
ANIMATION

1 Scamper at Sparx Animation as **CG Artist**
december 2007

Animation training made after work with Scamper, one of Igor's main characters. I received help and advice from Yoshimichi Tamura, Igor's Animation Director.

Time taken: 10 hours

Software: Maya 8.5

2 Yona Yona Penguin at Def2shoot as **Character animator**
may 2008 - September 2008

Selection of animated shots on the feature film Yona Yona Penguin by Rintaro.

Time taken: 3 seconds by day

Software: Maya 8 and XSI

3 Leon la (t)erreur de la savane at Studio hari as **Character animator**
december 2008 - present

Selection of animated shots on the TV serie Léon la (t)erreur de la savane.

Time taken: 8 seconds by day

Software: 3DS Max 2009 and Character Studio

4 Valentin at Pasozebra producciones as **Lead character animator**
october 2008 - november 2008

Animation and animation direction on the pilot of the spanish TV serie Valentin.

I worked directly with the director, Raul Diez, on the animation style and the main character identity. I animated alone the first episode. Then I supervised animators before I left to give them the « Valentin spirit ».

Time taken: 3 minutes pilot in 6 weeks

Software: 3DS Max 9 and Character Studio

5 Actimel at Pasozebra producciones as **Character animator**
november 2008

Animation test for Actimel campaign.

Time taken: 16 hours

Software: 3DS Max 9 and Character Studio

6 Animation Test for Pasozebra producciones as **Character animator**
september 2008

Extract from an animation test for Pasozebra's job position.

Time taken: 20 seconds in 14 hours

Software: 3DS Max 9 and Character Studio

OTHER SKILLS

7 Igor at Sparx Animation as CG Artist

July 2007 - May 2008

I worked almost 11 months on the feature film Igor. First in internship, I start in background modeling, I made 2 full sets of background and many other elements during 3 months. Then I integrated the setup team during 4 months. At the end for 5 months in the SFX department I developed out pipeline setup, 3D morphing, fluid, smoke, lightning.

Software: Maya 8.5 and Fusion

STUDENT WORKS

8 Mauvais Role End of Study Film

2006 - 2007

End of study short film, selected in many festivals, Jury award winning at Siggraph 2008.

Pre-production:

- all story board
- all characters design
- backgrounds design of the first heroic fantasy sequence

Production:

- main character modeling
- characters setup, props setup
- animation(10 seconds by day minimum): knight versus monster sequence, Marcel's apartment sequence, coffee machine sequence, final dance sequence.

Time taken: 2 months for pre-production, 5 months for production

Software: Maya 7 , Zbrush 2.5, Adobe Photoshop, Adobe after effect, Première pro 2

9 L'apprenti ecolier Personal project

December 2007 - February 2007

The purpose of this project with eight-years-old children was to teach them some basics in cinema, animation and special effects. I made different classes : drawing, story board, scenario, directing , film analysis...

Children were authors, directors, technicians and actors. We worked together on the character design and the story board. Then I made all the post production (modeling, setup, animation, rendering, compositing...)

Time taken: 12 theory sessions and 6 shooting sessions

Software: Maya 7, Zbrush 2.5, Adobe photoshop, Combution, Première pro 2

10 Ralatak Study short film

2005 - 2006

Study short film made with three other students during my second year in ESRA.

Pre-production:

- all story board
- all characters design
- artistic direction

Production:

- rats and badger modeling
- shapes and facial setup
- 50 % of animation

Time taken: 2 months for pre-production, 5 months and a half for production

Software: Maya 7, Zbrush 2.5, Adobe photoshop, Adobe after effect, Première pro 2.

11 Rock n'solex Personal project

January 2007

Extract from a 35 seconds short film, made for Rock n'Solex a French musical Festival.

Time taken: 3 weeks

Software: Maya 7, Zbrush 2.5, Adobe photoshop, Adobe after effect, Première pro 2.