

Laurent BOUCHER



November 5, 1985 (27 years old)
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french.cg.artist.
.modeling.texturing.
.shading.rendering.compositing.

Professional Experience

- Lille**
08/2013–Present
Ankama Studio (Video game)
Full Time
- **Modeling, texturing, animation** of 3D assets (characters and sets).
- **2D concepts**
- **Integration in Unity®**
- Lille**
09/2010–07/2013
Ankama Products
Full Time
- **3D Modeling** of figures, toys , boardgame pieces (Krosmaster®)
- Setup of a **flexible rendering pipeline** to create lineups for various a range of products, which evolve constantly.
- **Co-direction of animation spots** with an advertising purpose for Krosmaster® (color concept, 3D layout, animation, shading, rendering , compositing)
- **Co-supervision of an outsourced modeling team**, technical and quality feedback.
- Lyon**
07/2009–08/2009
Vanilla Seed
Internship
- **Modelisation, texturing, skinning, setup**, for characters of the commissioned film *Good Vibrations*, directed by Jeremy Clapin.
- Lyon**
06/2008–08/2008
Acte Public
Part-time worker
- **Graphic identity and FX** for the documentary film *Electro-cite 2008*, directed by Patrice Pegeault and Yves Benitah for the electronic music festival of Lyon : Les Nuits Sonores 2008
- Lyon**
06/2007–08/2007
Acte Public
Internship
- **Editing, color grading, graphic identity and credit direction** for the documentary film *Electrocité*, directed by Patrice Pegeault, Yves Benitah and Elsa Devèze for the electronic music festival of Lyon : les Nuits Sonores 2007
- Reunion island**
05/2006–08/2006
Antenne Réunion
Part-time + internship
- **Set assistant** for the music festival SAKIFO. **Construction and wiring of set and mobile broadcast unit**. Camera operator assistant
- **Editor and production assistant** for the TV program “Ofeminin”.

Qualifications

Bellecour

Lyon
2010

Graduated
-Level II **Bachelor** degree, **Créateur-concepteur d'images numériques 3D.**

Arfis.ecole

Lyon
2007

Graduated
-Level III **Professionnal certification**, **Technicien supérieur cinéma, vidéo et technologies numériques.**

Skills

Rendering(MR)	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Shading/Lighting	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Compositing	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Modeling	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Texturing	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Animation	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Setup	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Color Concept	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Scripting(js,c++)	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Video Editing	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

English: written, spoken (good skills),
good working knowledge

Software

Softimage	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
3d Max	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Maya	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Zbrush	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Photoshop	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

After Effects	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Nuke	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fusion	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Mari	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Final Cut	<input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Interests

- Photography**: Capturing an atmosphere, catching the moment, telling a story.
- Music**: Exploring new horizons, new musical genres, new cultures.
- Drawing / painting**: Making light composition, stylising shapes.
- Videogames**: Complete media, narrative, implication, interactivity, creativity enhancer.
- Construction game / Brain teaser**: Resolving a problem, understanding a mechanism.
- Boardgames**: Gathering friends and family together. Establishing strategies.