

# VFX



Mathematic SA, Paris, 2023, "It's time to act"  
Advert for "EON Energy", in Houdini : creating procedural rooftops of the city, lighting of 6 tornado shots



Mathematic SA, Paris, 2022, Advertising for "Burger King"  
FX setup in Houdini for a falling drop of water, deformation an interaction with the ground.



Mathematic SA, Paris, 2023, "Fly Human fly, murmuration"  
Advertising for "HOKA" brand, creation of a 3D mountain environment in Houdini, scattering of rocks and trees



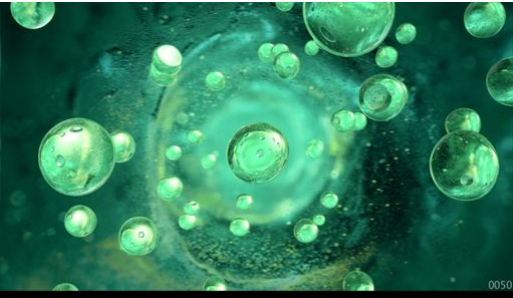
Mathematic SA, Paris, 2023, "Life Goes On"  
Music Clip for Ed SHEERAN  
lighting of 14 shots featuring CG anchors



Albyon SA, Lyon, 2022, project "Hidden Worlds" in Miami,  
projection mapping for a 360 interactive restaurant,  
Various sea life animations and asset creation



Digital District, Paris, 2021, "Chasseurs de Tornades"  
an attraction for the "Futuroscope de Poitiers". Animation of cars and cameras for 3 shots in Houdini.



FIRM STUDIO, Paris, 2022, Advertising for "Fructis",  
shampoo Brand, FX setup in Houdini for the bubbles  
and the growing lines



MK2+, Nice, 2019, "Cap 3000" a videoprojection event,  
Animation of all the big animals : whales, whalefishes,  
mantas, grey sharks, hammerhead sharks and others



PRODIGIOUS, Paris, 2019  
advert for "ROWENTA" : Compositing in Nuke for 2 shots



MATHEMATIC, Paris, 2019, advert for "RENAULT" :  
rocks and vegetation scattering in HOUDINI,  
rendering in MAYA ( with arnold )



MIKROS, Paris, Jan-Feb 2016, advert for NINA RICCI  
Cg Supervision for the advert  
Overall methodology, initial setup of main CG shots



PARIS, 2016,  
cloud tests in HOUDINI searching for  
both look and optimization, rendered in mantra



MIKROS, Paris, 2015, advert for OOREDOO phone brand  
Cg Supervision for the film  
lookdev, texturing and lighting for the robot shots



DELAPOST, Paris, 2015, 7 promotional films for the  
7 united arab emirates : Cg Supervisor, team building,  
planning, tasks assignments, technical direction



MIKROS IMAGE, Paris, 2014, Cg freak birds for  
DEMONIC : Cg Supervisor, tasks assignments,  
lookdev & lighting setup of the birds

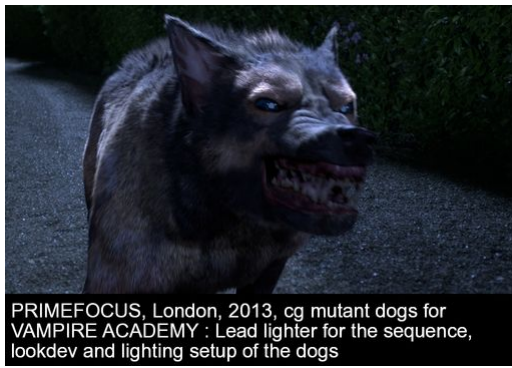




PRIMEFOCUS, London, 2014, villa of the villains in **KINGSMAN the SECRET SERVICE** : lead lookdev, partial design, modeling, textures, shaders, lighting



PRIMEFOCUS, London, 2014, army sequences in **HERCULES** : senior lookdev artist, lookdev of various soldiers, horses, set replacements, lighting of 6 shots



PRIMEFOCUS, London, 2013, cg mutant dogs for **VAMPIRE ACADEMY** : Lead lighter for the sequence, lookdev and lighting setup of the dogs



PRIMEFOCUS, London, 2012, Robot parts replacement **TOTAL RECALL** 2012, lead lookdev & lighting setup for the 150 shots of the "lab sequence" + lighting of 12 shots



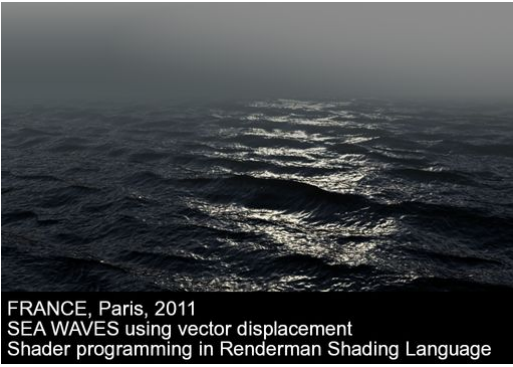
MIKROS IMAGE, Paris, 2012, cg Car using arnold Bidding for a group of adverts for Volkswagen Cg supervisor, overall strategy, precomps



EXOZET FILMS, Berlin, 2011, 300 cg animals shots for **WAS DIE TIERE WOLLEN**, a german film TV Shader programmer, pipeline expert for renderman & fur



DELAPOST, Paris, 2011, Cg Penguins in renderman **WEDEL KITES**, advert for a Polish chocolate brand Relighting pipeline, modeling & groom of baby penguin



FRANCE, Paris, 2011 **SEA WAVES** using vector displacement Shader programming in Renderman Shading Language



MIKROS IMAGE, Paris, 2011, cg Jetpacks & attraction **BOUYGUES TELECOM**, advert for a phone company Cg Supervisor, budgeting, task assignments, precomps



DELAPOST, Paris, 2010, Cg Penguins in renderman **WEDEL Penguins in Heaven**, advert for a chocolate brand Compositing, lookdev, relighting & Lighting methods



DELAPOST, Paris, 2010, Super Hero made of Oil **OILMAN** advert for a Turkish oil company Cg Supervisor, shooting supervision, compositing



DELAPOST, Paris, 2010, cg Cat with renderman for **DELAPOST walking cat Logo** Pipeline expertise for lighting and relighting tools



DELAPOST, Paris, 2010, cg Car Hyperealistic integration test with renderman Compositing, lighting, shading, tracking



BACON FILMS, Copenhagen, 2009, cg Birds for **EON** advert for a Swedish energy company Lead lighter, lookdev & shading in renderman

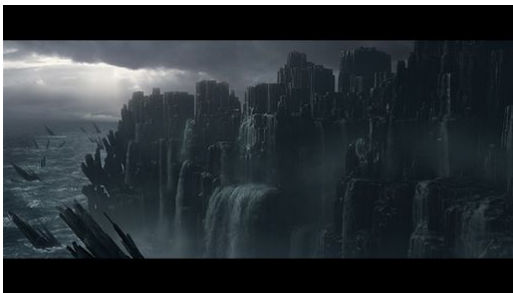


FRAMESTORE, London, 2007, Bear fight sequence in **The GOLDEN COMPASS** ( vfx oscar in 2008 ) Precomp & lighting of 8 shots





FRAMESTORE, London, 2007  
HARRY POTTER and the order of the phoenix  
Precomp & lighting of 3 shots



FRAMESTORE, London, 2006  
SUPERMAN RETURNS  
Precomp, lookdev & lighting of 4 shots



CINESITE, London, 2005  
Look development for feathers  
Compositing, shading & lighting of 1 shot



CINESITE, London, 2005, several sequences in  
HARRY POTTER & the goblet of fire  
Lighting supervisor, lookdev & relighting pipeline, shading



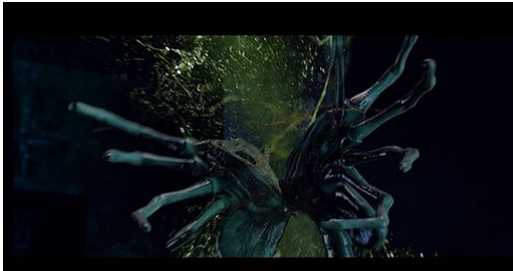
CINESITE, London, 2005, cg puppet  
for a fabric softener brand  
Lighting supervisor, lookdev & relighting pipeline, shading



CINESITE, London, 2005, several sequences in  
CHARLIE and the CHOCOLATE FACTORY  
Lighting supervisor, lookdev & relighting pipeline, shading



CINESITE, London, 2004, several sequences in  
HITCHHIKER'S GUIDE to the GALAXY  
Lighting supervisor, lookdev & relighting pipeline, shading



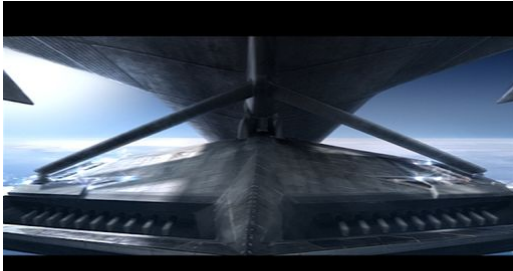
CINESITE, London, 2004, Face Hugger sequence in  
ALIEN versus PREDATOR  
Precomps, lookdev, shading & lighting of the 5 shots



CINESITE, London, 2004, cg Shark in  
ALFIE starring Jude Law  
Precomp, shading & lighting of 1 shot



Moving Picture Company, London, 2003, cg Citadel in  
TROY from Wolfgang PETERSEN  
Compositing & lighting of 2 shots



MPC, London, 2003, Shuttle sequence in  
TOMB RAIDER and the cradle of life  
Lead lighter, shading & textures, lookdev pipeline



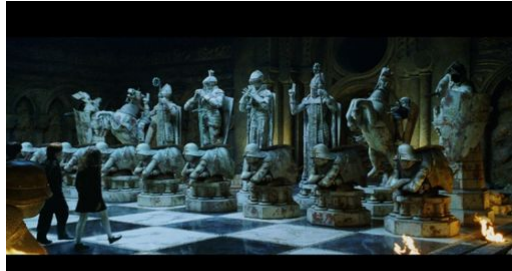
MPC, London, 2003, Werewolf transformation  
HARRY POTTER & the prisoner of azkaban  
Compositing, lookdev, morphing, shading, lighting



MILLFILM, London, 2002, Spider Sequence in  
HARRY POTTER & the chamber of secrets  
Relighting pipeline for the sequence, lighting of 8 shots



MILLFILM, London, 2001  
BLACK HAWK DOWN from Ridley SCOTT  
Precomps, lookdev & lighting of 3 stadium shots



MILLFILM, London, 2001, Big Chess Sequence in  
HARRY POTTER & the sorcerer's stone  
Precomps, relighting, lookdev & lighting for the 11 shots





SPARX, Paris, 2000  
SAMSUNG, advert for air coolers  
Animation using expressions, model, textures, lighting



SPARX, Paris, 1999, advertising for GEFCO  
a fret transporter, modeling of a realistic astronaut,  
animation shading and lighting of 2 shots



KALUMET, Paris, 1999, "The Viagras" head replacements  
in a Political satiric emission for KARL ZERO  
All needed 3D tasks, shooting supervision



EX MACHINA, Paris, 1996, advertising for QUICK  
animation of all characters, design and modeling of the  
"punching ball" and the "bicycling bird"



SPARX, Paris, 1996  
CROUSTIBAT, advertising for fish nuggets  
Modeling, animation, lookdev & lighting of the monster



SPARX, Paris, 1995  
CRYING FREEMAN, title sequence for the feature film  
Design & modeling of the dragon

## ANIM



AMUSE Animation, 2017-18, web serie : "ONEZEEZ".  
Cg sup for company, pipeline road map, file organization,  
practice advices, Vfxs, Task assignments, recruiting



AMUSE Animation, 2017-18, "Lily's Lovely Songs" serie  
Cg sup for company, pipeline road map, file organization,  
practice advices, Vfxs, Task assignments, recruiting



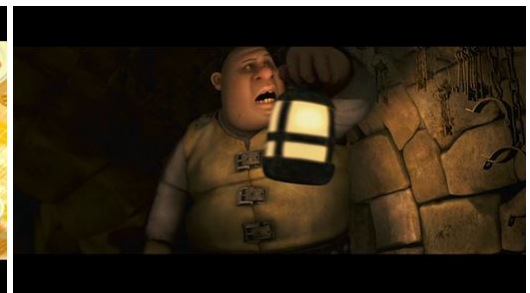
2 MINUTES animation, Paris, 2017  
Zombillenium, animated feature  
Lead lighting and rendering, task assignment



DELAPOST, Paris, 2011, White cat riding a rocket  
FEU VERT, 3 TV adverts for an auto equipment brand  
Precomps, nuke gizmos, pipeline expert for renderman



NOZON, 2013, CG supervisor for the site of Liège on  
"Minuscule the Valley of Lost Ants" : tasks assignments,  
methodology, checking of asset quality and stereoscopy



FRAMESTORE, London, 2008  
The TALE of DESPEREAUX  
Compositing & lighting of 30 shots

# VR



FREE LANCE, Paris, 2019, "DISCO RABBIT" a VR app on viveport.com : have fun and dance with rabbits !  
Original idea, Design, integration in Unity and Houdini



INDIE DEV, Paris, 2019, "UNDERSEA PARK" a VR app on viveport.com : explore the oceans, meet animals  
Original idea, Design, integration in Unity and Houdini



INDIE DEV, Paris, 2021, "LUCID FLY" a VR app on viveport.com : a mystery city to explore  
Original idea, Design, integration in Unity and Houdini