

Franck-Noël Lapierre
Address: around Paris - France
Born: June 1969
Nationality: French
Cell Phone: 00(33)6.60.17.73.24
E-mail: fn.lapierre@free.fr
URL Website: <http://fnlapierre.free.fr/>

Computer Graphic Artist 2D/3D

(Modeling/Texturing/Lighting/Artistic Ambiances/Rendering/Compositing/Editing)
- CG Animated Films - TV Series - Video Games - PAO - Illustration -

PROFESSIONAL EXPERIENCE :

- Sept 12 / Oct 12 : **"METHOD ANIMATION"** (Paris - France).
Project : - **Felix le Cat : 3D animated TV series.**
3D images Compositor, Senior (Fusion 6.4).
Shots Compositing for the teaser of this new 3D TV series, for the Mipcom Festival 2012 at Cannes.
- Jan 11 / March 12 : - **"PICTURES FACTORY"** (Kehlen - Luxembourg).
Project : - **IRON MAN : Armored Adventures (S02) - MARVEL 3D Animated TVShow.**
2D/3D Images compositing supervisor and 3D Ambiences References artist
(Fusion 6 & A.Effects). Building the Compositing workflows for the new Iron-Man 3D Animated TV Series (Season 2). Search/Creation of the Compositing Artistic References to be used by the compositing crew members, depending the director's needs. Managing the rendered layers and datas between the different Studios :
Luxembourg / Paris (Method-Animation) and India (DataQuest).
- Jun 10 / Oct 10 : - **"BLUE SPIRIT STUDIO"** (Angoulême - France).
Project : - **LE TABLEAU - Jean-François Laguioni.**
Called to start the **Rendering (3DSMax) / Compositing (Fusion 6)** work for the CG Animated Film. Research of the different lighting environment sets (Dusk, Morning, Day, Storm, Cloudy, Shiny, Theatrically atmosphere). Building of the compositing workflows and artistic reference shots, following the Director's needs.
- Jan 2010 : - **"MATHEMATIQUE STUDIO"** (Paris – France).
Project : - **La Française des Jeux - Images Compositing on a french advertising.**
Rotoscoping to separate live Soccer Game Players from a Stadium to incrust CG 3D crowds into the live captured stands.
- Nov 2009 : - Training course on the Compositing Software " NUKE " (2 weeks).
- 08 / June 09 : - **"LUXANIMATION STUDIO"** (Doncols – Luxembourg).
Project : - **IRON MAN : Armored Adventures (S01) - MARVEL 3D Animated TVShow.**
2D/3D Senior Compositor and Ambiences References artist. Creating the TV series referring shots, according the Directors artistic needs. Advising and helping the Compositing Team and the Lead.
- Sept 07 / April 08 : - **"Luxanimation Studio / DataQuest Entertainment"** (Hyderabad - INDIA).
Project : - **IRON MAN (TVSeries): 2D/3D Compositing Supervisor - 3D Compositor.**
For Luxanimation: Checking and Supervising 3D Render and FX for the starting of the Iron Man 3D TV series at DATAQUEST (India), and Referring shots for the Lux Team.

- Aug 07 / Feb 08 : - **"TOONZ ENT."** Trivandrum (INDIA). **"CINNAMON ENT" / BALLEY-BEG STUDIO** (London / Isle of Man) & **"METHOD FILM"** (Paris – France).
Project : - **FREEFONIX : 2D/3D Compositing Supervisor and 3D Compositor.**
 2D/3D Animated TV Series broadcasted from January 5th, 2008 on **BBC 1 channel**.
TOONZ ANIMATION: 3D Compositing Supervisor and Compositor (Combustion) during 7 months. Supervising and Management of team. Shots and Sequences quality control, Referring shots. **3D Lighting Supervisor**. Follow-up of the project. Sharing datas and discussions with Paris. www.freefonix.com
- July 07 / April 07: - **"METHOD FILMS"** (Paris - France).
Project : - **SKYLAND** (Season1, Part 2): **2D/3D Compositing Supervisor and 3D Compositor.**
 3D Animated TV Series ([France 2](http://france2.com), Teletoon Ca.). 3D Compositing Supervisor and Compositor (Fusion) in DATAQUEST Company (India) during 8 months. Referring shots for the sequences, helps and explanations to the team about the series visual. Follow-up of the project, Follow-up of the editing. Sharing Datas and discussions with Paris. <http://nicktoonsnetwork.nick.com/shows/skyland>
- Dec 05 / June 06 : - **"ATTITUDE STUDIO"** 3D Animated Movies Company (Paris - France).
Project : - **SKYLAND** (Season 1, Part 1): **Lead Visual Compositor Assistant.**
 3D Animated TV Series ([France 2](http://france2.com), Teletoon Ca.). Pre-Compositing, Editing, Team Management and Follow-up of the project.
- Aug05 / Sept 05: - **"3D Architecture"** (Vincennes – France).
Project : House in 3D Volumes from plans, for an Architect.
- Mar04 / May04: - **"Microïds"** Montréal - CANADA (Video-Games Company).
Project : Lighting's Works and Tests of 3D scenes for a CG movie's project.
- Feb 04 / Mar04: - **"C'est Différent"**: (Company of Creation and Management of Web Site).
Project : Creation and Design of the Company's Website.
 Design, graphics, logotype, mascot, icons, html page make-up, 3D animation.
 Website : www.cestdifferent.com
- April / May 03 : - **"Amazing Studio"** (Paris).
Project : DVD - 3D Menus interface creation for a french movie.
- April 03 : - **"DEF2SHOOT"** (Post-Production and Visual effects Company).
Project : Compositing works for the TV advertising **"ROWENTA"**.
 Creation of "2D animated masks" to prepare the integration of a 3D iron vaporblast.
- Oct 01 / Sept 02 : - **"CHAMAN Production" and "XILAM Films"** (Paris - France).
Project : **"KAENA - The Prophecy"** (CG Animated Film).
 Lighting and Compositing for 3D CGI Animated film. "First French Character Animation movie broadcasted internationally from June 4. 2003".
-
- April99 / Sept01: - **"INFOGRAMES (Paris), ATARI" (Video-Games Company).**
Project : - **"Supreme Riders"**. Extreme Sports Game PSX2.
 (2D/3D Graphic Artist in a Full Motion Video Group) - Realization of 3D movies and advertising. Framing, kinematics sequences editing, modeling and mapping Modeling and mapping objects for the real time.
- Project :** - **"Duck-Dodgers"** Warner Bross: Looney Tunes. N64.
 Working on the video-game's advertising cover box. Highlighting Duck-Dodgers.
- Mar 95 / Mar 99: - **"SONY PSYGNOSIS FRANCE" (Video-Games Company - Paris).**
Project : - **"3X-Science of War"** PC - 2D/3D Graphic Artist in Full Motion Video Group.
 Full 3D movies, framing, kinematics sequences editing, modeling, mapping,
 FX, Motion Capture's chocking. Advertising for specialized Video-Games magazines.
- Project :** - **"O.D.T : Escape, Or Die Trying"** PSX,PC,N64 - Graphic Artist in Full Motion Video
 Realization of 3D movies: Introducing, Inter-Levels, Victory. -Mapping, framing, Motion Capture's chocking, FX. -Kinematics Sequences Editing. Realization of a 40 seconds kinematic movie (Basis for advertising broadcasted on different French TV's channels: TF1, M6, MTV... and Advertising for specialized magazines.

Project : - ["adidas POWER SOCCER INTERNATIONAL 97"](#) PSX.

Real time's bitmapping. - Realisation of 3D movies (Introducing, Victory).

Project : - ["THE CITY OF THE LOST CHILDREN"](#) (The game) PSX.

Editing helps for 3D movies (Introducing and inter-levels).

Project : - ["adidas POWER SOCCER"](#) PSX.

Real time's bitmapping. - Kinematics Sequences Mapping.

1994 / 1995 : - ["GLENAT: Cartoon Book Edition Company"](#) (Paris – France)
Independent graphic drawer - Working on the French edition of [Comics strips](#)
[Dragon Ball/\(Z\)](#) - [Gunmm "Battle Angel Alita](#) - [Noritaka](#) -
[Doctor Feel Good](#).

1993 / 1994 : - ["NATIONAL SERVICE"](#) ([SIRPA - French National Navy](#)).
S.A.V.R. (Service Audiovisuel des Armées) - TOULON - France.

TRAINING:

Sept 2005 : - ["Alias France \(Paris\)"](#): Training with Maya 7.0

Nov 03 /Jan 04 : - ["GOBELINS "Ecole de l'image"](#):

Training: Websites Conception and Realisation, with Diploma. (Paris-France)

Apr 02 /Jun 02: - ["Adac \(Paris\)"](#) - First step with Maya 4.0.

HIGHER EDUCATION:

1992 : - **MASTER degree of "Arts and Technology of Images"**.
[ATI Graduate](#) + 4 years with Mention ([1 year University Paris 8 - France](#)).
[Research Project](#) : "The perspective or the metamorphosis of the forms".

1991 : - **LICENCE degree of "Arts and Technology of Images"**.
[ATI Graduate](#) + 3 years ([1 year University Paris 8 - France](#)).

1989/90: - **DEUG of "Letters And Arts"** (2 years [University Paris 8 - France](#)).

1988 : - **BACCALAUREAT or HIGH SCHOOL DIPLOMA**.
"Technological's Arts / F12" (School: A.F.A. Paris France).

COMPUTERS KNOWLEDGE:

Compositing : Fusion, Nuke, After Effects, Combustion, Shake.

3D Tools : 3DS Max, Maya.

3D Rendering Engine : V-Ray.

Graphics / PAO : Photoshop, InDesign.

Editing : Première Pro. Final Cut Pro.

Exploitation Systems : Windows and Macintosh OS.

Office : Word, Excel, Lotus Symphony.

LANGUAGES:

French : Native language.

English : Written, spoken and read.

HOBBIES:

All about Asia and the Asian Culture...

Various : **Cinema** : F.F Coppola, R.Scott, S.Kubrick, G.Lucas, S.Spielberg, Q.Tarantino, Miyazaki, Park,
Chan Wook, Takahata, Kinji Fukasaku, Tsui Hark, Tran Anh Hung, etc...
Photography, Drawing, Computer's Graphics, Music (Movies Soundtracks, Trip Hop, Rock, etc...)

Sports : Mountain biking, Jogging, Snowboarding, Hiking.

Travels : **India (17 Months)**, **Singapore (4 Months)**, **Thailand (2 Months)**, Vietnam (5 Months),
Sri-Lanka, Cambodia, China, Holland, Spain, Italy, Belgium, **Luxembourg (2 Years)**, England,
Canada (2 Months).