

# Benoît DELAUNAY

3D Generalist, Lookdev, Nuke & Pipe

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## PROJECTS

### [Pipas & Douglas](#) 2016

Look dev, lighting, rendering and compositing  
Guerilla, Nuke

### [Mishimasaiko](#) 2014-2015

Look dev, lighting, rendering, compositing, pipeline and scripts  
Maya, V-Ray, Nuke, Mudbox, Mari, Photoshop, Python, mel, C++

### [The Red Herring](#) 2013

Characters and props rigging, skinning, pipeline and scripts  
Softimage, Maxwell, Python

### [Coors](#) 2012

Character rigging, skinning, scripts and first shot modeling  
3DS Max, RPM, Maxscript

### [Trois Petits Chats](#) 2012

Direction, pipe, modeling, skinning, look dev, lighting, rendering, compositing, scripts  
3DS Max, V-Ray, Nuke, Photoshop, Maxscript

### [Egaro](#) 2011

Pipeline, rigging, skinning, look dev, lighting, rendering, compositing and scripts  
3DS Max, mental ray, Nuke, Maxscript

### [No Brain](#) 2010

Fractal sequence (1:40-2:04) concept, look dev, modeling, animation, rendering and compositing  
Maya, mental ray, Mudbox, Photoshop, After Effects

### [La Belette Entrée dans un Grenier](#) 2010

Modeling, animation, look dev, rendering and compositing  
3DS Max, mental ray, After Effects, Photoshop

## EXPERIENCE & STUDIES

**Compositing Artist** Passion Pictures in England 4 weeks (2017) Compositing

**3D Generalist** Studio AKA in England 3 weeks (2017) Layout, look dev, lighting, rendering, compositing

**3D Generalist** 17 MARS in France 2 weeks (2017) Modeling, look dev, lighting, rendering

**Look dev, Lighting & Compositing Supervisor** Studio Hari in France 2 months (2016) [Pipas & Douglas](#)

**Formation: Studio Lighting** INA in France 1 week (2016) Photography, portrait, still life

**Director of Photography** Lardux Films in France 2 years (2014-2015) [Mishimasaiko](#)

**Rigging** Ink & Light in Ireland 8 weeks (2013) [The Red Herring](#)

**Nuke artist** DesignStudio in England 6 weeks (2013) Compositing

**3D Generalist** MFP in France 2 weeks (2013) Props, animation, lighting, rendering, compositing

**3D Generalist** ThreeDee in France 7 months (2013) Modeling, shading, VFX, lighting, compositing

**3D Generalist** Cube in France 5 weeks (2013) Shading, VFX, scripts

**3D Generalist** Nexus Productions in England 3 weeks (2012) [Coors](#)

**3D Generalist** Mazedia in France 6 weeks (2012) Modeling, shading

**Student Volunteer** Siggraph Vancouver and Los Angeles (2011 & 2012)

**3D Generalist** Mathematic Studio in France 2 months (2010) [No Brain](#)

**Supinfocom Valenciennes** 5 years (2007-2012) Graphic arts, live action, 2D animation, [Trois Petits Chats](#), [Egare](#), [La Belette](#)

**Graphic arts course** Sépia 1 year (2007) Drawing, painting, ink

Baccalauréat science with honors 2 years early (2006)

## SKILLS & SOFTWARES

Good problem solving, knowledge of every step of the 3D pipeline, able to work in a team and independently, good stress and pressure management, multitasking and attention to detail.

Maya, 3ds Max, Softimage, Mari, Mudbox, Topogun

VRay, Arnold, Guerilla, Maxwell, Mental ray

Nuke, Combustion

Python, Cpp, Nuke gizmos, Maxscript, Mel, HTML, CSS, JS, django, SQL and shell

Photoshop, Illustrator, Final Cut, Avid, Lightworks

Windows, Mac OS and Linux

Fluent English, native French, notions of German, Irish and Chinese

Passion for ski and sport in general, board and video games, Hitchcock, hitchhiking, photography, food, competitive programming.