

LALANCETTE Pierre

Technical Artiste, 3D Generalist

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Profile

- Artist and Technical Director for 3D production since 2005.
- 6 months as a teacher. (Cegep)
- Really good knowledge of Maya, Softimage, Mental Ray.
- Good knowledge of Python, knowledge of C++, C#, KL.
- Really good knowledge in 2D / 3D tracking (Syntheyes, Boujou, 3D Equilizer)
- Knowledge on Nuke, Maya, 3D Max, Premiere, Massive, 3Delight, Visual Studio.
- Speak French and English.
- Worked for companies :
 - Hybride
 - Digital Dimension
 - Frima
 - BUF Canada
 - POP6
 - Cégep de Matane
- Worked on productions :
 - 300 (Warner Bros. Pictures)
 - Warcraft (Blizzard Entertainment)
 - The Grey (Open Road Film)
 - Snakes on a plane (New Line Film)
 - Poltergeist (Ghost House Pict. / Vergigo Enter.)
 - Lego Bionicles (The Lego Group)
 - UltraMarines (Codex Pictures and POP6)
 - Mortal Combat and Fear 3 (Warner Bros. Games)
 - LOTR, War in the North (Warner Bros. Games)
 - Act of War: Direct Action (Atari)

Experience

Frima February 9th 2013 until Now (**3D Technical Director**)

- Research and development (Fabric Engine, Pixar USD, Maya, Python)
- Crowd 2.5D on feature film WARCRAFT(Python, Nuke).
- Layout on Lego Bionicle (Maya)
- Generalist on virtual reality experience: UNE BIBLIOTHÈQUE, LA NUIT from Robert Lepage (Nuke, Video Stich)
- Layout and Animation production tools (Python, Maya).

BUF Canada November 4th 2013 to July 31th 2014 (**Infograph**)

- Generalist VFX on the feature film POLTERGEIST. Tracking, 2D restore, green screen, 3D, Lighting, Render, Compositing (proprietary software's).

Digital Dimension December 16th 2009 to July 19th 2012 (**Technical Director**)

- Develop and maintain production's tools in Python, Java Script and Visual Basic. (Softimage, Nuke, Real Flow, Maya, 3Delight)
- Research and Development of working methodologies. Documentation.
- 3D Tracking (Syntheyes, 3D Equilizer.)

POP6 from July 23th 2009 to May 3rd 2010 (**Technical Director**)

- Optimisation of displacement map (ZBrush 3.x, Softimage 7).
- Develop and maintain production's tools (Java Script).
- Research and Development of working methodologies. Documentation.

Cégep de Matane from January to June 2009 (**3D Generalist Teacher**)

- 3D Generalist Teacher for more than 68 students.
- Teaching of working methodologies and good documentation.
- Teaching of 3D Studio Max 2009, Photoshop and Storyboard Pro.

POP6 from July 23th 2007 January 18th 2008 (**Lighter Artist / Compositor**)

- Lighter and compositor on a full CG feature (XSI 5.11).
- Rendering optimisation (Mental Ray)

Stage 3 Media from April 9th to July 9th 2007 (**3D Tracker / Compositor**)

- 3D Tracking and Composition (Boujou3, Combustion 4).

Hypnosis Fx from August 14th 2006 to March 30th 2007 (**Technical Artist**)

- Crowd conception and rendering (Massive 2.6.6, 3Delight).
- foreign movie full shots (XSI 6, Shake 2.5, Boujou 3, Photoshop).

Hybride from October 4th 2005 to August 11th 2006 (**3D Tracker / Rotoscopy**)

- 3D tracking on movie 300 and SNAKES ON A PLANE.
- Camera tracking by hand of difficult scenes. Characters and objects rotoscopy (3D Equilizer, Boujou 2, XSI 5.1).

Studies

March 2011: Certificate in **3D Animation and Numeric Design**, *National School of Animation and Design* (NAD, Montreal).

Summer 2008: 3 courses (45h) on **C++**, *Desgraff Institute* (Sherbrooke).

September 2004: Diploma in **3D Animation and Visual Effects for Cinema and Television**, *National School of Animation and Design* (NAD, Montreal).

May 1989: DEC in **Computer Systems Technologies**, *Limoilou Cégep* (Québec).