

Nicolas LEBLANC

CG Modeler & Generalist

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Objective

To work on leading CG/Vfx projects as lead modeler and make stunning models in a company which has great experience in visual effects where I could always learn a lot of things to improve my artistic and technical skills.

Work experience

- Jul. 2011 - Now** **CG Artist - MPC (London)**
Feature film : "Dark Shadows".
Character modeling - Maya and Zbrush.
- Jul. 2011 - Sep. 2011** **CG Artist - MPC (London)**
Feature film : "Wrath of The Titans".
Environment modeling - Maya and Zbrush.
- Jul. 2011 - Now** **CG Artist - MPC (London)**
Feature film : "World War Z".
Character & Hard Surface modeling - Maya and Zbrush.
- Jun. 2011** **CG Artist - MPC (London)**
Feature film : "Prometheus".
Hard Surface modeling - Maya.
- Mar. 2011 - Jun. 2011** **CG Artist - Def2Shoot (Paris)**
Feature film : "Carnage".
Environment modeling - Maya, Zbrush.
- Mar. 2011** **CG Artist - Primitive Animation (Paris)**
Commercials : "Continental".
Character modeling and blendshapes. - Maya, Zbrush.
- Jan. 2011 - Feb. 2011** **CG Artist - Zorba Productions (Paris)**
Various cosmetics commercials : L'oreal, Jean-Paul Gautier, ...etc.
Lighting and rendering - Maya, Mental Ray
- Mar. 2010 - Sep. 2010** **CG Artist - Duran / Duboi (Paris)**
Feature film : "La Mecanique du Coeur".
Environment modeling - Maya, Zbrush.
- May 2009 - Nov. 2009** **CG Artist - Duran / Duboi (Paris)**
Feature film : "La raffle".
Character modeling for crowd - Maya, Zbrush.
Environment modeling (stadium) - Maya.
- May 2009 - Nov. 2009** **CG Artist - Duran / Duboi (Paris)**
Feature film : "Imogene".
Character modeling for crowd - Maya, Zbrush.
Digital double texturing, rendering - Maya, Mental Ray.

- Jan. 2009 – Mar. 2009** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Crank 2 : High Voltage”.
 Tracking - Boujou / Animation – Maya / FX – 3DSMax, FumeFX.
- Oct. 2008 – Nov. 2008** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Gamer”.
 Tracking – Boujou / Layout, Animation – 3DSMax / Rendering – Vray.
- May 2008 – Nov. 2008** **CG Character Modeler – Duran / Duboi (Paris)**
 Feature film : “Underworld 3 : Rise of The Lycans”.
 Character modeling – Maya, Zbrush.
 Environment modeling - Image Modeler, Maya.
- Apr. 2008 – May 2008** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Secret Defense”.
 Lighting and rendering – 3DSMax, VRay.
- Jan. 2008 – May 2008** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Seuls Two”.
 Animation, lighting and rendering – Maya, Mental Ray.
 Compositing - AfterFX.
- Dec. 2007 – Dec. 2007** **CG Artist – Mikros Image (Paris)**
 Commercials : “SNCF” and “Roc”.
 Vehicle modeling and fluids rendering – Maya, Mental Ray.
- Aug. 2007 – Sep. 2007** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Ali Baba”.
 Fur dynamics – Maya Shave & Haircut.
- Jun. 2007 – Aug. 2007** **CG Artist – Duran / Duboi (Paris)**
 Feature film : “Hitman”.
 Tracking – Boujou / Modeling, Lighting, Rendering – Maya.
- Mar. 2006 – Aug. 2006** **CG Artist – Freelance**
 Commercials : “Bosch”, “Grant”, “La Roche Posay”.
 Modeling, animation, rendering – 3DSMax and Vray /
 RealFlow.
- 2004 – 2006** **CG / Video Artist - FT Productions (Paris)**
 Modeling, animation and rendering – 3DSMax.
 Editing, authoring – Adobe Premiere and Adobe Encore.
- Feb. 2004 – Feb. 2004** **CG Artist - API Productions (Paris)**
 TV Show : “Euro Million”.
 Virtual set modeling – 3DSMax.
- 2003 – 2004** **Artiphyciel (Coop. Personnel Project)**
 Hard surface and environment modeling – 3DSMax / VRay.
- Mar. 2003 – May 2003** **CG Artist - API Productions (Paris)**
 Music Video : “Bye Bye Superman”.
 Environment modeling – 3DSMax.
- 2000 – 2004** **CG Artist – Mondial Communication Systems (Paris)**
 Modeling and animation for realtime 3D Engine – 3DSMax.

Education

1999 : Sup'Infograph (CG school from ESRA Group – 2 years)

1997 : Baccalaureat ES

Technical Skills

- Modeling : Environment, Hard surfaces and Creatures.
- Good knowledge of Hi-Res models manipulation : 3D scanners retopologizing, details extraction with displacement maps,...etc.
- Good knowledge of Photo-modeling with tools like Image Modeler.
- Shading & Rendering : excellent knowledge of Vray and good knowledge of Mental Ray.
- Compositing : good knowledge of multi-pass rendering and compositing.

Software Skills

- Maya, 3D Studio Max, XSI (modeling only), ZBrush, Image Modeler.
- UV Layout.
- After Effects, Combustion, Nuke, Boujou, Premiere, Encore, Photoshop.
- MEL script (beginner).

Interests

- Computer graphics, Technologies and Video Games.
- Movies and Concerts.
- Playing guitar.