

MAXIME FORVEILLE

3D ARTIST

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Skills in 3D :

- **Modeling:** Knowledge of various technics of polygonal modeling. Good knowledge about the rules of topology for real-time and animation: quads, edgeflows, points tensions ...
- **Sculpting:** Knowledge of various technics for digital sculpting (organic, hard-surface), knowledge of constraints (topology...) and ability to resolve them. Using all the tools at our disposal: brushes, alphas, subdivison levels, layers ...
- **Texturing:** Texturing 2D with painting softwares like Photoshop, polypainting, textures baking ex: normalmaps, displacementmaps, lightmaps...
- **Rigging:** Creation of system and bones setup, creation and use of slider as controllers, spinner. Addition of motion controller and interface implementation using morphers.
- **Animation:** Animation keyframe, management of curves, blocking, polishing...
- **Dynamic:** Use of tools for the dynamic simulation, such as the simulation of tissue, fluid or other particle-based system ...

Professional Experiences 1/2 :

2014	<p>Generalist 3D artist at Binyan Studio. This company is specialized in ArchViz and is located in Sydney, Australia.</p> <p>To support the graphist's team in the company BinyanStudio I was called in reinforcements. So I have worked on various architectural projects of high importance. My main role was to make the modeling and texturing of the interior and exterior equipments. Also I had to prepare different scenes for animations. So I set the Vray renderer parameters and I prepared characters' settings with walk cycles.</p>
2014	<p>Making of a training for ZBrush learning, this training is sold and available only by VOD (online). Work asked by CGLtrainer school.</p> <p>After specializing myself to ZBrush software via several training of professionnall level, the online school CGLtrainer.com asked me to conduct training for their future VOD system training. This course is as much for beginners who have never done 3D as for those of intermediate level who would like perfect technically about this software. This training will be available for sale soon.</p>

Software :



and also: Xnormal, topogun, VegasPro / Plug-in: Rayfire, FumeFX...

Professional Experiences 2/2 :

2013	<p>Modeller and texturer for LBdesign company (Paris), for an ArchViz project.</p> <p>I worked like a freelance artist for one short project in ArchViz. My work consisted to create a realistic modeling and texturing for several items.</p>
2013	<p>Compositor Nuke for a student movie broadcast at the BIFFF (Brussels International Fantastic Film Festival)</p> <p>With a team of 11 graphists we had realized the VFX for a Belgium student movie. We had worked on 36 plans and I personally worked on 11 of this plans. After participating in the filming of scenes like leader VFX I had to compositing plans in the Nuke software. Our main work was to replace the green background by a natural settings, knowing that the scene took place on the sea and an exotic island with strange plant.</p> <p>The largest by labor was therefore to remove the green background and use rotoscoping technics to adjust the settings and remove the marker we used for scenes requiring tracking.</p>
2013	<p>Compositor Nuke for an advertised: Project APPTAG</p> <p>With a team of 5 graphists we had realized the VFX for an advertising for a new Iphone game. My main role was to create visual effects in post-production. So I incorporate 3D elements previously created and then add some effects such as laser shots, explosions and impacts of shots. The while keeping in mind the indications of customers who wanted to keep a simple look and unrealistic.</p> <p>So I used the software Nuke and I widely used rotoscoping technics.</p> <p>You can look this advertised in following this link: Apptag-advertised</p>
2012	<p>Trainee at ENOZONE, a french company specialized in 3D real-time. During my internship in ENOZONE I learned differents technics and differents principles necessary for achieving project in real-time.</p> <p>My work mainly consisted in modeling and texturing props and elements which were then integrated into the engine unity.</p>
2010-2011	<p>Freelance in the photomontage industry (photo retouching, restoration to old pictures...) .</p> <p>It's after to have worked 4 years at a photographer and learned Adobe photoshop and the rules of colorimetric than I decided to start my own activity.</p>

Education :

2012-2013:
3D Education via the CGltrainer School, in Belgium

2012:
3D Education online for 250Hours, certified Autodesk, via the CGltrainer School

Qualifications :

Several Autodesk Certificates (level advanced)

Professional certification in Adobe Photoshop

TAFE in Trade

Vocatinal School Certificate in Trade

