

## Coelho Grégory

### Modelling - Lighting TD - Generalist

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### ACCOMPLISHMENTS

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#### **First Men in The Moon** (TV Movie, Rushes, 2010)

- Modelling of different sets and objects with Zbrush and Maya
- Texturing with Photoshop and Zbrush
- Lighting / Rendering with PRman and Mental Ray

#### **Prince of Persia : The Sands of Time** (Feature, Framestore, 2009)

- Lighting / Rendering with PRman
- Basic compositing with Shake
- Liquid platform pipeline
- Began to learn proprietary platform "fRibGen" to work on "Clash of The Titans"

#### **Lexus** (Commercials, Saddington & Baynes, 2010)

- Compositing for 30 different cars with Fusion.

#### **Cadbury** (5 different versions in stop-motion for TVC, Rushes, 2009)

- Modelling, textures and animations
- Lighting / Rendering with PRman
- Basic compositing with Shake and Nuke

#### **Nokia** (90sec company commercial, Rushes, 2009)

- Character modelling, texture and blend shapes

#### **Luminoirs** (7mn Student film, ESMA, 2008/2009)

- Main characters modelling and design
- Blend shapes and shaders for monsters
- Lighting and rendering with Mental Ray
- Compositing with Fusion

#### **Bourjois** (25sec TVC, ChezEddy, 2008)

- Lighting and rendering with Mental Ray
- Compositing with Fusion
- Secondary modeling

#### **Canal Satellite** (25sec TVC, ChezEddy, 2008)

- Lighting and rendering with Mental Ray
- Compositing with Fusion
- Secondary animation

## PROFESSIONAL EXPERIENCE

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- 2010** Composer at "Saddington & Baynes" (London, UK) on commercials for Lexus.  
Modeller / Generalist at "Rushes" (London, UK) on several TV commercials and movies.
- 2009** Lighting TD at "Framestore" (London, UK) on Prince of Persia: Sands of Time.  
Lighting and rendering with PRman and Liquid platform
- 2008** Freelance generalist at "chezEDDY" (Paris, France) on several movies for CGI modelling, rendering, and compositing.
- 2006** Graphist at "Duo Design" (Castres, France) for visual communication web and print  
Flash and HTML/CSS integrator

## COMPUTER SKILLS

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<b>3D</b>	Maya, XSI, 3ds Max
<b>Modelling</b>	Zbrush, Mudbox, Modo, Topogun, Silo
<b>Rendering</b>	PRman, Mental Ray, Maya Software
<b>Compositing</b>	Eyeon Fusion, Nuke, Shake, After Effect
<b>2D</b>	Photoshop, Illustrator
<b>Editing</b>	Premiere
<b>Web</b>	Flash, Dreamweaver, HTML/CSS
<b>OS</b>	Linux, Windows, MacOS

## EDUCATION

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- 2006 - 2009** ESMA, CG animation (Montpellier, France) Applied Arts School  
First class honours bachelor. IPAX Certificated Formation
- 2004 - 2006** Polytechnic degree in visual communication, web and graphic design

## LANGUAGES

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<b>French</b>	First language
<b>English</b>	Conversational level
<b>Spanish</b>	Basic knowledge

## REFEREES

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Laurent Hugueniot	CG Supervisor (Framestore)	<a href="mailto:laurent.hugueniot@framestore.com">laurent.hugueniot@framestore.com</a>
Jason Baker	Senior Lighting TD (Framestore)	<a href="mailto:jason.baker@framestore.com">jason.baker@framestore.com</a>
Yannick Dinant	Supervisor (ChezEddy)	<a href="mailto:yannick@chezeddy.com">yannick@chezeddy.com</a>

## HOBBIES

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Juggling  
Reading (Science-Fiction)  
Japanese culture (manga, animation, etc...)  
Long boarding