

Adrien Rollet – FX Artist

Personal Details

Adrien ROLLET
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Nationality : French

Professional Summary

I'm a french FX Artist in Australia for a year with 8 years 3D experience, 4 years professionally as FX Artist, Modeler, Lighter and Compositor. My primary focus is both as an FX TD handling a lot of Fire, Smoke and Water Simulations, Rigid Body Dynamics as well as a lot of destruction and creating natural phenomena. I'm very passionate about what I do. My strenghts are my determination, self learning, organisational skills, adaptability and team work skills. I'm self-taught and I learn new software and tools very quickly. Good understanding of the entire visual effects process.

Experiences

Unit Image, Paris, France

FX Artist – June 2014– July 2014

RnD - Houdini to 3DSMax Pipeline, large scale ocean and water simulations



Cube Creative, Paris, France

FX Artist on Cartier commercial – June 2014– July 2014

RnD - FX Pipeline, FumeFX Cloud Simulation, Particle System in 3DSmax, Snow print.



Unit Image, Paris, France

FX Artist on The Crew, Launch Trailer – April 2014 – May 2014

Sand, particles and dust simulation (FumeFX - Particle Flow - Vray)

Maxscript optimization workflow

Reviewed and gave feedback for teams work



Digital District, Paris, France

FX Artist on Diesel, Quicksilver, Gazpromneft commercial – Feb 2014

Smoke, mist and particles simulation (FumeFX - Particle Flow - Vray)

Large scale oil simulation (Naiad)



Cube Creative, Paris, France

FX Artist on McVities commercial – Dec 2013

Chocolate simulation (Realflow)



Cube Creative, Paris, France

FX Artist on Prince de Lu commercial – Sept 2013

Explosion (FumeFX)



Lyloo Films, Paris, France

FX Artist on M6, Hotpoint – Sept 2013

Water spray (Realflow)



CGITrainer, Lyon, France

VFX teacher - Mar 2012 – June 2014

Training of fluids simulation - Liquid and pyrotechnical effects. (FumeFX, Realflow)

Training of fragmentation, Rigid Body Dynamics and Particles. (Rayfire, ParticleFlow, Toolbox#2 and #3)

Training of Particles export and rendering. (Frost, Xmesh, Krakatoa)



Big Company, Lyon, France

FX Artist and 3D Generalist – June 2010 – Dec 2012

VFX (Fluids simulation, Rigid Body Dynamics, Reproduction of natural effects).
Lighting 3D sequences for commercials.
Compositing and Motion Design.
Modeling (Automotive, Architectural, Organics)
Texturing, UV.
Rigging, Skinning.

Softwares : 3DS Max and VFX plug in, V-ray, Nuke, After Effects



Dynamic View, Lyon, France

FX Artist and 3D Generalist – Internship – Feb 2009 – July 2009

Modeling, Animation, Rendering, Compositing, Motion Design.



Training & Certificates

CG Society Workshop

Destruction Dynamics (Allan Mckay) – August 2014 – October 2014

Fluids FX using Houdini (Spencer Luerdes) – April 2014 – May 2014

Advanced FumeFX (Allan Mckay) – Mar 2014 – April 2014

Introduction to FX using Houdini (Spencer Lueders) – Oct 2012 – Nov 2012

Bachelor Technical Artist 3D (University of Puy-en-Velay) 2010 - 2011

CGTrainer Autodesk - ATC : Essential & Advanced 3DS Max - Nuke 2009 - 2010

Two-year diploma, University of Technology in Communication Services and Networks (le Puy-en-Velay, France) 2007 - 2009
2D computer graphics – Photoshop, Illustrator, websites creation, HTML, CSS, PHP

One-year, University of Technology in Digital image processing (le Puy-en-Velay, France) 2006 - 2007
Mathematics, C++, Assembler, Database

High School Diploma (Electrotechnical Section) 2006

Programs

3D Software & plug-in :

3DS Max, FumeFX, Rayfire, ParticleFlow, Vray, Mentalray, Krakatoa.
Naiad, Houdini, Realfow, Maya (basic).

Compositing : Nuke, After Effects.

2D Software : Photoshop, Illustrator.

OS : Windows, Linux

Languages

English : correct, working knowledge of English

French : Mother tongue.

Interests

Photography, Video, Cinema, Sport

References

Ruben Mayor - Senior FX TD at Mr.X - Toronto : www.aespid.com / rmayor@aespid.com