

GEOFFROI RIDEL

MATTE PAINTER
CONCEPT-ARTIST
COMPOSITOR

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28/04/86
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TRAINING

2008-09 - **LISAA Studio** Lead Visual -----(LISAA)
2005-08 - **Graduate cycle in 2D animation** (Graduation team work in Siggraph 2009)-----(LISAA)
2004-05 - **DEUG Arts & letters PARIS VII**, option “**cinéma audiovisuel**”----- (Université Paris VII - Jussieu)
2001-04 - **Baccalaureat of Applied-Arts** -----(ESAIG - Ecole Estienne)

EXPERIENCES

Animation & VFX

- **Renderer & Compositor** on the animated serie “*Léon, erreur de la savane*” *Studio Hari* (2009)
- **Concept-artist** for “*le Livre Bleu*” long feature directed by Christophe Lioud (the March of the Penguins’s producer) *Nobrain* (2008)
- **Matte-painter** for McCain’s advertising, shot in Ukrain *Coda* (2008)
- **Concept-artist** on McCain advertising *Sabotage* (2008)
- Short film production “Mon(s)tre”, **matte painting** and **compositing**. Nominated at **Siggraph 2009**
- Short film production “Ante-Mortem”, **matte painting** and **compositing**.
- **Matte-painter** and **compositor** on a short animated movie bringing together the students of 6 animation schools within the association *11 moulins*: Lisaa, Supinfocom, Gobelins, l’ESAAT, l’ENSAD (Strasbourg), and ATI. (2007)

Cinema & Live action shooting

- Lighting electrician and grip for the short feature during the ‘fiction 16” at *la Femis* “*bouge pas*”(2010)
- Director of photography, and key grip for two student short features - Paris VII (2005)
- Cameraman on several plays (theatre) Paris VII (2005)
- Lighting electrician for the short “*La mataora*” Paris VII (2005)
- **Practical approach** of live action shooting within several different work areas (Lighting electrician, grip, cameraman, perchman, video assistant and editing) for several student short features (2004)

Independant artist

- **Graphic** and **color artist** for a graphic novel (*in production*)
- **Aquatint etching** as independant artist (2004-2006)
- Oil on canvas

SKILLS

French & English speaking

Matte-painting Concept art,

Environnement & Ambient design

3D & 2D **Compositing**

Color Grading

Camera-mapping

Z-brush modeling

Good skills in 2D & 3D animation

Photography

Traditional medias

Oil on canvas, watercolor, Acrylic,

Sculpture & modeling

(wax/ plastiline)

Acting practice

2D: **Photoshop** - Painter-
Artrage - TV paint animation.

3D: **3d studio max** - maya
Sculpture 3D: Zbrush

Compositing: **After-Effect** -
Combustion - **Fusion** - Nuke

Others: Première - Final cut