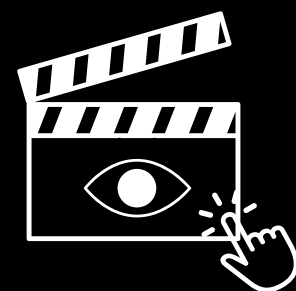
Role: Screenplay and Direction



07 /
LATIDOS DESFASADOS
2019

Short Film

Duration: 1 minute and 11 seconds



The story unfolds in parallel (on two screens) following Lola and Arturo, a couple who loses their baby in the 8th month of pregnancy, which deeply affects their relationship. Their separate paths aim to find solace from their respective pains. Arturo turns his back on the pain, fleeing the city, while Lola engages in a conversation with the imagined presence of who could have been their daughter.

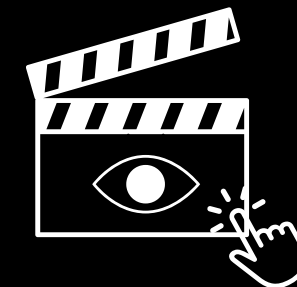


Position: Sound Direction and Field Production



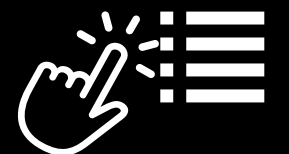
08 /
EN VIVO
2022

PEDRO is a man who, by twist of fate, leads a life as a homeless person. He always carries a remote control with him, through which he "channels" and imagines every situation and everything around him on the street as if it were a TV show, as there is no better spectacle than life itself.



Password: 20ENVIVO22

Film Minute
Duration: 1 minute and 30 seconds



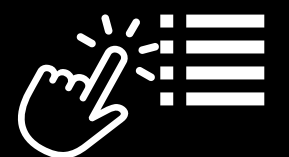


This project was the first project created by the STUDIO CHIRRI team and participated in the ANIMACORTOS Animation Festival organized by UNITEC. It was awarded the Third Place for Best Art Direction.

Currently, this project is undergoing development for an enhanced version with an extended storyline.



*Role:
Screenwriting,
Production,
Direction, Art
Direction, and
Editing*





CULTURAL MANAGEMENT

GROUPS / COLLECTIVES



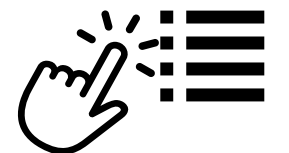
Mujer
Cine



PORTFOLIO CINECAMINOS
AUDIOVISUAL COLLECTIVE



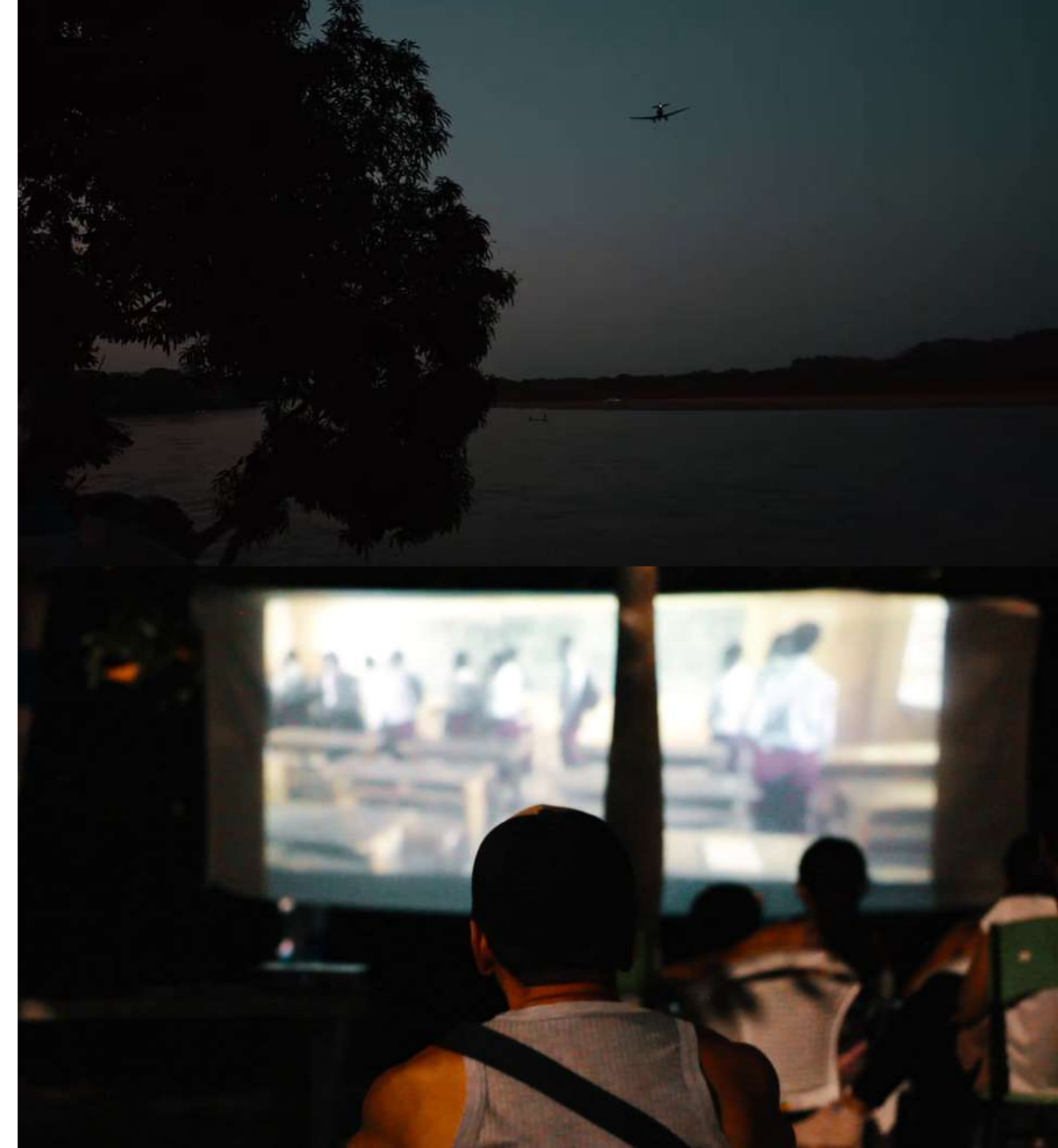
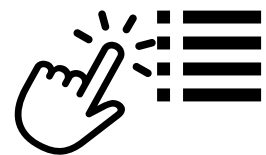
STUDIO CHIRRI



01 /
THE AUDIOVISUAL AS A
SOCIAL TOOL
2020 - PRESENT

Roles: Principal Researcher, Cultural Manager, Producer, General Director, and Workshop Facilitator

Based on the questioning within the CRITIK-ON Seedbed at Politécnico Grancolombiano, regarding the possibilities of audiovisual media in the social sphere, inspired by experiences during trips to La Dorada (Caldas) with the Mil Colores Para Mi Pueblo Foundation, it was realized that through audiovisual media, interaction, education, entrepreneurship, entertainment, and even advocacy could be achieved. Focusing the research on this theory of utilizing audiovisual media as a social tool aims to demonstrate that beyond showcasing issues, it can be a tool for development and transformation in various social contexts.



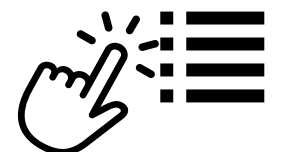


01 / THE AUDIOVISUAL AS A SOCIAL TOOL 2020 - PRESENT

In 2020, due to the COVID-19 pandemic, all activities were conducted virtually. However, this did not hinder the following achievements:

- Conducting audiovisual creation workshops for entrepreneurs.
- Producing video capsules.
- Organizing film forums and TV forums.

These initiatives led to winning the Grant for *Professionalization Support for Art, Patrimony, and Cultural Management Agents* in 2020, awarded by the Secretary of Culture, Recreation, and Sports (SCRD). Additionally, partnerships were formed with organizations and collectives such as the Mil Colores Para Mi Pueblo Foundation, Politécnico Grancolombiano, "Puerto Boyacá, Puerto Salgar, Oriente de Caldas, La Dorada Chamber of Commerce", La Formaleta (Architecture Seedbed), and FACTOS (Industrial Design Seedbed).





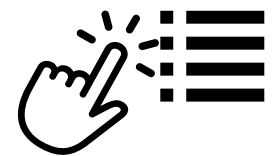
01 /

THE AUDIOVISUAL AS A SOCIAL TOOL 2020 - PRESENT

Thanks to the grant, we had the opportunity to access courses provided by the SCRD to obtain certification in Cultural Management. This grant contributed \$3,302,400 COP to the project. During the same year, we were also beneficiaries of the *2020 Seedbed Projects Co-Financing Call*, which provided a stimulus of \$2,100,000 COP. Additionally, we participated in the *1st Meeting of Research and Research-Creation Experiences* organized by Politécnico Granacolombiano. We began the development of a documentary titled *"El cine que nadie ve"* (*The Unseen Cinema*), which will showcase the experiences and conclusions of the project once it is completed. Furthermore, we proposed the development of a web series for Instagram called *"La televisión que nadie ve"* (*The Unseen Television*), which expands the project's narrative and focuses on television.



To learn more, please visit (MIN: 48:00)



0 1 . 1 /

A A S T : A U D I O V I S U A L C H R O N I C L E S W O R K S H O P 2 0 2 1

The Audiovisual Collective Cinecaminos was born, replacing the Critik-On Seedbed. We were winners of the *2021 Youth in Motion* call by the *Ministry of Culture*. In this stage of the project, we directed our efforts towards the youth of La Dorada - Caldas, aiming to introduce them to the world of audiovisual creation. Our goal was to encourage them to explore the narratives that surround them, using Audiovisual Chronicles as tools for identity and reflections of La Dorada.

As a result, we achieved the following:

- 13 video capsules on topics such as Scriptwriting, Audiovisual Language, Stages of Audiovisual Production, Mobile Audiovisual Production, and Editing.
- 2 practical in-person workshops on 1) Scriptwriting and 2) Audiovisual Language and Mobile Production.
- 2 webinars on 1) Product and Service Photography and 2) Social Media: The Power of the Digital Era.

These activities aimed to empower young individuals in La Dorada by providing them with knowledge and skills in audiovisual creation and utilizing digital platforms effectively.





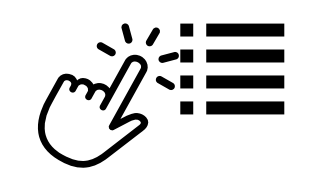
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A A S T : A U D I O V I S U A L C H R O N I C L E S W O R K S H O P 2 0 2 1

As one of the top-rated projects, we were invited to the *First Meeting of Youth in Motion* organized by the *Ministry of Culture* in the city of Cali.

During this stage of the project, thanks to this call, we raised \$10,000,000 COP and impacted approximately 36 individuals, including young people, entrepreneurs, and workshop facilitators. We formed alliances with various organizations, including the Mil Colores Para Mi Pueblo Foundation, La Formaleta (Architecture Collective), La Dorada School of Arts and Crafts, Atenea Art Studio, the Colombian Air Force (FAC - CACOM No. 1), and Motorola.

To learn more, please visit 



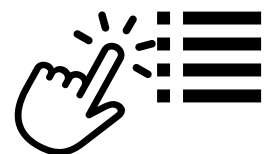
0 1 . 2 /

A A S T : N E W N A R R A T I V E S

2 0 2 2

In this new stage of "*The Audiovisual As a Social Tool*," we were once again winners of the *Youth in Motion 2022* call by the Ministry of Culture, under the continuity line of projects. On this occasion, we were contacted by the *INSTITUCIÓN EDUCATIVA INSTITUTO KENNEDY* located in Pereira (Risaralda), who, in search of diversifying their cultural education offerings to students, requested an *Audiovisual Creation Workshop* with a focus on memory, body, and territory, *using mobile devices*.

We strengthened both in-person and virtual workshops, making use of the video capsules created in the previous year. In total, we conducted 16 sessions (13 virtual and 3 in-person) and 2 webinars in partnership with Mujercine Audiovisual Collective. These activities aimed to provide students with practical skills in audiovisual creation while exploring the themes of memory, body, and territory. Through the workshops and webinars, we fostered a creative and engaging learning environment for the participants.





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Mincultura

TALLER DE CREACIÓN AUDIOVISUAL NUEVAS NARRATIVAS

03 de Septiembre - 15 de Octubre

Pereira - Risaralda
2022



Realiza tu inscripción:

<https://form.jotform.com/222256804539055>

Organiza:



Con el apoyo de:



Mujer
Cine



01.2 /

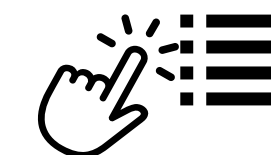
A A S T : N E W N A R R A T I V E S

2022

The thematic content covered during the process included: Narrative of the Territory; Memory, Body, and Territory Workshop; The Body as a Territory; Production I and II; Scriptwriting I and II; Audiovisual Photography I and II; Sound; Art; Direction; Post-production; Gender Perspective in Audiovisuals; The Power of the Digital Era.

A significant highlight of the process and the results of the activities was the trust generated with the students. This trust allowed for the identification of internal, family, and social conflicts in some individuals. The safe space provided an opportunity for open dialogue and emotional release, allowing them to be heard and bringing them a sense of tranquility in their personal experiences. Thanks to this call, the project raised \$10,000,000 COP and impacted approximately 45 people, including students, teachers, institution members, and workshop facilitators.

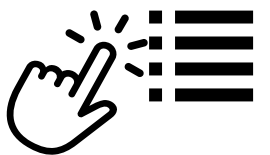
To learn more, please visit. 



0 1 . 3 /

AAST: FROM CINEMA TO THE
NEIGHBORHOOD AND FROM THE
NEIGHBORHOOD TO THE CINEMA
2 0 2 2

This project is born through the collaboration between the *Mujercine Audiovisual Collective*, with the support of *Cinecaminos Audiovisual Collective*. They have partnered with the *Mil Colores Para Mi Pueblo Foundation* and the *Community Action Board (JAC) of the Santa Sofia neighborhood* in the *Barrios Unidos* locality in Bogotá. As part of the activities of the *De La K24 Pa' Abajo* project by the *Mil Colores Para Mi Pueblo Foundation*, an *Audiovisual Creation Workshop with Mobile Devices* and focus on memory, territory, and gender perspective is conducted. The workshop aims to identify and preserve the neighborhood's identity, enhance coexistence among traders and residents, and invite people from outside the neighborhood to visit and learn about its stories.



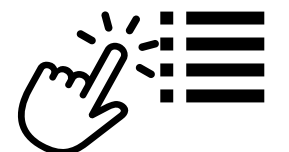


01.3 /
AAST: FROM CINEMA TO THE
NEIGHBORHOOD AND FROM THE
NEIGHBORHOOD TO THE CINEMA
2022

This project was a winner in the *Youth in Motion 2022* call by the *Ministry of Culture*. It raised \$10,000,000 COP and benefited approximately 30 people, including residents, visitors, participants, and workshop facilitators in the area. During the final project showcase, the projects created in Pereira were presented, and the theater group "Canas con Ganas" was invited to perform at the event. Finally, the short films created by the participants in this process were screened.

The high score obtained in the call allowed the group to be invited to the *Second Meeting of Youth in Motion* organized by the Ministry of Culture in the city of Villavicencio.

To learn more, please visit. 





La cultura
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**LA MODA
EMPRENDE
FUTURO
2020**

Seminario para el desarrollo
de la creatividad para el
diseño de modas.

26 Ago. - 31 Oct.

Un proyecto de:



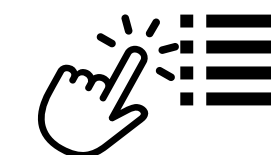
02 /

FASHION UNDERTAKE FUTURE

2020


Role: General Producer

As part of the activities of *EN OBRA*, the Mil Colores Para Mi Pueblo Foundation creates the first seminar on design and creativity development in the fashion industry as part of an Entrepreneurship Route focused on arts and crafts in La Dorada (Caldas). Building upon the existing process that included basic courses in garment construction, the seminar aimed to take participants to a higher level of expertise in fashion design and entrepreneurship. Due to the COVID-19 pandemic, the seminar was conducted virtually, combining theoretical and practical sessions with remote assistance. The seminar featured instructors from the Politécnico Grancolombiano University, professionals from the La Dorada, Puerto Salgar, Puerto Boyacá, and Oriente de Caldas Chamber of Commerce, as well as a digital marketing expert. The objective was to empower a selected group of participants to become ambassadors and entrepreneurs in the creative fashion industry.



02 / FASHION UNDERTAKE FUTURE 2020

The topics covered were: History of Fashion, Fashion Design, Technique, and Creative Entrepreneurship.

This project was a winner of the "Share What We Are 2021" call by the *Ministry of Culture* and raised \$11,861,224 COP. It impacted a total population of 104 individuals, including seminar attendees, staff members, workshop facilitators, and partner organizations. **To learn more, please visit.** 



POLIAMIDA 66

Descubierta en E.U., en 1937 por DU PONT DE NEMOURS, por W. Carothers.

Características principales:

- Resistencia a la atracción comparable a la del acero.
- Resistencia al desgaste.
- Resistencia al arrugamiento.
- Inatacable por la polilla.
- Resiste los ácidos diluidos y la humedad (No se enmohece).
- Atóxica.

Clase de tejidos:

En hilo continuo: Velos, tafetanes, terciopelos, ahuecados, jerseys, crespones, encajes, tules, felpas.

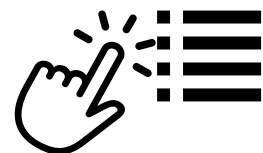
En fibras discontinuas: Popelín opaco liso o estampado, moiré, tafetanes, hilos para tricotar,

Género de punto (medias, calcetines), lencería femenina, corsetería, traje de deporte de toda clase, trajes y ropa de interior masculina, camisas masculinas, decoración. Industria: telas para neumáticos, tejidos filtrantes, cordajes, cobertizos, redes para pesca, entre otras.



Natalia Liv.

Navigation icons: +4, L, GR, MR, EC, GF, LG, B, BH, Lili Frenque Taboada Rojas, Clara Ines Garcia Valencia, Gloria Isabel Acosta Duarte.



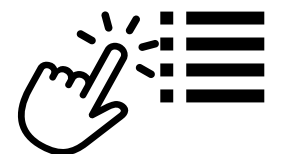


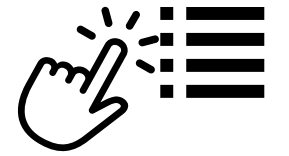
APRACAG: ART FOR COMMUNITY TOURISM 2021

Roles: Management and General Direction



The project was conceived to improve the tourism offerings for the community and ecological project in the Caño Grande village, located in the municipality of San Bernardo del Viento (Córdoba). The project was led by the *Association of Agricultural Producers of Caño Grande (APRACAG)*. Due to the budget allocation from the Ministry of Culture in the "*Share What We Are 2021*" call, with a value of \$5,000,000 COP, it was only possible to carry out the phase of the project focused on Entrepreneurship in Networks. For this purpose, an updated and user-friendly website was designed to promote APRACAG's services. Support was provided to enable electronic invoicing, and a request was made to the MINTIC (Ministry of Information Technology and Communications) to establish connectivity points in the region, which received responses from various telecommunications entities. Additionally, video training sessions were created to teach the management, updating, and maintenance of the website, as well as the importance of using social media to promote the website and offer services and products. Approximately 25 individuals benefited from these initiatives.





04 /

CAMBUCHE: MEMORIES OF ARTISANAL FISHING 2021

Role: General Production

This project aims to construct an architectural structure that, through a series of workshops and meetings with the fishing community in the El Conejo neighborhood of La Dorada (Caldas), seeks to collaboratively develop a space that symbolically redefines the concept of "Cambuche." The Cambuche would become an instrument for practicing fishing under quality conditions and serve as a tool that not only preserves ancestral knowledge but also strengthens tourism in the region through the exercise of appropriation and self-recognition. This project was a winner of the "*Share What We Are 2021*" call by the *Ministry of Culture*, raising \$6,914,800 COP. It impacted approximately 58 individuals, including attendees, trainers, and staff members. **To learn more, please visit.**





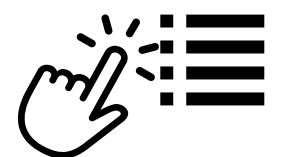
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LA ENREDADERA: WEAVING CULTURE

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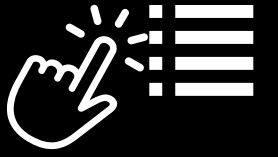
Role: General Production

La Formaleta (Architecture Collective) conceived this project with the aim of contributing to the recognition of artisanal fishing as intangible heritage and a fundamental knowledge for the cultural identity of La Dorada. To achieve this, a series of exercises were conducted to facilitate a collaborative construction of products that collect and acknowledge the multiple ways of inhabiting, experiencing, and representing artisanal fishing and its territory, as well as local traditions. The project sought to promote the preservation of this tradition and empower the local community of El Conejo neighborhood as transformative agents for knowledge transmission, preservation of traditional knowledge, and promotion of local culture. This project was a winner of the *Youth in Motion 2021* call by the Ministry of Culture, raising \$10,000,000 COP. It impacted approximately 15 individuals. **To learn more, please visit.**



ANIMATION
AND NEW
MEDIA



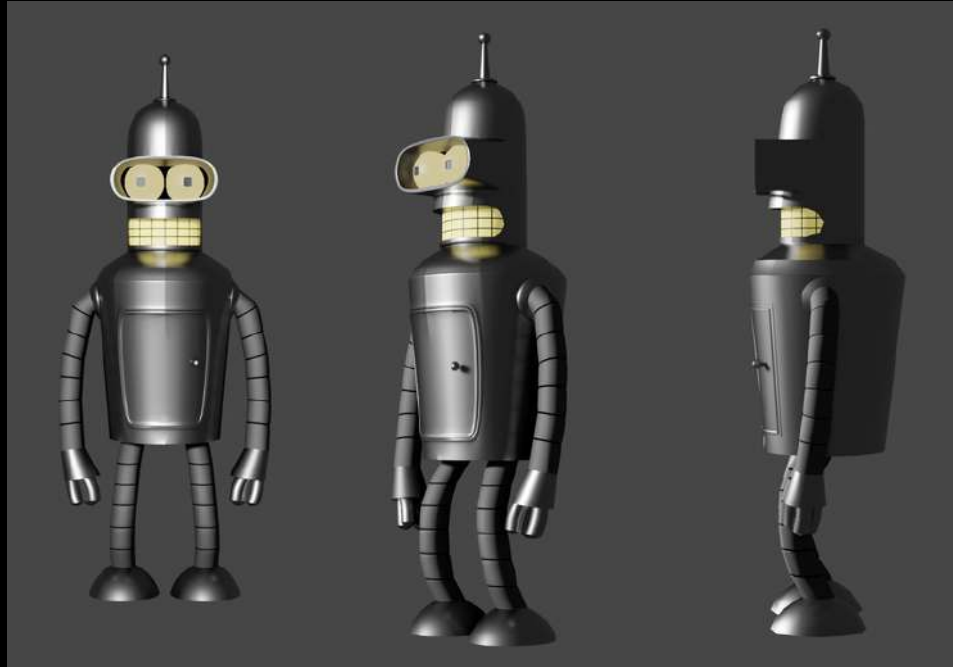


3 D MODELING AND SCULPTING

Sleepy Hollow - Software: Blender



3D MODELING AND SCULPTING



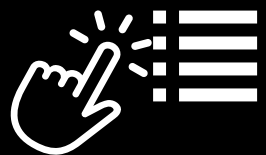
Bender - Software: Blender



Chest - Software: Blender



Mushroom - Software: Blender



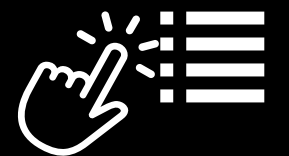
3 D MODELING AND SCULPTING



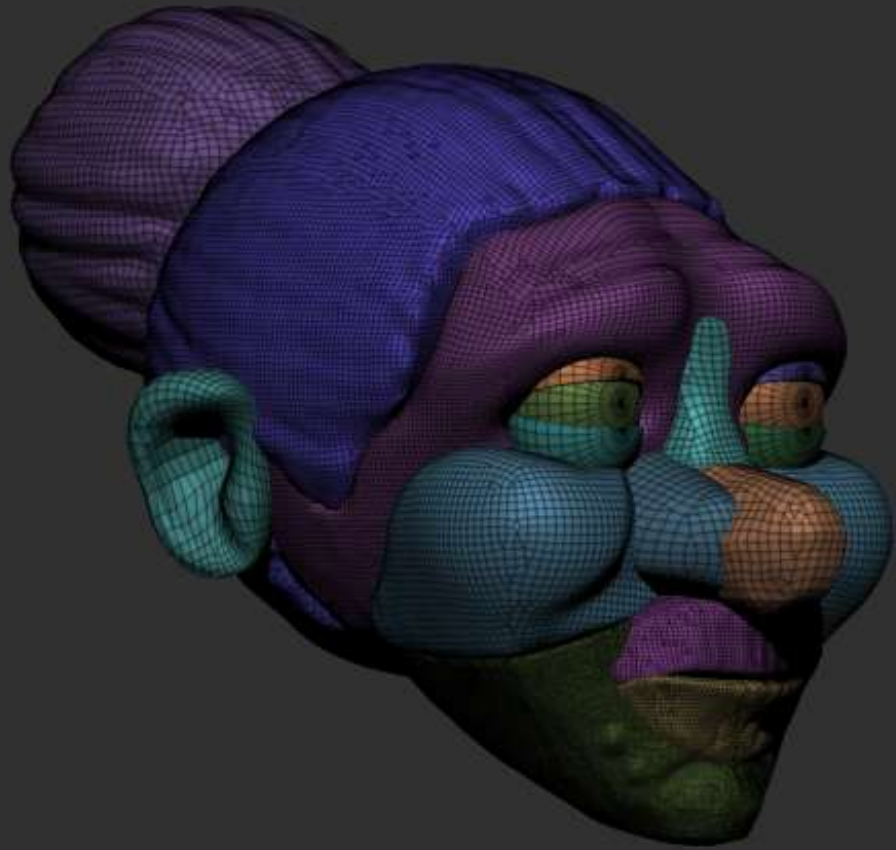
Creature - Software: Zbrush



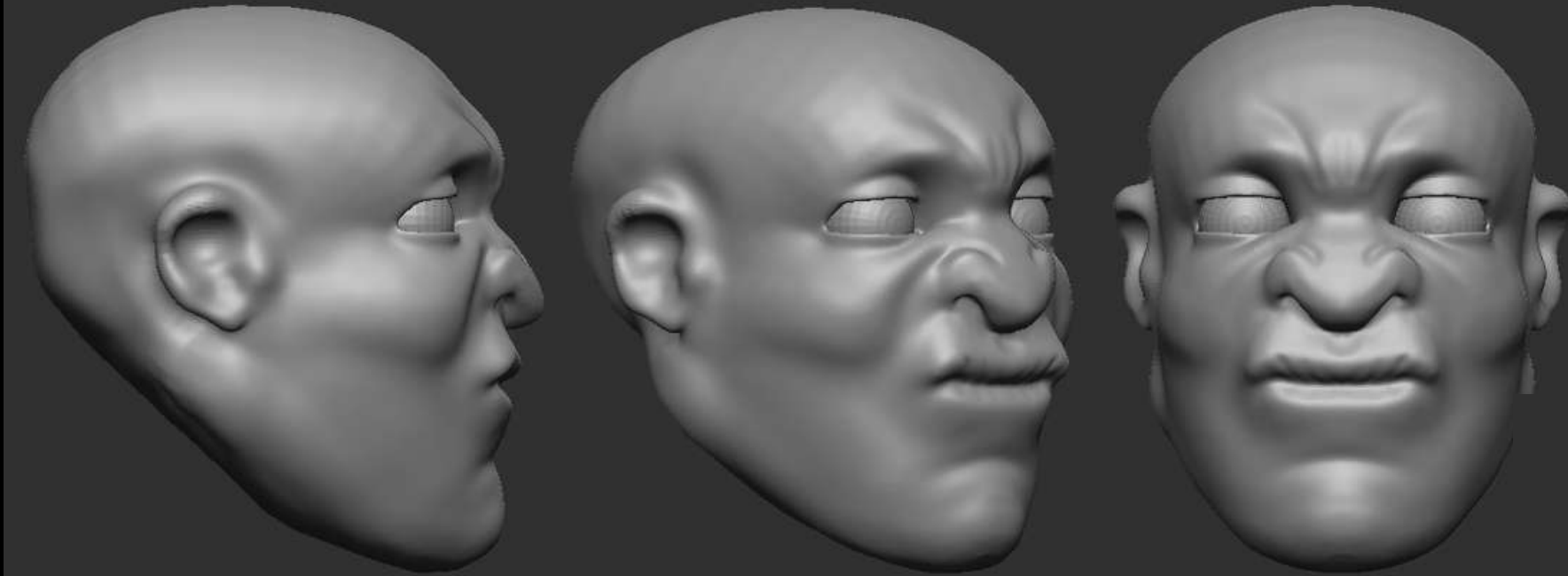
Cowboy - Software: Zbrush



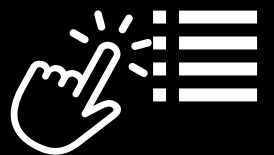
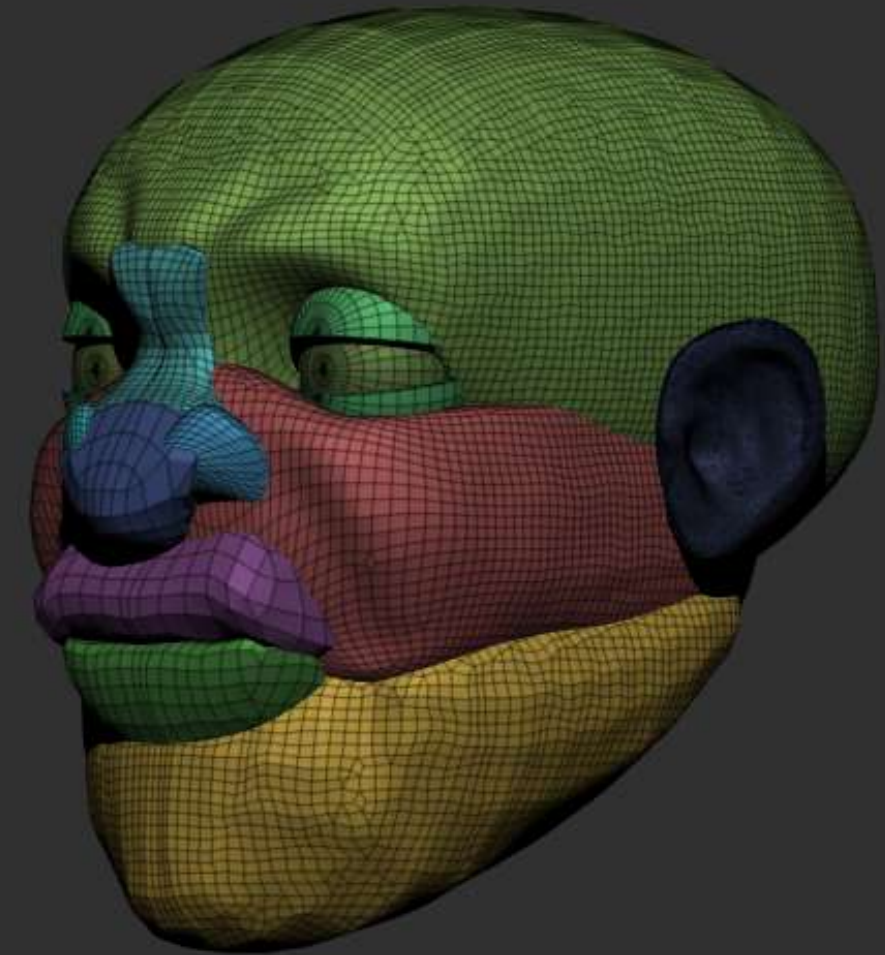
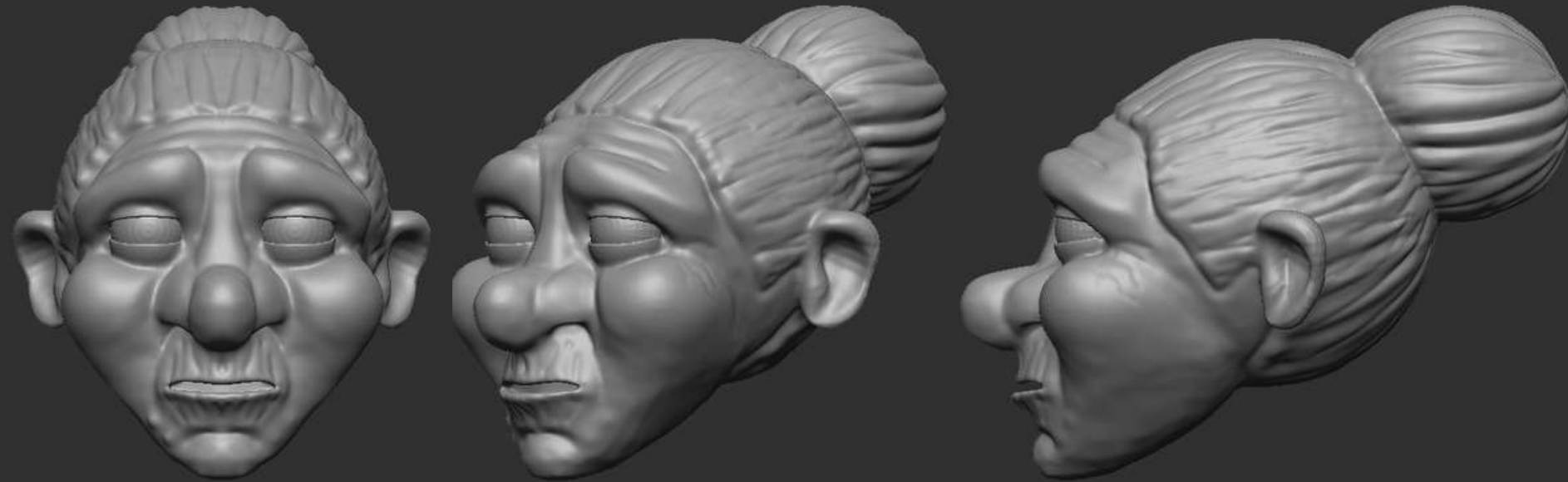
3D MODELING AND SCULPTING



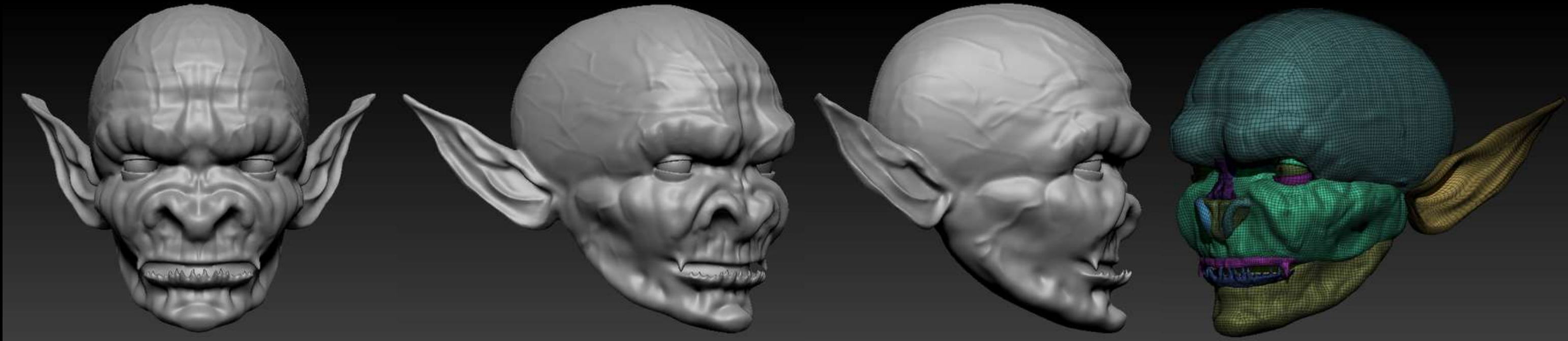
Woman - Software: Zbrush



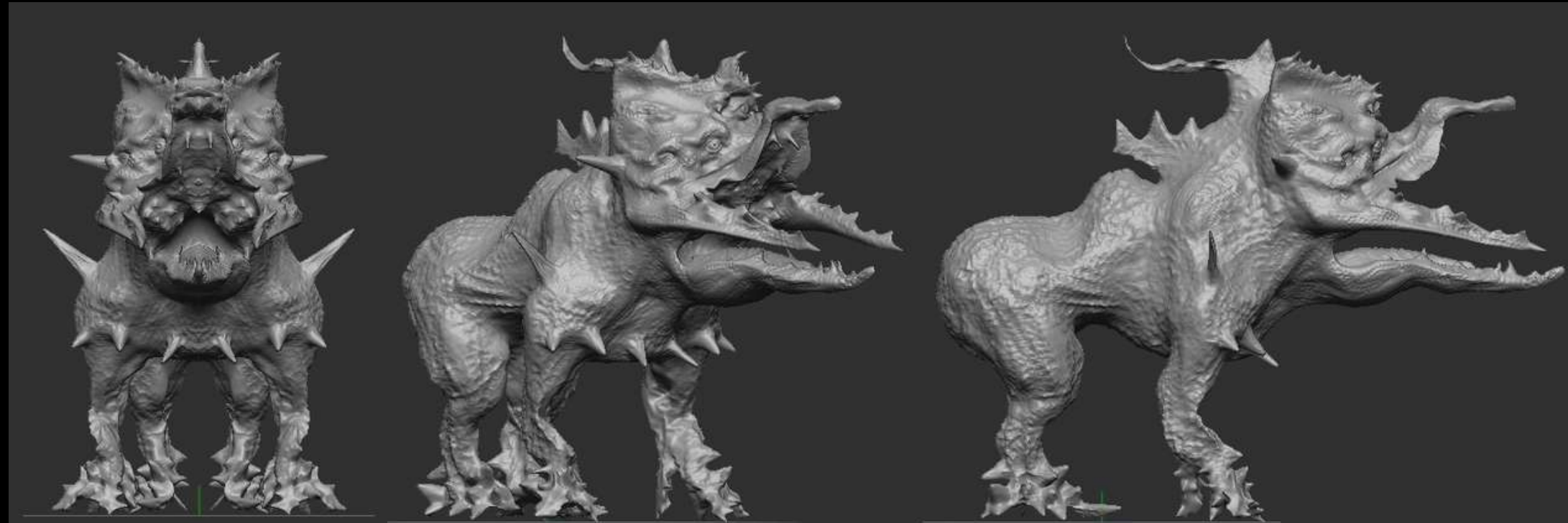
Man - Software: Zbrush



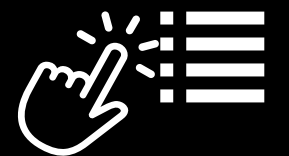
3 D MODELING AND SCULPTING



Goblin - Software: Zbrush



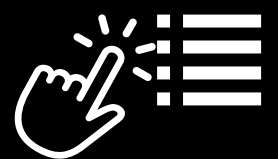
Rhino Monster - Software: Zbrush



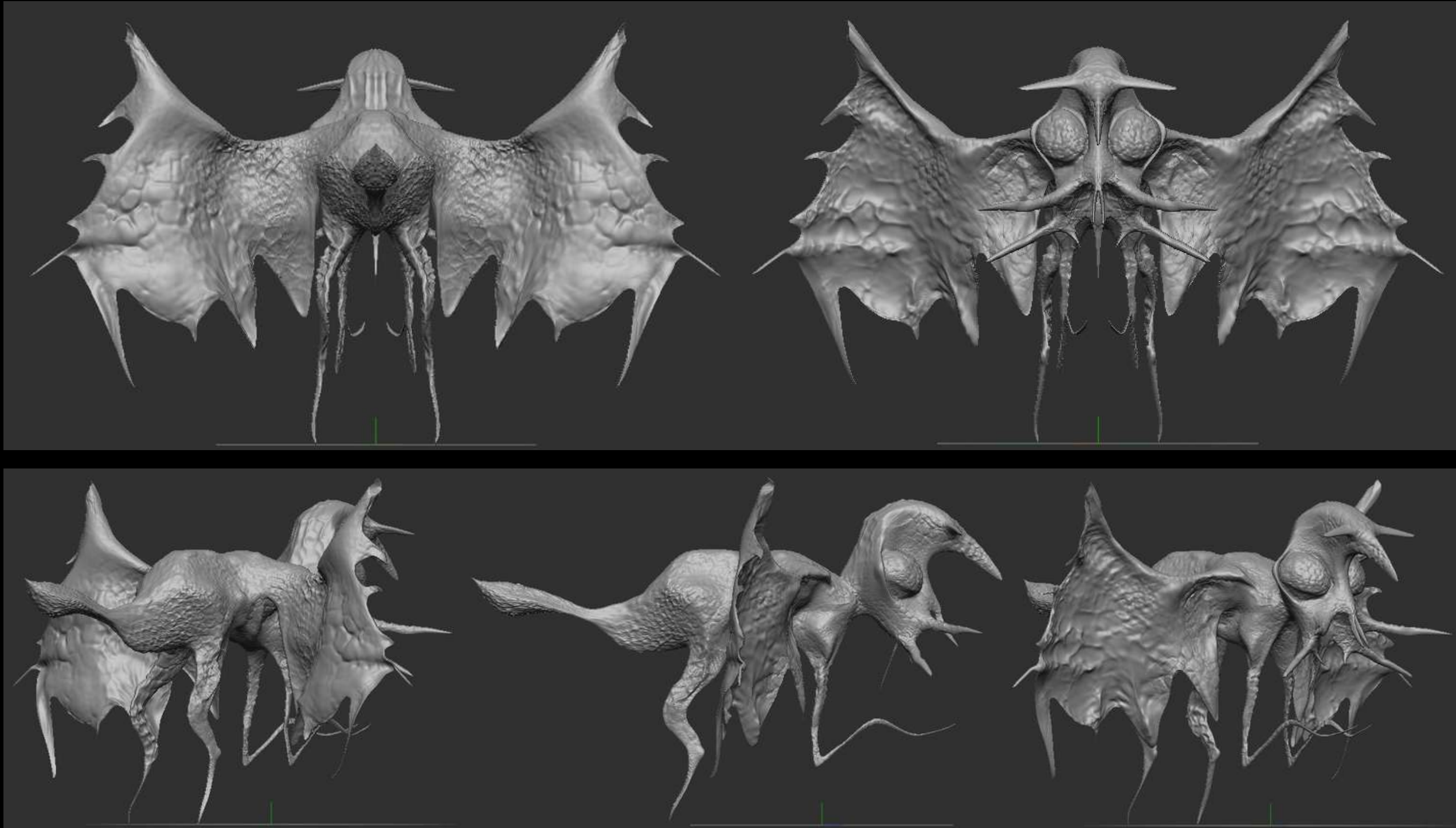
3D MODELING AND SCULPTING



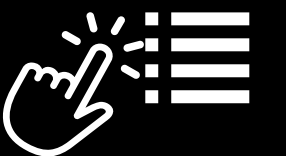
Skullplant Monster - Software: Zbrush



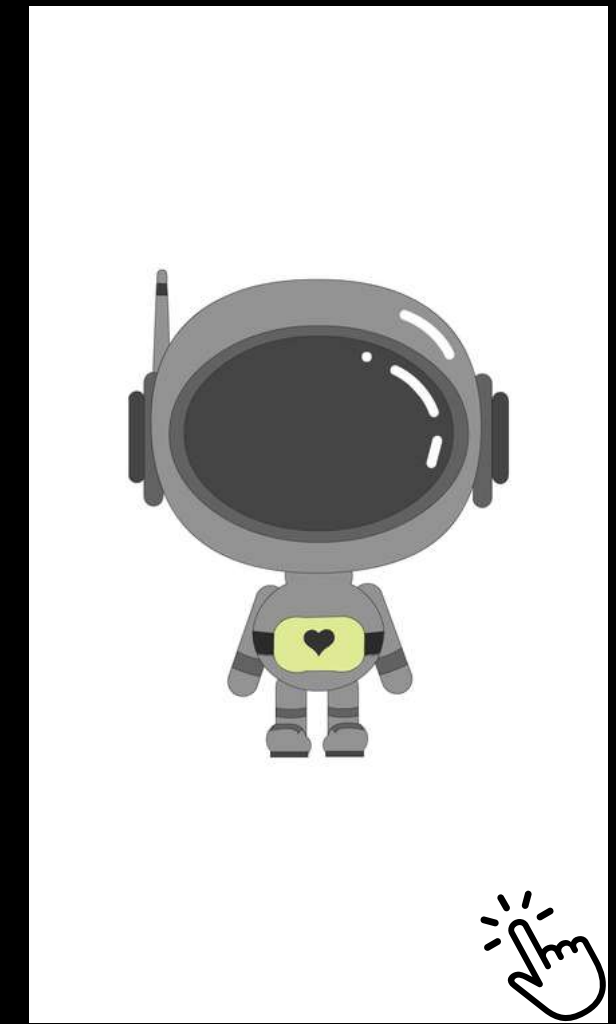
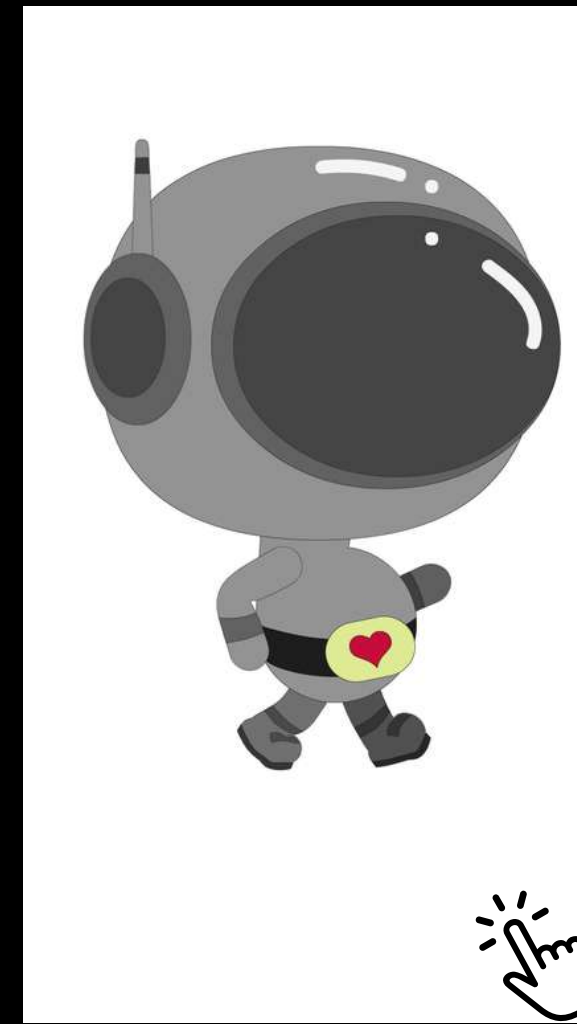
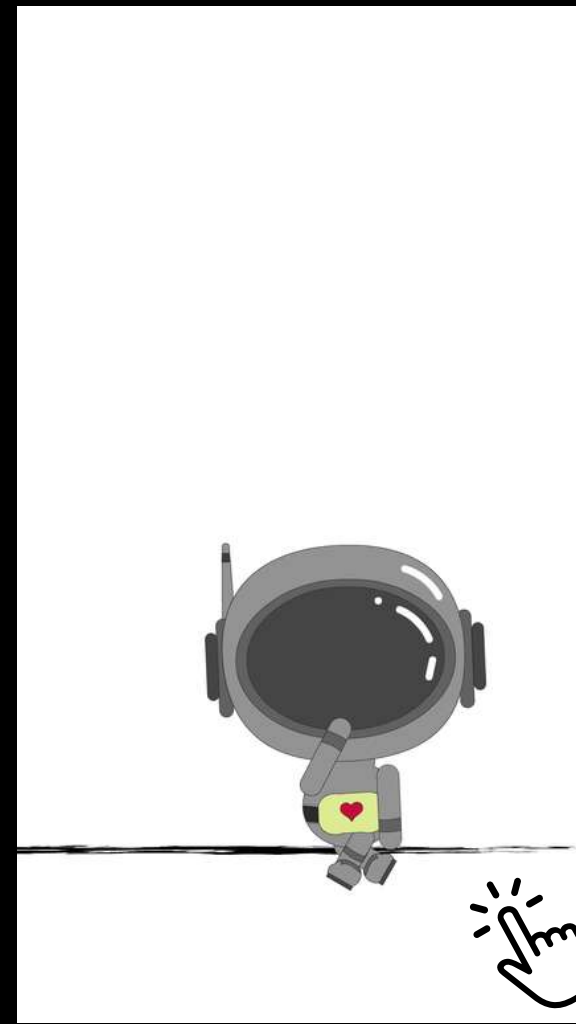
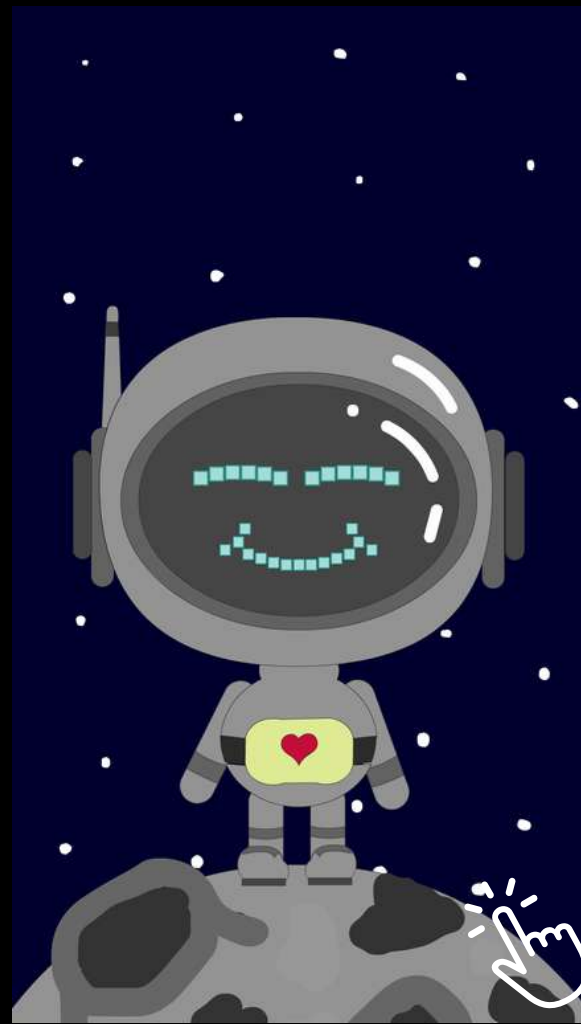
3 D MODELING AND SCULPTING



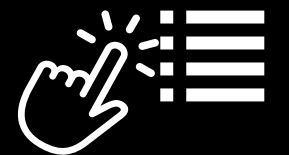
Mosquito Monster - Software: Zbrush



2D, 3D, AND MOTION GRAPHICS ANIMATION



Astronaut 2022 - Software: Animate CC



2D, 3D, AND MOTION GRAPHICS ANIMATION



*Chair (Mapping Scene "Osadía") -
Software: Blender, Premiere CC*



Car (Controllers) - Software: Maya



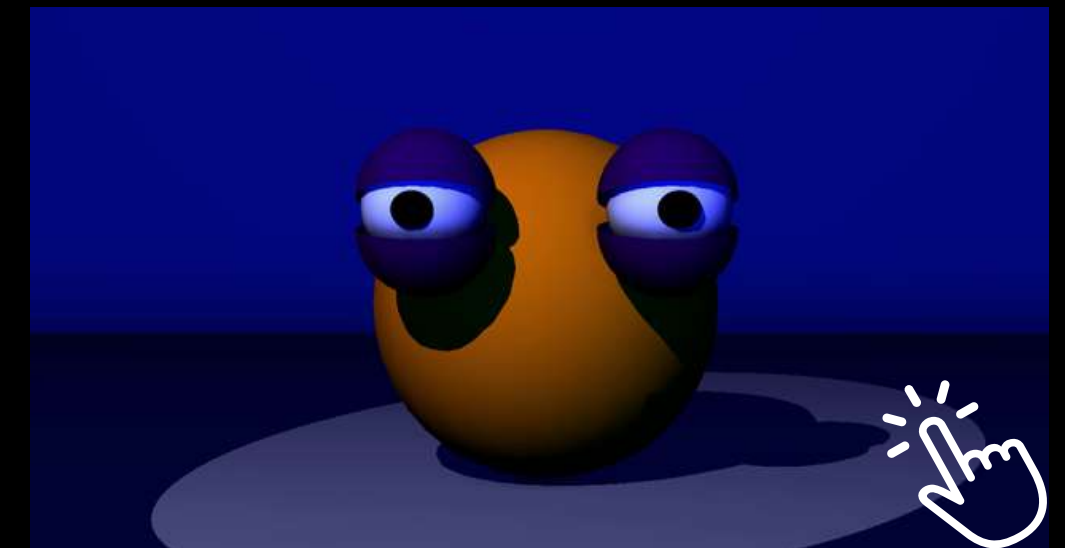
Snake (Rigging) - Software: Maya



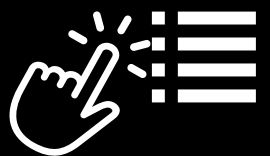
Walk - Software: After Effects



Crane (Controllers) - Software: Maya



Ballhead (Rigging) - Software: Maya



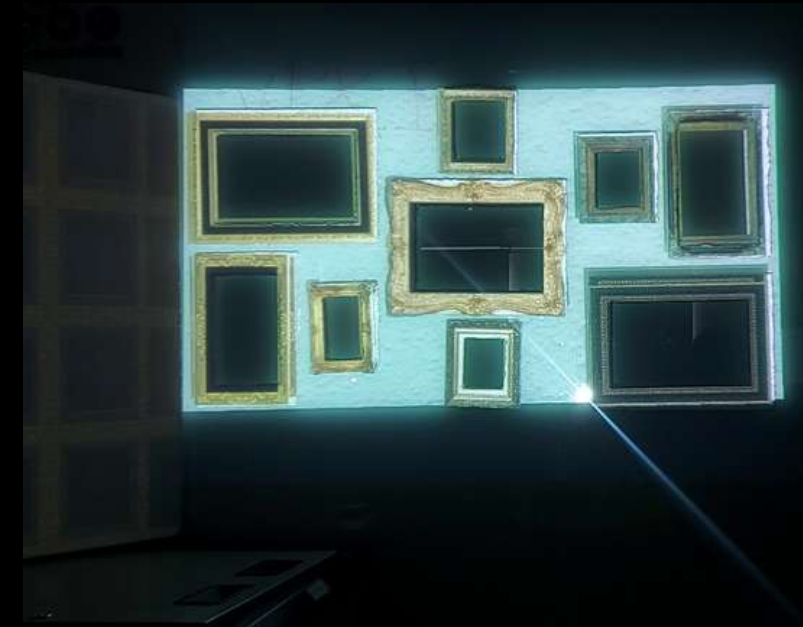
2D, 3D, AND MOTION GRAPHICS ANIMATION



BLACKFRAME Motion G.
Software: After Effects CC



Live Version

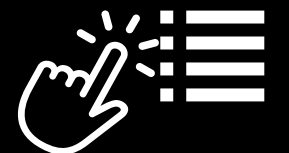


Mapping "OSADÍA" - Software: Blender, After Effects CC, Premiere CC



Mechanical Arm (Controllers)
Software: Maya

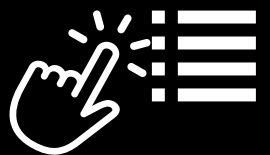
Video Version



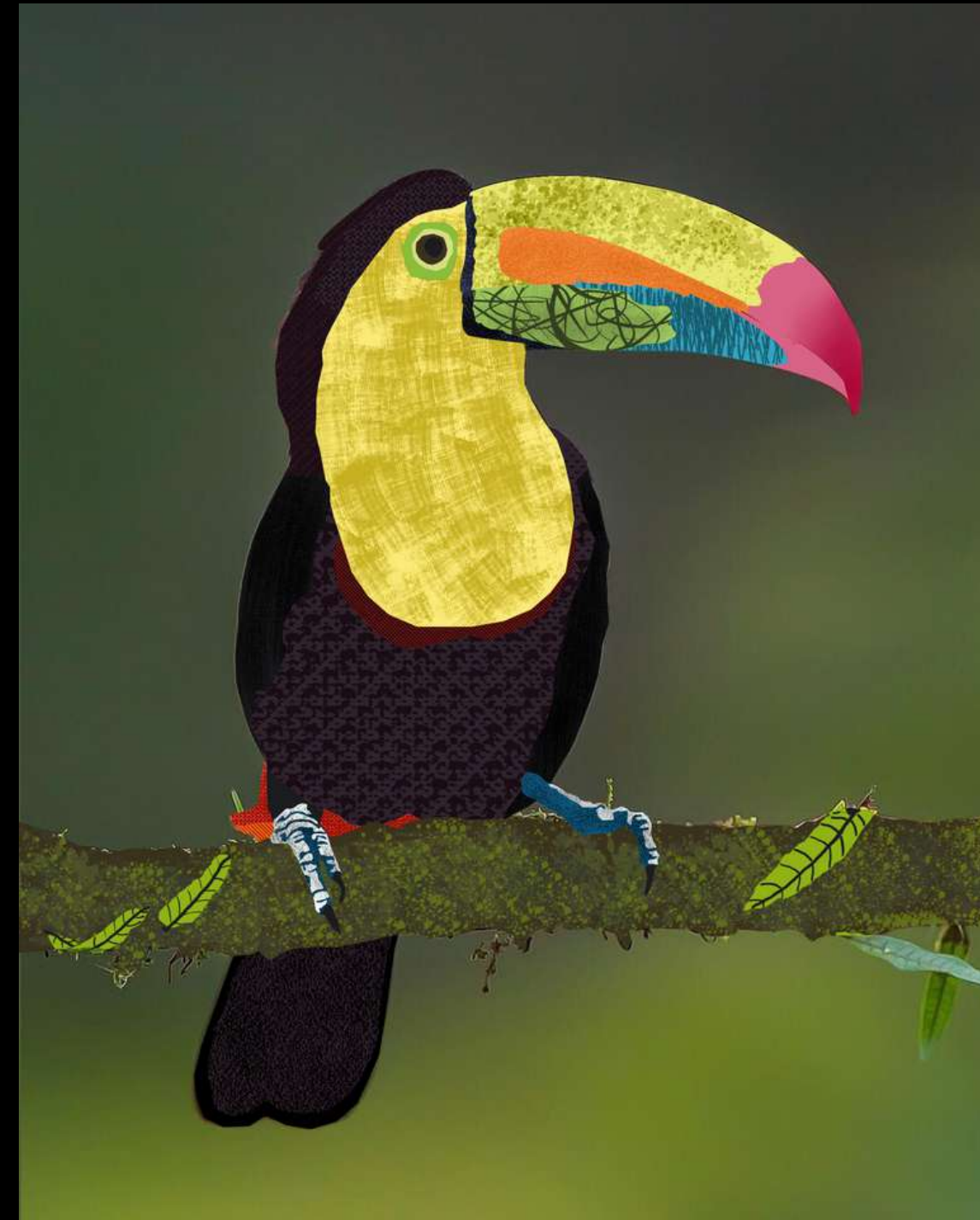
ILLUSTRATION, VECTORIZATION, AND CONCEPT ART



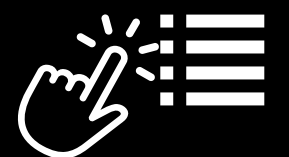
Software: Illustrator CC



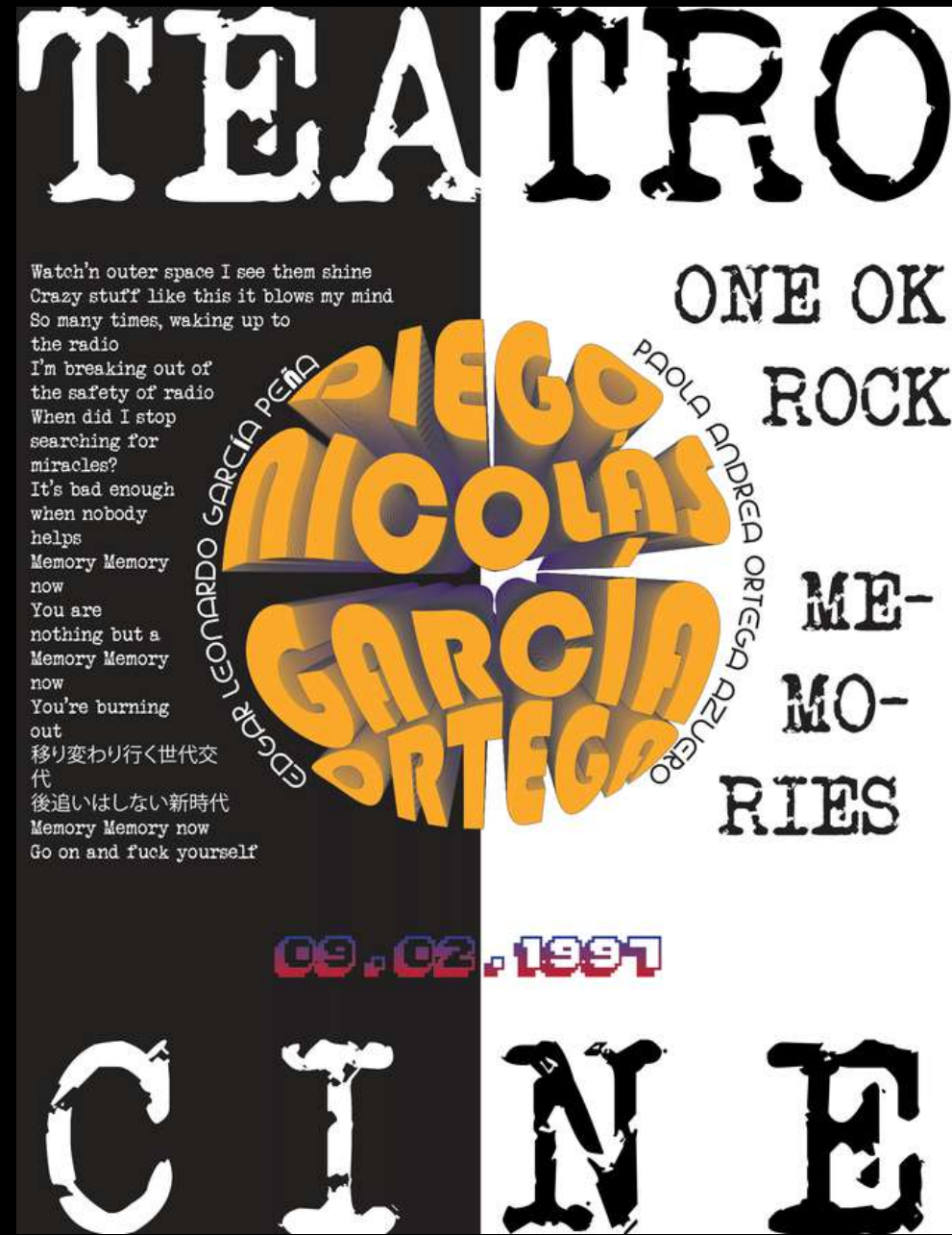
ILLUSTRATION, VECTORIZATION, AND CONCEPT ART



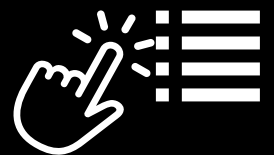
Software: Illustrator CC, Photoshop CC



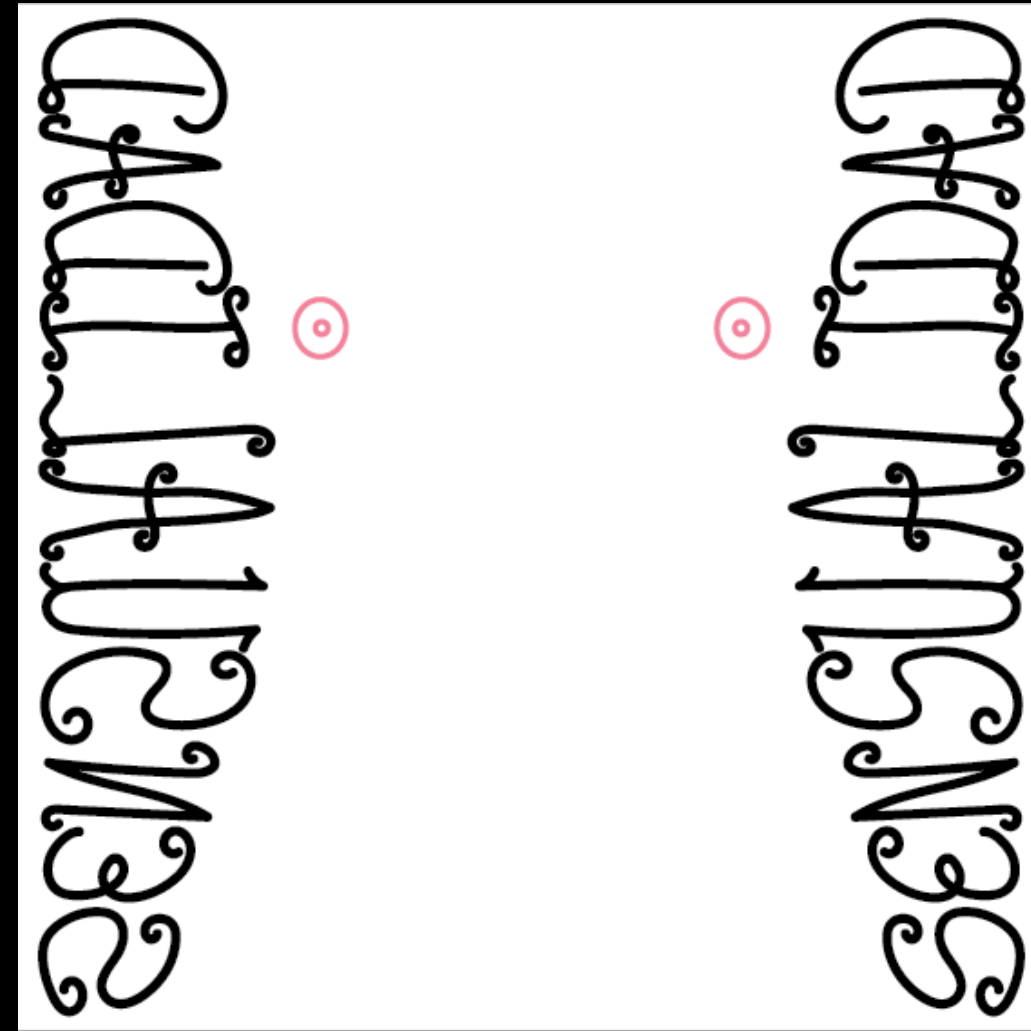
ILLUSTRATION, VECTORIZATION, AND CONCEPT ART



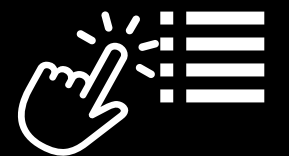
Software: Illustrator CC



ILLUSTRATION, VECTORIZATION, AND CONCEPT ART



Software: Illustrator CC



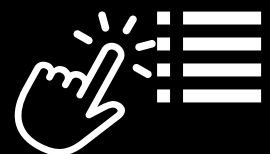
ILLUSTRATION, VECTORIZATION, AND CONCEPT ART



Zazel (Character inspired by the fashion event: MODAFEST)



Borychonta (Speed Max)



Software: Illustrator CC, Photoshop CC

DIEGO NICOLÁS GARCÍA ORTEGA

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