

## ShowReel - Shot Breakdown list



### Underworld 3 :Rise of the Lycans

Company : Duran / Duboi (2008)

Tools : Maya, ZBrush, Image Modeler

I made the CG model of the werewolf starting from 3D scans of the suit the actor wore. I produced a basic retopology of the body using ZBrush and in addition, a finer one for the head and mouth. I completed the model in Maya and finished it off in ZBrush so as to sculpt the details.

Furthermore I did some of the rocks for the environments (the plain and the cave). I used Image Modeler to make the basic shapes and ZBrush for finer details.



### Alien

Personal Work (2006)

Tools : ZBrush, 3DSMax, Brazil

This was the first creature I have done with ZBrush. I made the base model in XSI. Details and textures were completed with ZBrush. 3DSMax was used for rigging, animation and rendering.

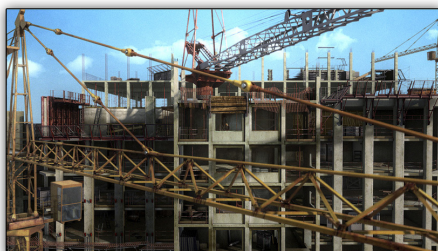


### Crank 2 : High Voltage

Company : Duran / Duboi (2009)

Tools : 3DSMax, FumeFX, Vray

After character roto/animations were achieved, I have made fire and smoke with FumeFX and rendered them with VRay.



### Hitman

Company : Duran / Duboi (2007)

Tools : Boujou, Maya, Mental Ray

I had several shots to matchmove with Boujou in order to extend camera motion. Then I had to model and render different environments and set extensions.

## La Rafle

Company : Duran / Duboi (2009)

Tools : Maya, ZBrush



As for this movie two different stuffs were executed. I did several low poly characters (men, women and children) in Maya to make a library for Massive and used ZBrush for details such as faces, clothes etc...

I also did the environment modeling based on live action set blueprints and old pictures of the stadium.

## Corvette

Personal Work (2009)

Tools : Image Modeler, Maya, Vray



For my base mesh I used Image Modeler with the plastic model of the car. It gave me good proportions and I finished it off in Maya and the rendering was done with VRay for Maya.

## SNCF

Company : Mikros Image (2008)

Tools : Maya



I was in charge of the train modeling for the SNCF commercials and used Maya to do so.

## Artiphyciel

Personal Work (2004)

Tools : 3DSMax, Vray

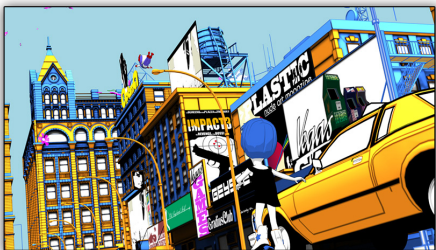


This is one of my personal work that I created with a friend. I made CG robots with 3DSMax out of my partner's design .

## Bye bye Superman

Company : API Productions (2003)

Tools : 3DSMax



Regarding this music video-clip, I was in charge of the environment modeling. I created several buildings, vehicles and props using 3DSMax.