

Cédric Launay

CG artist

180, Switchmen St - V6A 0C7 BC Vancouver

Phone : +33(0) 681 82 58 73

Mail : cedric.launay.cg@gmail.com

Website : cedriclaunay.com

Specialties

- Lookdev / Lighting / Compositing
- Rendering : Renderman (Reyes and Raytrace), Arnold, 3Delight, ...
- R&D : RSL, OSL, C/C++, Python/PyQt/Pyside, TCL, MEL, ...
- Stereoscopy

Skills

- Grading (coloring, finishing,...) : SGO Mistika, ...
- Pipeline TD
- Fx

Professional experience

Senior Loodev/Lighting at Double Negative

July 2015 – February 2016 (8 month) Vancouver, Canada

I was in charge of creature lookDev, key lighting and technical support for rendering and pipeline.

- The Huntsman Winter's War

Lighting/Rendering R&D at Image Engine

November 2014 – May 2015 (7 month) Vancouver, Canada

I was mainly in charge of shading writing and software development and also some lookDev

- Chappie
- San Andreas
- Jurassic World
- Point Break
- Game of Thrones : season 5

Render trainer at GOBELINS, l'école de l'image

September 2014 – October 2014 (2 week) Paris, France

That was a training on rendering : lookDev, lighting and compositing.

Lead Sequence - Renderman TD - Stereoscopic artist at TeamTo

December 2012 – September 2014 (1 year 10 months) Paris, France

I was in charge of technical and artistic decisions on rendering and stereoscopy for movies and TV shows.

- Movie : «Gus» (shading, rendering, lighting, compositing, stereoscopy / Slim and RSL, Renderman, Maya, Nuke)
- Serie : «Pyjamasques» (compositing / Fusion)

Render TD - Compositor at Supamonks

November 2012 – November 2012 (1 week) Paris, France

Short mission on advertising.

- Commercial : «Quick Family» (shading, rendering, compositing / Maya, Vray, Nuke)

Professional experience

CG Supervisor at Digitaline

june 2012 – september 2012 (4 months) Paris, France

I took some technical and artistic decisions in the different kinds of projects (advertising and short-movie). In addition I lead teams.

- Commercial : «Ikea» (supervisor, layout, lighting , compositing / Maya, Maxwell, Nuke)
- Web-movie : «Bureaux Vallée» (director, supervisor, shading, lighting, render TD, compositing / Maya, Slim, Renderman, Nuke)
- Print : «Hermès» (supervisor, pipeline TD / Maya)
- Print : «Bureau Vallée» (lighting, render TD, compositing / Maya, Renderman, Nuke)

CG artist at Digitaline

march 2011 – june 2012 (1year 4 months) Paris, France

- Music video : «ellesonparis» (concept 3D, pipeline TD / Maya, Renderman, Nuke)
- Commercial : «Bureaux Vallée» (shading, render TD, lead lighting-compositing, pipeline TD, lead stereoscopy / Maya, Renderman, Slim, Nuke)
- Commercial : «Oreo» (lighting,rendering, compositing / Maya, Renderman, Nuke)
- Print : «Hermès» (render TD, pipeline TD / Maya, Maxwell)
- Commercial : «Martin Margiela» (keying, compositing, grading / SGO Mistika)
- Commercial : «Peugeot» (layout, rendering, keying, rotoscoping, compositing / Maya, Maxwell, After Effect)
- Commercial : «Siemens» (layout, modelling, texturing, shading, animation, lighting, rendering, compositing / 3Dsmax, Final Render, After Effect)
- Commercial : «Faurecia» (shading, lighting, render TD, compositing, motion design / 3Dsmax, Mental Ray, Fusion, After Effect)
- Commercial : «SFR» (motion design/After Effect)
- Commercial : «Alpha Contact» (motion design/After Effect)

CG artist at Ausonius CNRS

march 2010 – june 2010 (4 months) Bordeaux , France

Archaeological reconstitution in CG : 3D generalist / 3Ds Max, Mental Ray

Training

ESTEI

september 2007 – september 2012 (5 years) Bordeaux , France

Master Degree in computer graphics (5 years)

European Diploma of Higher Studies in Computer Graphics and Multimedia (3 years)

High school diploma : Engineering Sciences

Languages

French : native language

English : full professional proficiency

Spanish : school