

# CHRISTOPHE LACAUX

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OBJECTIVE: join a dynamic team in charge of the realization of digital special effects, cinematics, film or series of 3D animation.

## COMPÉTENCES ET LOGICIELS

**MODELING:** Modeling of characters (realistic human beings / cartoon / robots / creatures)  
Digital sculptures and modeling high poly / low poly  
Modeling of vehicles, props and environnements

**TEXTURING:** Photo realistic or stylized (painted) textures

**CONCEPT ART:** Concept art of characters, props, and environment (realistic, cartoon)  
Modelsheets, matte paintings  
Strong knowledge of anatomy and perspective

**RENDERING - COMPOSITING**

**SOFTWARES:**

XSI \*\*\*\* MAYA \*\*\* 3DSMAX \*\*\* ZBRUSH \*\*\*\*

LIGHTWAVE \*\*\*\* BODYPAINT 3D \*\* PHOTOSHOP \*\*\*\* PAINTER \*\*\*

## FORMATION

2007-2009 OBJECTIF 3D, Montpellier, 3D animation and visual Effects  
2004-2005 CCI, Châteauroux, english course  
School of the Fine arts, Châteauroux  
2003-2004 CALLIOPE (C-FOR), Déols, multimedia designer - project manager  
2002 Greta, Châteauroux, graphic design  
2001 François Rabelais, Tours, bachelor of history  
1997 DUT GEA, University Institute of Technology, Châteauroux, 1st year

## EXPÉRIENCE PROFESSIONNELLE

10/2008-03-2009 3D animated series pilot (IDEABOX animation)  
Fonction: Concept art, character modeling, matte painting (XSI, Photoshop)  
Projet: Les prophéties de Nostradamus

06/2008-07/2008 ADVENCIA, 3D merchandising solution for specialized distribution  
Fonction: Modeling, research and development (3dsmax)

12/2007-03/2008 3D animation short film realized by Marie-Laure Dougnac  
Fonction: Concept art, character and environnement modeling, texturing and lighting (Lightwave)  
Projet: La citadelle du souvenir sans mémoire

09/2005-06/2007 REQUIEM TEAM, video games development  
Fonction: Character design, environnements, vehicules, weapons and textures  
Projet: REQUIEM AVENGING ANGEL, First Person Shooter

10/2005-10/2007 ARMATIS, call center and telemarketing  
Fonction: Call center agent / Back office  
Projet: ORANGE, EDF, CANAL, 9Télécom, France télécom

10/2003-02/2004 TOTEM PROTECTION, security agency  
Fonction: multimedia designer - project manager, specifications, graphic and multimedia conception  
Projet: cd-rom, cd-card, website (Flash, Director, Photoshop)

07/2002-06/2003 EVILLUSION, video games development, France-Quebec  
Fonction: Character design, environnement, texturing (Photoshop, Painter)  
Projet: EON OF TEARS, RPG, PC/X-box

## DIVERS ET CENTRES D'INTÉRÊTS

History (ancient, medieval and contemporary), novels  
Cinema and television series  
Videos games  
Kendo