

Damien Dell'omodarme

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Née le 28/05/1982 - 30 ans

<https://sites.google.com/site/dellowebsite/>

CG ARTIST

FEATURES FILMS

- **LIFE OF PI** : august 2012, at Buf compagnie (director: Ang Lee)
task : realistic animal modeling
skill : modeling, texturing
- **ODD THOMAS** : from january to april 2012, at Buf compagnie (director: Stephen Sommers)
post : sequence supervisor
task : vortex opening effect with tentacles propagation, character integration
skill : SFX, VFX, particles scripting, compositing, lighting, modeling, texturing, layout
- **SUR LA PISTE DU MARSUPILAMI** : from june to december 2011, at Buf compagnie (director Alain Chabat)
task : set extension, aging morphing effect, CG character integration (on plate), rigging
Skill : SFX, VFX, composition, lighting, modeling, texturing, rigging, tracking, removals
- **THOR** : from february to june 2011, at Buf compagnie (director Kenneth Branagh)
task : full CG environment creation (layout to final sequence), character integration
skill : SFX, VFX, compositing, lighting, modeling, texturing, layout, removals
- **ADELE BLANC-SEC** : from december 2009 to june 2010, at Buf compagnie (director Luc Besson)
post : lead lighting, lead compositor
task : mummies integration in "Le Louvre"
skill : compositing, lighting, texturing, removals
- **ARTHUR 2** : from september 2008 to January 2009, at Buf compagnie (director Luc Besson)
task : props modeling, addition of CG ropes encircling Arthur, ant crowd (script and integration)
skill : modeling, texturing, SFX, VFX, compositing, tracking, removals, script
- **CITY OF EMBER** : from june to august 2008, at Buf compagnie (director Gil Kenan)
task : crowd and props modeling
skill : modeling, texturing
- **SPEED RACER** : from december 2007 to may 2008, at Buf compagnie (director Andy Wachowski & Lana Wachowski)
task : vehicles design, modeling, mapping, rigging
skill : modeling, texturing, rigging, automation script

SHORTS FILMS

- **Welcome to hoxford** : april 2011, at Cube Creative Company (directors Julien Mokrani & Samuel Bodin)
task : full CG desert environment creation, layout to final sequence
skill : layout, lighting, compositing, modeling, texturing, tracking, removals

- **ARTHUR , l'aventure 4D** : from January 2009 to december 2009, at Buf compagnie (director Luc Besson)

post : layout assistant, sequence supervisor

task : layout to final product, stereoscopy adjustment

skill : stereoscopy pipeline, layout, modeling, texturing, SFX, compositing, lighting, animation,...

COMMERCIALS

from june 2010 to february 2011, at Buf compagnie

- **NINA RICCI (video clip)** :

task : energy ball integration

- **BOUYGUES telecom** : supervisor Christophe Dupuis, director Baker Smith

task : full CG environment creation and live crowd integration (in stereoscopy)

- **AREVA, l'épopée de l'énergie** : supervisor Laurent Panissier, director Ludovic Houplain

post : sequence supervisor

task : layout to final product, look development

February 2007

- **REALISTIC RENDERING** for Eurocopter (main helicopter manufacturer)

EDUCATION

| | |
|----------------------|---|
| Sep 2012 : | [GOBELINS] Professional upgrade on Maya |
| 2003 – 2007 : | [SUPINFOCOM] degree of digital film director |
| 2001 – 2003 : | [IUT informatique] Toulouse Paul Sabatier |
| 2001 : | [French Baccalauréat] diploma with advanced Science (with mathematical specialty) |

SOFTWARES SKILLS

[3D]

3dsmax
Maya
ZBrush

[RENDERING]

Mental Ray
Vray

[COMPOSITING]

After Effects
Nuke

[VFX]

Boujou

[SCRIPT]

Java
Action Script

[2D]

Photoshop
Illustrator
In Design

[VIDEO]

Premiere

[SYSTEM]

Windows
Linux

LANGUAGE

French : first language

English : proficient

MISCELLANEOUS

- glider pilot license.
- hobbies: guitar, nude drawing, illustration (la-couleur-dello.blogspot.fr/)
- sport: bodybuilding, jogging, dance.