

MIKAEL BROSSET

2D - 3D GENERALIST DIGITAL DIRECTOR

Movies, Commercials & Motion Graphics

Tel UK : 0044 79 4247 5656

Tel Fr : 0033 6 42 50 07 19 (from mid-december)

Mail : mikael.brosset@gmail.com

Site : www.mikael-brosset.com

QUALIFICATIONS

MAYA, XSI & 3DSMax generalist
ZBrush, Bodypaint, UVLayout, Renderman,
Matchmover, 3DEqualizer, PFTrack, Boujou
After Effects, Premiere, Photoshop, InDesign,
basics of HOUDINI, MEL script and SHAKE
StoryBoarding

WORK EXPERIENCE

- **PEANUT FX**
2009
Freelance Matchmover on a Renault commercial (Publicis)
- **DOUBLE NEGATIVE VISUAL EFFECTS**
2008 - 2009 (present)

INCEPTION

Environment Modelling & Texturing
Layout on a city in 3D

THE SORCERER APPRENTICE

Texturing, Modelling & Shading (Look-Dev) of various objects and environments on the sequences of the Magic Mops

IRON MAN 2

Camera Tracking, Environment Stigs

THE GREEN ZONE

Camera Tracking on various action sequences for the movie

PRINCE OF PERSIA : Sands of Time

BodyTracking, Animation, Matchmoving and layout on the Time Lock sequences

THE WOLFMAN

Proxys and buildings Modelling, Layout of environment items.
Camera Tracking & Bodytracking of the main actors.
Lighting and Rendering for the matchmove.

HARRY POTTER and the Half Blood Prince

Proxys and environments Modelling.
Lead Tracking on one sequence of the movie (Umbreakable Vow)
Camera Tracking on various shots and Body Tracking on the actors and Magic Wands.

HELLBOY 2

Proxys Modelling and Layout for the matchmove.
Camera Tracking & Body Tracking on various shots.
Lighting and rendering of buildings for the matchmove.

FRANKLYN

Camera Tracking & Body Tracking on various sequences. Proxy Modelling.

- **ELYPSIS - TBM STUDIO**
2006 - 2007
Freelance Generalist 2D - 3D
CG lead (XSI) on various commercials and corporate movies.
Preproduction and Storyboard Artist for those projects.
VFX Assistant on set of the commercials.
- **LA CITE DE LA CREATION**
2005
Painter Artist of giant "trompe-l'oeil" frescos on public buildings in Lyon (France)

STUDIES

- **SUPINFOCOM**
2005 - 2007
Crew Supervisor and Director of the CG short "Quand Revient La Mousson" (Monsoon) nominated at Siggraph 2008
3D Generalist (3DSMax): mainly Layout, Modélisation, Rigging, Animation, Rendering, Compositing
Preproduction : StoryBoard & Scenario
- **ECOLE EMILE COHL**
2002 - 2005
Option Storyboarding, Animation