

LABAN SEBASTIEN LIGHTING & RENDERING ARTIST

DEC.2004

OBJECTIVE

My OBJECTIVE is to obtain employment in the industry of CINEMA and ANIMATION and more specifically in the LIGHTING & RENDERING part of a production.

EDUCATION

2001 | 2004

ARTS APPLIQUES BELLECOUR, 3D COMPUTER GRAPHICS ANIMATION, RENDERING & VISUAL EFFECTS (3 YEARS) Conception of a short movie for the diploma, Graduated with distinction (16.5/20)

JUL 2003 | JUL 2004

RUNNING AWAY, animated short (information available here : www.awayproject.fr.st) RESEARCH, STORYBOARD, SCRIPT, LAYOUT3D, MODELING, TEXTURING, RIGGING & SKINNING, ANIMATION, SHADING, LIGHTING, RENDERING, MATTE PAINTING, COMPOSITING, EDITING, SOUNDS

DEC 2002 | FEB 2003

THE RELEASE, animated short (information available here : www.extensivestudio.fr.st) RESEARCH, STORYBOARD, SCRIPT, PHOTOGRAPHY, MODELING, TEXTURING, RIGGING & SKINNING, SHADING, ANIMATION, RENDERING, COMPOSITING, EDITING, SOUNDS, WEBSITE

2000 | 2001

BACCALAUREAT STI GE with distinction (14.5/20)

WORK EXPERIENCES

NOV 2004 | MAR 2005

RESPONSIBLE FOR THE VISUAL EFFECTS at EDEN GAMES (ATARI)

DEC 2003

FREELANCE 3D ARTIST at DOKI DENKI STUDIO (Lyon, FRANCE) - COMPOSITING for DELPHINE SOFTWARE (MOTORACER TRAFFIC)

JUN | SEPT 2003

TRAINEE 3D ARTIST at DOKI DENKI STUDIO (Lyon, FRANCE)

- LEAD LIGHTING & RENDERING ARTIST for ATARI GAMES (KYA: DARK LINEAGE)
- MODELING for DELPHINE SOFTWARE (MOTORACER TRAFFIC)
- GRAPHIC RESEARCH for ATARI (DRAGON HUNTER)

MAY 2002

GRAPHIC DESIGNER at BNP PARIBAS (Lyon, FRANCE)

AUG 1999 | 2000 | 2001 | 2002

SUMMER WORK at "FRANCE TELECOM" & "BNP PARIBAS" (Lyon, FRANCE)

SOFTWARE SKILLS

alias MAYA (Experienced User) discreet 3DSMAX (Experienced User) discreet COMBUSTION (Experienced User) adobe PHOTOSHOP (Experienced User) adobe PREMIERE (Experienced User) adobe ILLUSTRATOR (Experienced User) sony SOUND FORGE alias MAYA LIVE eyeon DIGITAL FUSION adobe AFTER EFFECT procreate PAINTER macromedia DREAMWEAVER & FLASH

HOBBIES