

Bruno LESIEUR : CG supervisor & generalist, lookdev & lighting TD, compositor

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IMDB : [Internet Movie Data Base](#)

EXPERIENCE : 20+ years as a digital artist in almost every aspect of 3D & 2D computer graphics,

TRAINING :

- Third degree in computer graphics at the "School of Decorative Arts" in Paris
- State Diploma of Architect at the school of "Paris la Villette" in Paris

LANGUAGES : fluent English, fluent French.

SKILLS: CG generalist, CG supervision, my most developed skills are :

- lookdev, shading, textures [link for more infos](#)
- lead lighting, lighting
- compositing (including nuke gizmos)
- modeling of animals, creatures, vehicles, architecture, [link for more infos](#)
- fur pipeline setups, grooming, [link for more infos](#)
- creature and environnement design
- MEL scripting, vfxs, expressions, Houdini VEX VOPS , basic programming, particles
- rigging in Houdini, character animation in Houdini (mostly procedural)
- on set supervision and preparation for vfx shooting, capture of HDRIs
- VR experiences in Unity, [Virtual Reality page](#)

CURRENT TOOLS :

Houdini, Nuke, Maya, Unity, Redshift, Arnold, Renderman, guerilla render, Photoshop

PIPELINE EXPERTISE :

Knowing most of the individual tasks I am able to setup part or whole Pipelines for lookdev & rendering. This means changing strategies according to specific look, budget, schedule, softwares or team skills.

CG CREATURES :

In the last 15 years I have been working on projects involving all type of CG creatures, Creating and setting up methods for delivering CG creatures has become a field of expertise for me.

LIST OF POSITIONS & SHOWS : (please see showreel breakdown for more show specific details)

MATHEMATIC SA, Paris : Houdini Fx & environment Artist, lighting of various shots

2023 Jan- 2024 Jan :

KATE SPADE advertising, animated scatter of giant flowers in New York, Houdini Fx and rendering

EON advertising, procedural modeling for the roof of the city, lighting of 4 tornado shots

HOKA advertising, mountain environment, trees and rock scattering

LIFE GOES ON music clip for Ed Sheeran, DON JULIO advertising, lighting of various shots

BURGER KING advertising, Houdini Fx for a drop of water falling and soil being pushed

MSG Sphere teaser for "U2, Achtung Baby show", Houdini Fx for a giant sphere going through clouds

DELAPOST STUDIO, Paris : vfx supervisor

2022 June-November : setting up methods and organization for demo films of luxury watches

FIRM STUDIO, Paris : Houdini Artist

2022 Mai : bubble effects for a shampoo advert

ALBYON, Lyon : Houdini animator, Marine Life & Animation Consultant

2022 Jan,Mar : rigging and animation of different animals in Houdini procedural crab crowd.

DIGITAL DISTRICT, Paris : Houdini animator

2021 Sep - 2021 Dec : rigging and animation of cars in 4 shots for the upcoming attraction "Tornado Hunters 2022" for Futuroscope Park in Poitiers.

INDIE VR Developer, Paris : Creation of several HTC Vive VR apps available on [Virtual Reality page](#)

2019 Jan - 2021 Aug : Lucid Fly, Undersea Park, Disco Rabbits, Koi serenity

FIX STUDIO, Clichy

2020 Feb - Mar : lighting of 5 shots : advert for a swiss watch company

MATHEMATIC, Paris : Houdini Artist

2019 Apr - May : scattering in Houdini of rocks and vegetation for a RENAULT CARS advert

PRODIGIOUS, Clichy : Nuke Compositor, 2019 Mar - Apr : Compositing of 2 shots : Rowenta advert

MK2+, Paris : Marine Life & Animation Consultant
2019 June - Now : Consulting for a location based attraction : [CAP 3000 opening day](#)
rigging and animation of 25 different 3D animals : sharks, mantas, whales etc...

AMUSE ANIMATION, Paris : CG Supervisor, leading Dpt in charge of Pipeline Dev, Rendering, Vfxs, Rigging
2017 May - 2018 Nov : File structure definition, Pipeline Roadmap, writing of Documentations, choice of CG methods, Hands on Vfxs and procedural modeling in Houdini.

2 MINUTES ANIMATION, Paris : Lighting Lead for the animated Feature ZOMBILLENIUM
2016 Jun - 2017 Apr : Methodology setup, shot assignement and checkings, VR images for marketing

FREE LANCE, Paris : Senior CG artist : 2016 Mar - 2016 May : Various adverts

MIKROS IMAGE, Paris : cg supervisor, tasks assignements, technical direction, lookdev
2015 Oct - 2016 Feb : advertisings for a telecom company then for a Perfume Brand

FREE LANCE, Paris : Senior CG artist : 2015 Jun - 2015 Sep : Various adverts

DELAPOST, Paris : cg supervisor, team building, planning, tasks assignements, technical direction
2014 Dec- 2015 Mar : 7 promotional films for the 7 united arab emirates

MIKROS IMAGE, Paris : cg supervisor, task assignments, lookdev and lighting setup
2014 Oct-Nov : DEMONIC horror movie, 4 shots of cg freak birds

PRIMEFOCUS, London : lead lookdev artist (using arnold)
2014 May-July : KINGSMAN The Secret service : CG Generalist for 2 shots featuring a building, architecture and modeling based on a concept art then lookdev, shading and lighting
2014 Jan-Apr : HERCULES : lookdev for army massive shots including many characters, assets, trees and environnement elements
2013 Aug-Dec : VAMPIRE ACADEMY : lookdev and lighting setup of a monster dog

NOZON, Belgium : cg supervisor and lead technical director for the "Liege" office,
planning, task assignments, contacts with other locations of the project
day to day problem solving, including a lot of stereoscopy problems.
2012 Jul-2013 July : MINUSCULE THE VALLEY OF LOST ANTS : animated feature

PRIMEFOCUS, London : Lighting sequence lead, shaping of lighting method with guerilla render
2012 Mar-Jun : TOTAL RECALL

MIKROS IMAGE, Paris : Cg Supervisor, task assignments, precomps : 2012 Jan-Fev : Advert for Volkswagen

DELAPOST, Paris : compositing, relighting pipeline, , shading in renderman studio
2011 Nov-Dec : FEU VERT, 3 adverts featuring a white cat riding a rocket

EXOZET FILMS, Berlin : Shader programmer, pipeline expert for renderman & fur
2011 Jul-Oct : WAS DIE TIERE WOLLEN : a German film TV with 300 cg animal shots :
Lighting & relighting pipeline setup, lookdev, shaders (RSL), shading, MEL scripts tools

MIKROS IMAGE, Paris : cg Supervisor, budgeting, task assignments, precomps
2011 Feb-May : BOUYGUES TELECOM : advert for a phone company

DELAPOST, Paris : renderman & relighting Pipeline consultant, lookdev & compositing artist
2011 : WEDEL KITES advert : Relighting pipeline, modeling & groom of baby penguin
2010 : DELAPOST walking cat Logo : Pipeline expertise for lighting and relighting
2010 : OILMAN advert for a Turkish oil brand : cg Supervisor, shooting supervision, compositing
2010 : WEDEL Penguins in Heaven : Compositing, Lighting & relighting methods, lookdev

BACON FILMS, Copenhaguen Oct 2009-Dec 2009 : lead lighter using renderman for maya
2009 Oct-Dec : EON advert for an energy company : Lead lighter, lookdev & shading in renderman

FREE LANCE, Paris : 2009 : various architecture previsualisations

FRAMESTORE, London : senior lighting TD
2008 : The TALE of DESPEREAUX : senior lighting TD
2007 : The GOLDEN COMPASS : senior lighting TD
2007 : HARRY POTTER & the Order of the Phoenix : senior lighting TD
2006 : SUPERMAN RETURNS : senior lighting TD

CINESITE, London : Lighting & shading supervisor, relighting pipeline expert

- 2005 : HARRY POTTER & the Goblet of fire : cg crows and ferrets, Lighting & shading supervisor
- 2005 : CHARLIE & the Chocolate Factory : various sequences, Lighting & shading supervisor
- 2004 : HITCHHIKER's guide to the Galaxy : various sequences, Lighting & shading supervisor
- 2004 : ALIEN Vs PREDATOR : Face Hugger sequence, lookdev, shading, lighting & precomp of 5 shots

MOVING PICTURE COMPANY, London : Lighting & shading supervisor, relighting pipeline expert

- 2004 : ALIEN Vs PREDATOR : Alien falling from pyramid, Lighting & precomp of 1 shot
- 2004 : HARRY POTTER & the Prisoner of Azkaban : Werewolf transformation, Lookdev, shading, lighting, morphing & compositing
- 2003 : TROY: Citadel at night, Lighting & compositing of 2 shots
- 2003 : TOMB RAIDER & the Cradle of Life : Shuttle sequence, Lead lighter, shading & textures, lookdev pipeline

MILLFILM, London : look development, lighting artist

- 2002 : HARRY POTTER & the Chamber of Secrets : lookdev of spider sequence, lighting of 8 shots
- 2001 : BLACK HAWK DOWN : lookdev & lighting for 3 stadium shots
- 2001 : HARRY POTTER & the Sorcerer's Stone : lookdev of big chess sequence, lighting of 11 shots

SPARX, KALUMET, DURAN, EXMACHINA, UMT Paris 1994-2001 : various adverts & tv titles

- 1995 : CRYING FREEMAN : modeling supervisor, modeling, design of the dragon

ARCHITECT, Paris : 1988-1993 : drawing plans and perspectives in several agencies