

Arthur Gatineau - Modeling / Texturing for games & films



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PERSONAL INFORMATIONS

Name: Arthur Gatineau
Date of birth : 21/05/95
Tel : +33 6 33 12 88 49
Email: arthur.gatineau@gmail.com
Citizenship: French
Residence: Lille, France

EXPERIENCE

09. 2015 – Present

FREELANCE
Freelance Character Artist

07. 2015 – 08. 2015

UNIT IMAGE
Modeler / Look Dev. Artist

Modeling and shading characters for AAA title cinematics.

03. 2015 – 04.2015

Fown : animated feature film by Michel Gibault
Texturing / Additional modeling

Texturing characters / additional modeling

01.2015 – 05.2015

Your 3d selfie
Generalist

Scan cleaning for 3d printing.

06.2014 – 08.2014

Les films du cartel
Jr. Generalist

Rotoscoping
Matchmove
CG Integration (modeling / texturing / lighting)

EDUCATION

- 09.2013 – 06.2015** **3axes Institut**
Computer graphics
- 09.2010 – 06.2013** **Lycée saint paul Lille**
Pre-university college

LANGUAGES

English : Professional

French : Native

Spanish : Beginner

SKILLS

- Modeling and texturing for films and games.
- Ability to create believable textures and complex shading networks with Vray and Arnold as well as next gen texture maps.
- Ability to create a full production asset from an existing concept.
- Strong understanding of polycount and uv layout optimisation for realtime applications.
- Knowledge in character rigging / skinning.
- Ability to troubleshoot and deal with competing tasks and priorities.
- Able to work with minimal input.

RECOMMENDATIONS

Duc-Duy Nguyen (Character Artist at Unit Image):

“ My experience at Unit Image with Arthur was greatfull. He impressed me by his efficiency and his great knowledge of his job. He is easily adapting himself in different situations of a production and knows how to optimize the workflow. I am looking forward to work with him again in the future. “

Stéphane Paccolat (Lighting Artist at Axis):

“ I had the pleasure of working with Arthur at Unit Image in Paris. He has a very profesionnal attitude and is always eager to help and share his knowledge in order to improve the pipeline. I am looking forward to work with him again. “

Vincent Ménier (Character artist at Unit Image):

“ Arthur est un collègue agréable et travailleur. Il s'adapte facilement à un nouveau pipeline et n'hésite pas à apprendre des outils sur le tas afin de parvenir aux besoins de la production. Je le recommande chaudement et retravaillera avec lui avec plaisir. “
Arthur is a pleasant and hard-working coworker. He adapts himself easily to a new pipeline and does not hesitate to learn tools on the fly for the needs of the production. I recommend him and will work again with him with pleasure.

AWARDS AND PUBLICATIONS

Brazil Digital Mag - Issue #08 - April 2015

3DArtist Magazine - Issue #92 - March 2016

80.lv Interview - August 2016

3DWorld - Issue #214 - October 2016

3D Total Excellence Award x2