

Philippe ARNAUD

philippe_arnaud@gmail.com - +1 416-659-7643 or +33 (0)6 83 76 63 65 - Toronto, ON, Canada
www.tumecherches.com/en - www.linkedin.com/in/philippe-arnaud-7a325417

PROFILE

- Pro-efficient with 2D animation, 3D key-frame and Motion Capture
- Superior facility with a variety of pipelines and tools
- Knowledge and experience in each step from pre-production to post-production
- Deep understanding of anatomy, structure, dynamics and movements of characters
- Work experiences in multilingual environments

WORK EXPERIENCES

2016 **Concept Artist | TFO** - TV Shows (TFO Media Group, Toronto, ON, Canada)

- Performing the role of team leader of the LUV (virtual universe laboratory), in charge of the artistic and technical direction and coordinating communication between upper management, art staff, technical and operations team members
- Managing the team of the modelers and animators and set deadlines to be met and followed
- Creating and designing all artistic concepts

Motion Builder operator, FX on-set | White Fang - Animated movie (SolidAnim, Luxembourg)

- Integrating and tracking virtual scenery and actor for Motion Capture in real time via MotionBuilder
- Setting up cameras, alignment of decors in Motion Builder

3D Modeler and Level designer | TFO - TV Shows (TFO Media Group, Toronto, ON, Canada)

- Created 3D Models and textures for objects and environments on Maya
- Integrating elements on Unreal Engine to shoot programs with virtual scenery

Lead operator SolidTrack, FX on-set | SolidAnim & Ross (Londres, UK - Toronto, CA - Herzilya, Israel - Beijing, China)

- Supervising real-time camera tracking teams and virtual set renderer during a Broadcast Proof of Concept

Second assistant Director | "Phantasm" - Advertising (Carte Noire, Paris, France)

- Supervising, plan and coordinate technical teams and extras
- Participating in the running of the staging, ensuring daily compliance

2015 **Motion Builder operator, Lead operator SolidTrack, FX on-set | SolidAnim : Loin de chez nous** - TV Show (Paris, France) **En apparences** - TV Show (Lyon, France) **Ghostbusters 3** - Movie (Boston, USA) | **Monster Call** - Movie (Barcelone, Espagne) | **WeAreTV** - TV Show (SolidAnim, Angoulême, Paris, France) | **MAIF** - Advertising (SolidAnim, Paris, France)

- Modeling and modeling environments for extension of a virtual set
- Post animation on Motion Builder
- Integrating and tracking virtual scenery and actors for Motion Capture in real time via MotionBuilder
- Alignment of virtual cameras and the real world on Motion Builder
- Supervising the rendering for a television pilot, managing the render farm
- Calibrating the Vicon Motion Capture system and equip the mocap actors

2014 **3D Animator | Cyanide** - Video game (SolidAnim, Angoulême, France)

- Animating, texturing, creating skin materials (SSS), lighting

Motion-capture Animator | Cafard - Animated movie (SolidAnim, Paris, France)

- Facial motion-capture post-animation works

2013 **Artist 2D/3D | Long Night** - Video game (Trickster Face Studio, Bordeaux, France)

- Conceptual work for characters and environments, storyboarding
- Performed the role of team leader and art directed the style and look for the game
- Modeling, animating and texturing for characters and environments in the 3D Unity game engine
- Motion-capture post-animation works (Xsens)
- Produced various 2D cinematic scenes with Photoshop and After Effect

2010 **Artist 2D/3D | Atronic** - Graduation film (Paris, France)

- Conceptual work for characters and environments, storyboarding
- Modeling, animating and texturing for characters and environments in 3D
- Production, framing, direction of the actors
- Motion-capture post-animation works (OptiTrack, Vicon, SolidTrack)

SKILLS

- Pre-production works, /Character design / Artworks / 2D Animation / Storyboarding / Graphic design
- Modeling /Sculpting / Texturing / Rigging / 3D Animation / Motion capture / Lighting / Shading / Rendering
- Video montage / Motion graphics / Compositing
- Team management - Artistic and technical direction
- French (first language) - English (read, spoken, intermediate level)

SOFTWARE

Maya / MotionBuilder / ZBrush / Nuke X / Blade / Unreal Engine / Unity 3D / CrazyBump / xNormal / Royal render
Premiere Pro / After Effects / Photoshop / Illustrator / Indesign / Flash / Dreamweaver

EDUCATION

Master's degree in Movie Animation | Georges Méliès School of Animation (Paris, France)

2010 / 2012

Bachelor's degree of Applied Arts | University of Bordeaux 3 (Bordeaux, France)

2008 / 2009

Associate's degree in Visual Communication | ÉCRAN Art School (Mérignac, France)

2006 / 2007

Associate's degree in Applied Arts | ÉCRAN Art School (Mérignac, France)

2005 / 2006

AWARD

Award winner of the advertising contest "CHATONS D'OR 2013"



SPORTS

Muay-Thai / Capoeira / Basketball /Futsal /

PLUS

Video Game / Drawings / Comics Movies / Music



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PHONE / + 1 - 416-659 -7643 or +33 (0)6 83 76 63 65 - SKYPE / phyl-durden - LOCATION / Toronto, ON, Canada