

Nicolas LEBLANC

CG Modeler & Generalist

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Objective

To work on leading CG/Vfx projects as a Lead or a Supervisor and make stunning shots in a company which has great experience in visual effects where I could always learn a lot of things to improve my artistic and technical skills as well as the management aspect.

Work experience

- Apr. 2022 - Now** **Senior Environment Artist and Lead - Weta FX (Wellington)**
Feature films : "Guardians Of The Galaxy Vol.3", "Kingdom Of The Planet Of The Apes", "Superman", "House Of The Dragon (season3)"
Environment, procedural modelling / dressing.
Maya, Houdini, Clarisse, ZBrush, Nuke.
- May.2021 - Mar. 2022** **Senior Asset Artist - Luma Pictures (Melbourne)**
Feature film : "Spider-man : No Way Home", "Doctor Strange in the Multiverse of Madness"
Environment modelling, dressing and lookdev.
Maya, Zbrush, Houdini, Katana, Arnold, Nuke
- Jan. 2019 – May. 2021** **CG Supervisor – Dwarf Animation (Montpellier)**
TV Shows : "Monster At Work" for Disney +, "My Dad the Bounty Hunter" for Netflix.
Tools, pipeline and workflows. Bidding, team management. Internal reviews and client communications.
- Jan. 2018 – Jan. 2019** **Lead Modeller – Industrial Light & Magic (London)**
Feature films : "Aladdin".
Hard surface, Environment.
Maya, Zbrush, Houdini, Nuke.
- Oct. 2014 – Dec.2017** **Lead Modeller – Framestore (London)**
Feature films : "Thor : Ragnarok", "Dr Strange", "Geostorm", "Avengers : Infinity Wars".
Hard surface, sets, vehicles, digi-double modelling, environment.
Python scripting, Tool development.
Team management, bidding.
Maya, Zbrush, Marvelous Designer, Nuke, Houdini.
- Jan. 2014 – Oct. 2014** **Senior Environment TD – MPC (London)**
Feature films : "The Jungle Book", "Exodus: Gods and Kings",

"Guardians of The Galaxy".

Environments modelling, texturing, lookdev lighting and precomp.
Maya, Zbrush, V-Ray, Nuke.

- May. 2013 – Dec. 2013 Senior Modeller – Framestore (London)**
Feature films : "Jupiter Ascending".
Hard Surface, Vehicles, Digi-Double and Props modelling.
Maya, Zbrush.
- Nov. 2012 – May. 2013 Senior Modeller – Mikros Image (Paris)**
Commercials : "WWF" and "Evian".
Character modelling and facial blendShapes.
Maya
- Jun. 2011 – Aug.2012 Senior Modeller – MPC (London)**
Feature films : "The Seventh Son", "Man of Steel", "Dark Shadows", "Wrath of The Titans", "World War Z", "Prometheus".
Character modeling ,environment Facial blendshapes , modelling,
Hard Surface modeling, Character texturing.
Maya, Zbrush, MARI.
- Mar. 2011 – Jun. 2011 CG Artist – Def2Shoot (Paris)**
Feature film : "Carnage".
Environment modeling
Maya, Zbrush.
- Mar. 2011 CG Artist – Primitive Animation (Paris)**
Commercial : "Continental".
Character modeling and blendshapes.
Maya, Zbrush.
- Jan. 2011 – Mar. 2011 Modeller and CG Generalist – Zorba Productions (Paris)**
Various cosmetics commercials : L'Oréal, Jean-Paul Gaultier, ...etc.
Lighting and rendering
Maya, Mental Ray
- Jan. 2008 – Sep. 2010 Modeller and CG Generalist – Duran / Duboi (Paris)**
Feature film : The Boy with the Cuckoo-Clock Heart, La rafle, Imogene, Crank 2 : High Voltage, Gamer, Underworld 3 : Rise of The Lycans, Secret Defense, Seuls Two.
Character modelling, Environment modelling, Lookdev, Lighting, Matchmove.
Maya, Vray, Mental Ray, Zbrush, 3DSMax, Boujou.
- Nov. 2007 – Dec. 2007 Modeller and CG Generalist – Mikros Image (Paris)**
Commercials : "SNCF" and "Roc".
Vehicle modeling and FX lighting.
Maya, Mental Ray.
- Jun. 2007 – Sep. 2007 Modeller and CG Generalist – Duran / Duboi (Paris)**
Feature film : "Hitman", "Ali Baba".
Modeling, Lighting, Rendering, Matchmove, CreatureFX.
Maya, Shave & Haircut, Mental Ray, Boujou.

- Mar. 2003 – Jun. 2007** **Freelance CG Generalist (Paris)**
Various Music Videos and Commercials (ie : "Bosch", "La Roche Posay", "Grant".)
Modelling, Animation, Rendering – 3DSMax, Vray, After FX.
- 2000 – 2004** **Junior Modeller and CG Generalist– Mondial Communication Systems (Paris)**
Modeling and animation for realtime 3D Engine – 3DSMax.

Education

1999 : Sup'Infograph (CG school from ESRA Group - Paris– 2 years)
1997 : Baccalaureat ES (Economical)

Technical Skills

- Modelling : Hard surfaces, Environment and Digi-doubles.
- Environment crafting : very good knowledge of point instancer workflow at large scale using Houdini.
- Lookdev & Rendering : good knowledge of most common path tracing rendered (Arnold, Renderman.)
- Compositing : good knowledge of multi-pass rendering and compositing.
- Scripting : workflow tool creation, Houdini Digital Assets.

Software Skills

- Houdini, Maya, ZBrush, Mudbox ,3DSMax, Marvelous Designer, MARI, Katana, Substance Painter.
- Nuke, After Effects, Photoshop.
- Python, VEX.
- OS : Window, Linux.

Interests

- Computer graphics, Technologies, Sciences and Video Games.
- Movies and Concerts.
- Playing guitar