



FRANÇOIS LAUNET
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FRENCH NATIONALITY

TECHNICAL DIRECTOR / CG SUPERVISOR

WORK EXPERIENCE

1997 – PRESENT MACGUFF LIGNE (100 ARTISTS CG FACILITY - PARIS / LOS ANGELES)

- **TECHNICAL DIRECTION / VFX SUPERVISION**
 - LED DIGITAL ARTIST TEAMS FROM PREPRODUCTION TO DELIVERY FOR FEATURE FILMS AND COMMERCIALS, INCLUDING HANDS-ON MODELING / RIGGING / LIGHTING AND COMPOSITING.
 - SUPERVISED ON SET AND LOCATION SHOOTING.
- **ART DIRECTION**
 - PERFORMED PREPRODUCTION DESIGN / LAYOUT FOR FEATURE FILMS AND COMMERCIALS, INCLUDING COMPLEX CHARACTERS, CREATURES AND SEQUENCES CONCEPTION.
 - SUPERVISED LOOK DEVELOPMENT FOR FILMS AND COMMERCIALS.
- **STUDIO DEVELOPMENT**
 - WROTE PROPRIETARY SOFTWARE ONLINE DOCUMENTATION AND TUTORIALS.
 - LED TRAINING OF MACGUFF LIGNE'S PIPELINE AND PROPRIETARY SOFTWARE: COMPOSITING MODULE AND RENDERING/ANIMATION PACKAGE.

1994 – 1996 ID3D (PARIS)

- **DIGITAL ARTIST**
 - PERFORMED 3D CGI PRODUCTION: MODELING/LIGHTING/ANIMATING
 - DESIGNED CHARACTER/SEQUENCES FOR "MISSION GALIXIA" OR "LES STREUMS", SERIES AIRED ON NATIONAL FRENCH TV.

PROFESSIONAL SKILLS

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|----------------------------|---------------------------------------|
| • POLYGONAL/NURBS MODELING | • DESIGN, LAYOUT AND ART DIRECTION |
| • SHADER WRITING | • VFX SUPERVISION AND TEAM MANAGEMENT |
| • LIGHTING/COMPOSITING | • SHOOT SUPERVISION |
| • DYNAMICS | • DIGITAL PHOTOGRAPHY |

SOFTWARE PROFICIENCY

- MAC GUFF LIGNE'S PROPRIETARY SOFTWARES:
 - MGLR: RAY-TRACING/GLOBAL ILLUMINATION ENGINE
 - SYMBOR: MODELING/ANIMATION SOFTWARE
 - TRUKOR: NODAL "SHAKE-LIKE" COMPOSITING SOFTWARE
- AUTODESK MAYA (MODELING, RIGGING, DYNAMIC, PAINT EFFECT...)
- ADOBE PHOTOSHOP
- 2D3 BOUJOU
- REALVIZ MATCHMOVER
- RIGHT HEMISPHERE DEEP UV/DEEP PAINT
- PIXOLOGIC Z-BRUSH

FREELANCE ILLUSTRATION

- WORKED ON SEVERAL ROLE-PLAYING/ BOARD GAME COVER ILLUSTRATIONS FOR STEVE JACKSON GAMES, PEGASUS SPIELE, CHAOSIUM, LUDIS INC.
- DESIGNED CD COVERS FOR MUSIC BANDS (:WUMPS CUT:, SOLITARY EXPERIMENTS...).
- PUBLISHED A LOVECRAFTIAN PARODY COMIC: "*THE UNSPEAKABLE VAULT (OF DOOM)*" (ON PAPER AND AS A WEB COMIC)
- PAINTINGS EXHIBITIONS IN TOULOUSE, PARIS, YVERDON.

SOME SAMPLES CAN BE SEEN AT [HTTP://WWW.GOOMINET.COM](http://www.goominet.com)

EDUCATION

2006: ADVANCED MAYA TRAINING (VIDEODESIGN, PARIS)

1993-1994: EUROPEAN MASTER OF ART IN IMAGE SYNTHESIS AND COMPUTER ANIMATION

(C.N.B.D.I., ANGOULÈME / UNIVERSITAT DE LES ILLES BALEARES, PALMA DE MAJORCA).

WROTE AND DIRECTED 3 SHORT FILMS ("*LEVIS 2501*", "*DEMONICO INTERRUPTUS*", "*LES MODÈLES DE BÖCKMAN*")

1989-1993: ECOLE REGIONALE DES BEAUX ARTS DE TOULOUSE (FRANCE).

COURSES OF PAINTING, DRAWINGS, SCULPTURE, PHOTOGRAPHY, MULTIMEDIA, ART HISTORY.



FEATURE FILMS EXPERIENCE :

1995 : « LES MILLES MERVEILLES DE L'UNIVERS » DIRECTOR : JEAN-MICHEL ROUX.

TV LOGO ANIMATION (ID3D)



1996 : « DOBERMANN » DIRECTOR : JAN KOUNEN

MODELING/ SHADING/LIGHTING OF THE "MAN-DOG" CHARACTER IN THE TITLE SEQUENCE



1997 : « CONTACT » DIRECTOR : ROBERT ZEMECKIS

MATTE-PAINTING/COMPOSITING OF JODIE FOSTER'S EYE IN THE ZOOM SEQUENCE.



1999 « TRAIN DE VIE » DIRECTOR : RADU MIHAILEANU

MATTE-PAINTINGS/COMPOSITING ON TUNNEL SEQUENCES.



2000 « QUASIMODO D'EL PARIS » DIRECTOR: RICHARD BERRY

MATTE PAINTING/TRACKING/COMPOSITING OF CATHEDRAL.



2001 "LES VISITEURS EN AMÉRIQUE" (JUST VISITING) DIRECTOR : JEAN MARIE GAUBERT

TRACKING/ANIMATION/COMPOSITING ON "VEGETABLE KING SEQUENCE" AND "FISH GIRL" SEQUENCE.



2002-2003 « OTHER WORLDS » DIRECTOR : JAN KOUNEN

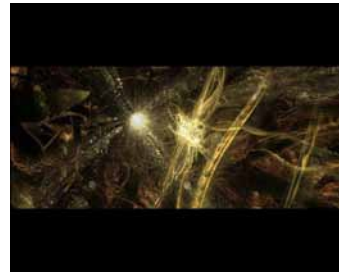
VFX SUPERVISION OF THE "DREAM SEQUENCES" (4 DIGITAL ARTISTS).

LAYOUTING OF MAIN SEQUENCES.

MODELING OF DIFFERENT CREATURES SUCH AS TARANTULAS AND SNAKES.

DESIGNING OF THE "CREEPY" SEQUENCES.

LIGHTING /COMPOSITING.



2003 « BLUEBERRY » DIRECTOR : JAN KOUNEN

PREPRODUCTION RESEARCHES: NEW SOFTWARE TESTING (XFROG, FRACTAL GENERATORS), DESIGN OF PSYCHEDELIC WORLDS, CREATURES AND EFFECTS.
DESIGN/SETUP OF "SNAKEMAN" AND "INSECTMAN", MAIN CHARACTERS OF HALLUCINATION SEQUENCES.
VFX SUPERVISION OF "FALLING MIKE" SEQUENCE (LIGHTING/COMPOSITING)



2004: « AGENTS SECRETS » DIRECTOR : FREDERIC SCHOENDOERFFER

VFX SUPERVISION ON THE « BLACK CAR STUNT » SEQUENCE (MODELING/LIGHTING/COMPOSITING).
MISCELLANEOUS EFFECTS OF END SEQUENCES (FAKE REFLECTIONS, ACCIDENT)



2005: « LA BOITE NOIRE » DIRECTOR : RICHARD BERRY

SNAKE-MAN DESIGN/MODELING/LIGHTING/TRACKING IN HALLUCINATION SEQUENCE.

2006: « ECOUTE LE TEMPS » DIRECTOR : ALANTÉ KAVAYTÉ (COMING IN 2007)

SUPERVISION/CONCEPTION OF VFX.



2006-2007: « DRAGON HUNTERS » - DIRECTORS : GUILLAUME IVERNEL & ARTHUR QWACK
(ON SCREEN MARCH 2008)



DESIGN AND TEXTURES CREATION FOR THE « STINKING FOREST » SEQUENCE. MODELING/TEXTURING SUPERVISION OF THE « STINKING FOREST » AND « FLYING VILLAGE » SEQUENCE; MODELING OF THE TREES IN « FARMERS » SEQUENCE. TRAINER OF THE ASSOCIATED STUDIO « LUXANIMATION » (LUXEMBOURG)



DESIGN, MODELING, TEXTURING, LIGHTING AND COMPOSITING FOR THE « OLD ASTROLABS » OPENING TITLE.



PAINTING/SHADING OF THE « WORLD GOBBLER » CHARACTER. DESIGN OF THE « FIRE EYES » EFFECT.



SUPERVISION OF THE « FLYING RABBITS » END SEQUENCE; CONCEPTION OF THE VEGETAL EFFECTS (GRASS, TREES AND FLOWERS).



COMMERCIAL EXPERIENCES (NOT EXHAUSTIVE):



1998 « CLUB INTERNET »

DIRECTOR : NICK MATHIEU – MODELING/LIGHTING/MATTE PAINTING.



1998 « PENZOIL: DRAGSTER »

DIRECTOR : NICO BAYER – CO-SUPERVISION/ /LIGHTING/COMPOSITING (REALIZED IN LOS ANGELES).



1999 « TOYOTA BUCKLE UP » RIDE

DIRECTOR : : PASCAL ROULIN – JUNGLE SEQUENCE SUPERVISION (MODELING/LIGHTING)



2000 « SHOGUN: TITLE SEQUENCE »

DIRECTOR : PASCAL ROULIN – “PAINTED ARCHITECTURES SEQUENCE” DESIGN/LIGHTING/COMPOSITING.



2001 « FLORA LIGHT »

DIRECTOR : PIERRE COFFIN – VFX SUPERVISION (6 DIGITAL ARTISTS) MODELING/LIGHTING/COMPOSITING



2002 « MERCEDES: PRODUCTION LINE »

DIRECTOR : NICO BAYER – SHOOT/VFX CO-SUPERVISION (9 DIGITAL ARTISTS) LIGHTING/COMPOSITING.



2002 « MOBIL ONE: ENGINE/TUNNEL »

DIRECTOR : NICO BAYER – SHOOT/VFX SUPERVISION (6 DIGITAL ARTISTS)
LAYOUT/MODELING/LIGHTING/COMPOSITING.



2004 « SIEMENS: BLACK & WHITE »

DIRECTOR : NICO BAYER – SHOOT/VFX SUPERVISION (7 DIGITAL ARTISTS) LAYOUT/ /COMPOSITING.



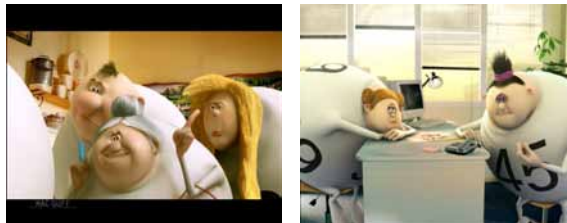
2005 « BUICK LUCERNE: SNOW »

DIRECTOR : NICO BAYER – VFX CO-SUPERVISION (5 DIGITAL ARTISTS) LIGHTING/COMPOSITING.



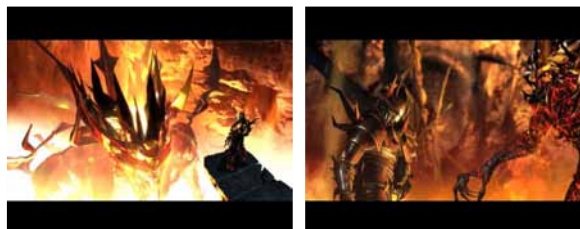
2005 « HOLLYWOOD SWEET GUM »

DIRECTOR JAN KOUNEN – VFX SUPERVISION (4 DIGITAL ARTISTS) DYNAMIC/COMPOSITING.



2006: « LOTO SUISSE »

DIRECTOR : PIERRE COFFIN – VFX SUPERVISION (4 DIGITAL ARTISTS), COMPOSITING.



2006 « UBI SOFT'S DARK MESSIAH OF MIGHT AND MAGIC » CINEMATIC OPENING

DIRECTOR : FABIEN OUVRARD – “SOVEREIGN DEMON” MODELING/SHADING/LIGHTING, “HELL SEQUENCE” SUPERVISION/COMPOSITING.



2006: « PAT & STAN : 26 MINUTES » OAV

DIRECTOR : PIERRE COFFIN - "LAVA MONSTER" DESIGN



2006: « AK BANK »

DIRECTOR : HARRY PATRAMANIS - VFX SUPERVISION (9 DIGITAL ARTISTS)