Quentin MARMIER

EDUCATION

2012	- Anatomy studing course	Beaux Arts de Montparnasse, Paris	2 year
2007	- Animation and CG Master degree	Gobelins, Paris	3 years
2004	- Graphic design degree	Gobelins, Paris	1 year
2003	- Industrial design, two-year degree (BTS)	Olivier de Serres, Paris	2 years
2001	- Preparatoy classes for Art School	Ste Geneviève, Paris	1 year
2000	- High School Diploma in electronic (cum laude)	Paris	

SKILLS

• CG Direction, CG supervision / Team management.

• VFX production

• CG Pipeline development through Clarisse (Pyhon), Maya (mel scripting) / 3DS Max (Max scripting)

• Master the whole CG pipeline for Animation and VFX features. Modeling, UV, Texturing, Rigging, Animation, Shading / look dev, FX, Lighting, Color Management, rendering and compositing.

• Specialisation in environment, procedural shading, rendering, compositing, and HDR photography

• Concept design / Visual development, for environment and charcaters.

• Product / mechanical design.

• Graphic design.

• Fluent English and French (native langage).

SOFTWARE

Clarisse,
Maya (and Mel Scripting),
3DS Max (and Max scrpting),
Vray
Houdini,
Nuke,
Z brush,
Substance Designer
Photoshop,
SpeedTree,
World Machine,
City Engine,
Python scripting,
Mudbox,
Mari,
Illustrator,
After effect,
Premiere,
Indesign,

INTERESTS

• Blitz chess player 1700 ELO

• Private Pilot Licence

WORK EXPERIENCE
main VFX experience breakdown

2018

Industrial Light & Magic
Vancouver, Canada

Aquaman	Environment / Generalist Supervisor
Aladdin	Environment / Generalist Supervisor
12 Strong	Environment / Generalist Supervisor
Black Panther	Environment / Generalist Senior artist
Valerian and the city of a thousand planets	Environment / Generalist Supervisor
Notable Pipeline development work :	- Established and reinforce Clarisse pipeline in ILM Vancouver - Wrote Alembic exporter for Clarisse using python / cask API - Created Forest Pack for Clarisse template. - Wrote farm render submitter for Clarisse. - Developed tiled render system for Clarisse. - Developed layout tool sets for Clarisse

2016

Industrial Light & Magic
San Francisco, California

Starwars, The Force Awakens	Environment / Generalist Lead artist
Tomorrowland	Environment / Generalist Lead artist
Captain America, the Winter Soldier	Environment / Generalist Lead artist
Pacific Rim	Environment / Generalist Senior artist
Notable Pipeline development work :	- Establish and brought Clarisse to ILM. - Wrote renderlayer system for 3dsmax. - Wrote shading variable manager for 3dsmax.

2012

Chez Eddy
Paris, France

L'Oreal commercials	Art Director, CG supervisor
Silent Hill 2 end title sequence (Feature)	Art Director, CG supervisor
Clarins commercials	Art Director, CG supervisor
Carte Noire Web Trailer	Director, CG supervisor
Nespresso's Dhjana	Director, CG supervisor
Vico Commercial	Director, CG supervisor
Nespresso's Variations	Director, CG supervisor
Driver San Francisco Trailer (Video game)	Art Director, CG supervisor
Settlers 7 Cinematic (Video game)	Director, CG supervisor
Notable Pipeline development work :	- Established naming convention, - Locked named workflow - File referencing and database management

2008

WORK EXPERIENCE
full overview

Year	job	Company/employer	Main tool	Notable Project
2016	Environment / Generalist Supervisor	Industrial Light & Magic **Vancouver**	Clarisse	• Aquaman • Aladdin • 12 Strong • Black Panther • Valerian
2012	Environment / Generalist Lead artist	Industrial Light & Magic **San Francisco**	Clarisse / 3dsmax	• Star Wars Episode VII • TomorowLand • Captain America : The Winter Soldier • Pacific Rim
2008	Director Art Director, CG supervisor, Pipeline Supervisor	Chez Eddy **Paris (France)**	Maya	• Silent Hill 2 end title sequence (Feature)
2008	Maya Teacher Animation Teacher Lighting Teacher	Gobelins animation school **Paris (France)**	Maya	
2008	Senior CG Artist (Freelance)	Add A Dog : Kuntzel + Deygas **Paris (France)**	3dsmax	• Agathe Cléry title sequence (Feature) • CARLA BRUNI : « L'Amoureuse »
2007	Concept Artist	Ubisoft **Paris (France)**	Photoshop	• RedSteel 2 (Video game) • Rayman Origin (Video game)
2007	CG artist (Freelance)	Difuz **Paris (France)**	Maya	
2007	Director, CG supervisor	Gobelins animation school **Paris (France)**	Maya	• Oktapodi (Short film)
2006	Graphic designer (Freelance)	Gobelins animation school **Paris (France)**	Photoshop / 3dsmax	
2006	Product designer (Freelance)	Gaz de France **Paris (France)**	3dsmax	• Gaz de France « Eco-Future » project
2006	Concept artist (Freelance)	**Paris (France)**	Photohsop	• Uchronya (Video game)
2005	CG artist	Add A Dog : Kuntzel + Deygas **Paris (France)**	3dsmax	
2004	Product designer (Freelance)	Fullskate **Paris (France)**	3dsmax	• Fullskate rollerblade collection
2004	CG artist	Ubisoft **Paris (France)**	3dsmax	• Rainbow Six (video game)
2003	Product designer (Freelance)	Christian Chabalier **Paris (France)**	3dsmax	• urban furniture conception
2003	CG artist (Freelance)	Claude Bourson **Paris (France)**	3dsmax	
2002	CG artist (Freelance)	Hilton McConico **Paris (France)**	3dsmax	
2002	Concept artist (Freelance)	Prodeo **Paris (France)**	Photoshop	
2001	Product designer (internship)	MBD design **Paris (France)**	Rhino 3d	• TGV NG conception
2000	Set designer Assistant	Marc Marmier **Paris (France)**	3dsmax	• Inch'Allah Dimanche (Feature)
2000	CG artist (internship)	BUF compagnie **Paris (France)**	Softimage	
1999	CG artist	Les mangeurs d'étoiles **Paris (France)**	3dsmax	
1999	Set designer Assistant	Marc Marmier **Paris (France)**	3dsmax	• les inssaisissables (Feature)
1998	CG artist (internship)	Carapace **Paris (France)**	3dsmax	

AWARDS & NOMINATIONS

As <u>**Individual CG artist**</u>

Technical Mastery Award : Substance Designer Materialize Contest 2017

As <u>**Lead Environemente Artist at Industrial Light & Magic**</u>

• **VES award** 2016 : Outstanding Created Environment in a Photoreal/Live Action Feature Motion Picture, for Star Wars : the Force awakens , episode VII
• **Nominated for VES** 2016: Outstanding Created Environment in a Photoreal/Live Action Feature Motion Picture, for Tomorrowland
• **Nominated for VES** 2015: Outstanding Created Environment in a Photoreal/Live Action Feature Motion Picture, for Captain America : the winter Soldier
• Featured twice in the 40 years ILM anniversary reel, for TomorowLand and Star Wars episode VII

As <u>**Art Director and CG Supervisor**</u> of <u>**Nespresso's Dhjana**</u> cinematics and Website :

- FWA Site of the Day (2011)
- DOPE Site of the Month (2011)
- Lovie awards 2011 - Design Silver Award
- Webby Honoree - Best use of Animation (2011)

As <u>**Director and CG Supervisor**</u> of <u>**Nespresso's Variations 2010**</u> cinematics and Website :

- FWA - Site of the Month
- W³ Awards Gold Website - Animation
- DOPE - Site of the Year
- Cannes Finalist - Best Animation & Best Music
- FITC 2011 - Motion Graphics/Animation

As <u>**Director and CG Supervisor**</u> of Short Film « <u>**OKTAPODI**</u> » :
Co-directed with : Julien Bocabeille, François-Xavier Chanioux, Olivier Delabarre, Thierry Marchand, Emud Mokhberi

- Nominated for an Academy Award : Best Short-Animated Film

- Siggraph - Los Angeles 2008 - Best of Show
- Siggraph - Los Angeles 2008 - Audience Prize
- Siggraph Asia 2008 - Jury Award

- Multivision Festival - St Petersburg 2008 - Best 3D Animation Award
- PISAF -Pichon (Korea) 2008 - Bucheon College Dean Prize
- Aniwow! Beijing 2008 - Best Character Animation Award
- Casablanca 2008 - Best Animated Film
- Hiroshima 2008 - Special International Jury Prize
- Annecy 2008 - Canal+ Family Award
- Animafest Zagreb 2008 - Children Jury Special Mention
- Anima Mundi - Rio de Janeiro 2008 - Best Student Film (Audience prize)
- Anima Mundi - Sao Paulo 2008 - 2nd Best Student Film (Audience Prize)
-Anima Mundi - Sao Paulo 2008 - 3nd Best Short Film (Audience Prize)
-Prix Ars 2008 - Honorary Mention
- FICCI BAF 2008 - Best Student Animated Short Film
- Imagina - monaco 2008 - Best Animation Award
- E-magiciens - Valenciennes 2007 - La Bourse Lagardère
- Courts Devant - Paris 2007 - Grand Prix Award
- ARTFUTURA - Barcelone 2007 - Gran Premio Award

- Nominated for « Best Student Film », Stuttgart Animated film festival 2008,
- Nominated for MONSTRA 2008 film festival, Lisbonne,
- Nominated for Fetival du film des Très Courts, Paris,
- Nominated for the GRANDA FILMFEST,
- Nominated for Ottawa 2008 film festival,
- Nominated for Sicaf 2008, Seoul,

Quentin
MARMIER

As Director of Short Film « VIRUS » - 2006 :

- Finaliste of the Digital film festival of Turin
- Selected for « les Espoirs de l'animations » (Animation most promising): animations contest organized by Canal J,

As Product designer - 2003 :

- Winner of the jury's special prise of the international product design contest : « Young Flames » organized by Gaz de France.
- Three consecutive nominations to the « Young Flames » contest organised by Gaz de France.

Quentin
MARMIER