

Showreel – Shot Breakdown List



Peril sur Akryls

Company : Cube Creative (2004)

Software : Lightwave

This short movie was for a ride at a theme park and rendered in 4k (70mm). I was in charge of the city modeling. I used Lightwave to do so.



La Rafle

Company : Duran/Duboi (2009)

Software : Maya, Image Modeler

For this movie I made environment models of and severall props. I had to match them closely to the live references and I used Image Modeler and Maya to produce them.



Peugeot Alchimie

Company : Mikros Image (2009)

Software : Maya

This commercial was made for the 100th anniversary of Peugeot. It was a mixture between real and CG cars. I modelled various cars and mechanical parts using Maya.



Underworld 3 : Rise Of The Lycans

Company : Duran/Duboi (2008)

Software : Maya, ZBrush, Image Modeler

For this show I made a full CG environment (the cave) using Maya and ZBrush. In addition to that I modeled a lot of props including rocks, weapons, ..etc with Image Modeler and Maya and placed them in the final scene.



Hitman

Company : Duran/Duboi (2007)

Software : Maya, Image Modeler, Mental Ray

For Hitman I had to model and render different environments, props and set extensions... I used various package such as Image Modeler, Maya. The rendering were done with Mental Ray.



Asterix And The Olympics

Company : Duran/Duboi (2007)

Software : Maya

This show was challenging. I made the entire model of an ancient city and separate to that I made the village as well using Maya.



Le Chat Botté (teaser)

Company : Duran/Duboi (2004)

Software : Maya

I worked on the early teaser for this full CG movie. I was in charge of the environment modeling.



Seul Two

Company : Duran/Duboi (2008)

Software : Maya, Image Modeler, Mental Ray

I made the model of the ATM from photo references using Image Modeler. I finished the model, animation and rendering in Maya.



Immortel Ad Vitam

Company : Duran/Duboi (2004)

Software : Lightwave

Immortel was one of the most ambitious show at the time. I worked on various environments and vehicles. I also did the lighting and rendering of many of the shots. Lightwave was used on this movie.