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RESUME 2009

Objective

An environment artist position in a major company that I can do concept design, modeling, texturing-cameramapping, matte painting and compositing of an entire environment for a feature film (live or animation), and to work in a team in which we can share our techniques to create amazing and imaginative images.

Qualifications

- Worked in the industry of digital effect for feature films for about over than a year and a half
- Able to create photo realistic or stylized matte painting from photo source, digital paint or 3D generated.
- Able to create high definition environment modeling, using hardsurface or organic technique, using Maya, Z-brush, Mudbox.
- Experienced with Mental Ray renderer engine and its shader creation pipeline.
- Little experience with RenderMan renderer engine and its shader creation pipeline.
- Able to work in 2D-3D compositing software.
- Able to create a complex mechanic rigg on Maya.(basis of script)

Softwares

- Maya, *modeling, texturing, rigging, layout, lighting, shading, rendering*
- Photoshop, *texturing, mattepainting, sketch-concept painting*
- Z-brush
- Mudbox
- Nuke, *complex compositing, 3d compositing*
- Fusion, *complex compositing, 3d compositing*

Related Work Experience

Mirkos Image PARIS	2008-3 month	Matte Painter 2D-3D. I worked on several shots for feature film “Faubourg 36” by Christophe Barratier, under the supervision of “Tchook”, a senior matte-painter. -I completely finalized 4 shot by restoring the plate, layout the elements and paint the final matte painting using mix of photos and digital painting. I also pre-composite the shots in 3d into Nuke. -I work on the final establishing shot, making several buildings and streets.
Mac Guff PARIS	2008-3 month	CG Artist. I worked on a L'Oréal commercial. I've done a live-action head tracking, matchmove an zbrush older-alterate modeling of the same head and animate the transition blendshape.

Buf Compagnie PARIS	2008- present	<p>Environment Artist. I created several background for Arthur and The Invisibles 2 using in-house software. I fully modeled, textured and pre-rendered a digital background for 2 sequences.</p> <p>Environment Artist-Concept Artist. I fully created (concept design and script based pre-modeling, and final layout modeling) a complex interior of a bee-hive environment for Arthur and the Invisibles 3, The set is the main background used in 4 sequences.</p> <p>Concept Artist. I designed several “evil” faces of the main villain of Arthur and The Invisibles: “Malthazar”.</p> <p>Concept Artist. I designed the final model-sheet of a prehistoric creature for an untitled feature project.</p>
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Worked on the following features

- Faubourg 36 (Christophe Barratier,2008) – Matte Painter 2d-3d
- Arthur And The Invisibles 2 (Luc Besson,2009) – Environment Artist
- Arthur And The Invisibles 3 (Luc Besson,2010) – Environment Artist – Concept Designer
- Enter The Void (Gaspar Noé,2009) – Roto and Restore Artist
- Luc Besson Untitled Project – Concept Designer

Education

2004-2007 Artx school – Montpellier FRANCE
 Formed for Animation, FX, Matte Painting, Modeling, Tracking, Setup ...

Interests

-Sketching (traditionnal and digital), music, photo, hiking, cinema and video-games.