

THOMAS MANSENCAL

Senior Computer Graphics Generalist

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Objective

I am genuinely passionate about computer graphics and have refined my skills with many years experience of character modeling, rendering, compositing and development. I particularly enjoy identifying and resolving problems wherever they arise in the production pipeline. I always look forward to the opportunity of being able to participate in exciting projects and improve my artistic and technical skills within a talented team and company.

Experience

Feature Films, Concept Art, Animation Short Movies & Series, Game Cinematics, Commercials, Software Development

Oct. 2014 – Present
Working Group

ACES – VFX ENABLEMENT WORKING GROUP

Project Participant – oscars.org

Discussions around the Academy Color Encoding System and its usage in the VFX industry.

Jun. 2014 – Present
Software

COLOUR

Lead Developer, Project Coordinator – colour-science.org

Creation of an open source Colour Science Python API.

Feb. 2014 – May. 2014
Jingles

FRANCE 3 IDENTS

Lead Creature Artist – *Cube Creative Company*

Hippopotamus modeling, texturing and lookdev. Flamingo modeling, texturing and lookdev. Sea-lion modeling and lookdev.

Dec. 2013 – Mar. 2014
Software

UNDISCLOSED DEVELOPMENT PROJECT

External Development Contractor – *The Moving Picture Company*

Development of under NDA Nuke tools for MPC pipeline.

Jan. 2013 – Oct. 2013
Feature Film

GODZILLA

Concept Artist, Lead Creature Modeling & Texture Artist – *The Moving Picture Company*

Godzilla concept model refinements, asset creation coordination, modeling, texturing and facial blendshapes. Muto facial modeling refinements, facial blendshapes and flexshapes.

- Sep. 2012 – Dec. 2012**
Feature Film
- MALEFICENT**
- Concept Artist, Creature Modeling & Texture Artist – *The Moving Picture Company***
- Faerie Dark Rider and Faerie Dark Boar concept models creation. Faerie Dark Troll texture concept creation. Faerie Dark Troll and Faerie Leaf modeling refinements. Faerie Leaf texturing.
- Aug. 2012**
Feature Film
- THE LONE RANGER**
- Asset Discipline Developer – *The Moving Picture Company***
- Development of various Maya tools to ingest ILM assets into MPC pipeline.
- Jul. 2012**
Feature Film
- 47 RONIN**
- Character Modeling Artist – *The Moving Picture Company***
- Keanu Reeves digidouble modeling.
- Jun. 2012**
Feature Film
- TOTAL RECALL**
- Lead Modeling & Texture Artist, Asset Department Developer – *The Moving Picture Company***
- Development of various Maya tools to ingest Double Negative assets into MPC pipeline.
- Feb. 2012 – May. 2012**
Trailer
- GODZILLA – COMICON TRAILER**
- Lead Creature Modeling & Texture Artist, Asset Department Developer – *The Moving Picture Company***
- Godzilla concept model refinements, modeling, sculpting and texturing. Muto high resolution sculpting. Vehicles and properties creation coordination. Development of various Maya tools to enhance assets management process.
- Oct. 2011 – Dec. 2011**
Feature Film
- DARK SHADOWS**
- Character Modeling Artist – *The Moving Picture Company***
- Eva Green digidouble pre-fracture body modeling.
- Jul. 2011 – Oct. 2011**
Feature Film
- PROMETHEUS**
- Asset Generalist Artist, Asset Department Developer – *The Moving Picture Company***
- Vickers Module modeling and texturing. Juggernaut displacement mapping. Development of various Mari, Maya and Photoshop tools to enhance the modeling and texturing processes.
- Jun. 2011**
Feature Film
- WRATH OF THE TITANS**
- Asset Department Developer – *The Moving Picture Company***
- Development of various Nuke tools to enhance the texturing process.

May 2011
Feature Film

JOHN CARTER OF MARS

Environment Modeling Artist – *The Moving Picture Company*

Throne Room environment hard surface modeling.

Mar. 2011 – Apr. 2011
Feature Film

HARRY POTTER AND THE DEATHLY HALLOWS: PART 2

Asset Generalist Artist, Asset Department Developer – *The Moving Picture Company*

Cracking Elder Wand modeling and blendshapes on multi-million polygons mesh. Development of various Maya tools to enhance the modeling process.

Sept. 2009 – Dec. 2010
Animation Feature Film

THE BOY WITH THE CUCKOO – CLOCK HEART

Character Modeling Supervisor, Department Developer – *Duran Duboi*

Modeling supervision of characters and crowd. Development of various Maya tools to enhance the modeling process.

Aug. 2009 – Aug. 2009
Illustration

MAUD FONTENOY

Concept Artist – *Nightshift*

Commercial illustration creation.

Jun. 2009 – Jul. 2009
Undisclosed Animation Short
Movie

THE BOY WITH THE CUCKOO – CLOCK HEART

Character Generalist Artist – *Duran Duboi*

Character modeling, texturing and lookdev. Lighting & rendering.

Jan. 2009 – May 2009
Animation Commercial

CANALSAT

Generalist Artist, Department Developer – *Nightshift*

Commercial illustrations. Matte painting. Lighting & rendering. Compositing. Development of various Nuke, Maya and Alfred tools to enhance the creation process.

Nov. 2008 – Dec. 2008
Feature Film

GAMER

Environment Generalist Artist – *Duran Duboi*

Environment modeling, texturing and lookdev. Lighting & rendering.

Jul. 2008 – Oct. 2008
Feature Film

UNDERWORLD 3

Set Enhancement Supervisor, Department Developer – *Duran Duboi*

Camera mapping & matte painting supervision. Environment modeling, texturing and lookdev. Lighting & rendering. Development of various Maya tools and Slim templates to enhance environment creation process.

May 2008 – Jun. 2008
Game Cinematic

ALIVE

Lead Character Texturing & Lookdev Artist, Department Developer – *Mikros Image*

Character texturing and lookdev. Continuation of “NE TE RETOURNE PAS” feature film tools development.

Dec. 2007 – Apr. 2008
Feature Film

NE TE RETOURNE PAS

Lead Character Texturing & Lookdev Artist, Department Developer – *Mikros Image*

Character texturing and lookdev. Development of various Maya tools to enhance asset management and lookdev process.

Jun. 2007 – Oct. 2007
Feature Film

ASTERIX AT THE OLYMPIC GAMES

Environment Generalist Artist – *Duran Duboi*

Environment modeling, camera mapping, texturing and lookdev. Lighting & rendering.

Feb. 2007 – May 2007
Deck of Cards Game

CORUNEA

Environment Generalist Artist, Department Developer – *Insight Games*

Environment modeling, texturing and lookdev. Lighting & rendering. Development of various Softimage tools to enhance environment creation process.

Dec. 2006 – Jan. 2007
Animation Short Movie

TINKERBELL

Lighting & Rendering Artist – *Attitude Studio*

Camera mapping. Lighting & rendering.

Oct. 2006 – Nov. 2006
Undisclosed Animation Short
Movie

ABA ET AFIYA

Matte Painting Artist, Lighting & Rendering Artist – *Attitude Studio*

Matte painting. Lighting & rendering.

Aug. 2006 – Sep. 2006
Undisclosed Animation Feature
Film

LES CYCLIONS

Character Modeling & Texturing Artist – *Attitude Studio*

Character modeling and texturing.

Jun. 2006 – Jul. 2006
Animation Serie

HIGH SPY

Character Modeling Artist – *Attitude Studio*

Character modeling.

<p>May 2006 Undisclosed Animation Short Movie</p>	<p>THE CHUBBCHUBBS</p> <p>Character Texturing & Lookdev Artist, Lighting & Rendering Artist, Compositing Artist – Attitude Studio</p> <p>Character texturing and lookdev. Lighting & rendering. Compositing.</p>
<p>Apr. 2006 Animation Commercial</p>	<p>RECYCLE</p> <p>Lighting & Rendering Artist – Mikros Image</p> <p>Lighting & rendering.</p>
<p>Mar. 2006 Illustration</p>	<p>SOCIETE GENERALE</p> <p>Concept Artist – Mikros Image</p> <p>Commercial illustration creation or enhancement.</p>
<p>Feb. 2006 Animation Commercial</p>	<p>AIDES</p> <p>Lighting & Rendering Artist, Department Developer – Mikros Image</p> <p>Lighting & rendering. Development of various Maya tools to improve the texturing and rendering process.</p>
<p>Jan. 2006 Commercial</p>	<p>BUICK</p> <p>Environment Generalist Artist – Mikros Image</p> <p>Environment modeling and texturing.</p>
<p>Nov. 2005 – Dec. 2005 Undisclosed Animation Short Movie</p>	<p>SEVEN DWARFS</p> <p>Matte Painting Artist, Compositing Artist – Attitude Studio</p> <p>Matte painting. Compositing.</p>
<p>Oct. 2005 Animation Serie</p>	<p>SKYLAND</p> <p>Compositing Artist – Attitude Studio</p> <p>Compositing on two first episodes.</p>
<p>Feb. 2005 – Sept. 2005 Game Cinematic</p>	<p>GETTING UP</p> <p>Character Generalist, Lighting & Rendering Artist – Attitude Studio</p> <p>Character modeling, texturing and lookdev. Lighting & rendering.</p>
<p>Jan. 2005 Animation Commercial</p>	<p>MR. BRICOLAGE</p> <p>Character Generalist Artist – Attitude Studio</p> <p>Character modeling, texturing and lookdev.</p>

Nov. 2004 – Dec. 2004
Game Cinematic

COLDFEAR

Character Generalist Artist, Lighting & Rendering Artist, Compositing Artist – Ubisoft

Character modeling, texturing and lookdev. Lighting & rendering. Compositing.

Oct. 2004
Illustration

FARCRY INSTINCTS, SETTLERS – HERITAGE OF KINGS, PRINCE OF PERSIA, URU – THE PATH OF THE SHELL

Concept Artist – Ubisoft

Commercial illustration and game cover creation or enhancement.

Sept. 2004
Game Cinematic

50 CENT

Environment Generalist Artist – Attitude Studio

Environment modeling, texturing and lookdev.

Jul. 2004 – Aug. 2004
Game Cinematic

DUNGEONS & DRAGONS

Property and Environment Generalist Artist, Matte Painting Artist – Attitude Studio

Property and environment modeling, texturing and lookdev. Matte painting and cyclo-matte painting.

Jul. 2003 – Aug. 2003
Illustration

FARCRY, PLAYBOY, BEYOND GOOD & EVIL

Concept Artist – Ubisoft

Commercial illustration and game cover creation or enhancement.

Education

2002 – 2003 E.S.M.A. | Computer Graphics Animation French School

2001 IT University Degree

2000 French Bachelor Degree

Skills

Softwares 3dcoat, 3dsmax, After Effects, Arnold, Chronosculpt, Combustion, Cyslice, Fusion, Image Modeler, Maya, Mental Ray, Modo, Mudbox, Nuke, Painter, Photoshop, Renderman, Softimage, VRay, Zbrush

Programming Languages Javascript, Maxscript, Melscript, Python, Qt, Softimage JScript, C/C++/C# and RSL basics.

Platforms Linux, Mac Os X, Windows

Languages French (Mother Tongue), English (Fluent)

Driving License B License

Interests Computer Graphics, Anatomy, Colour Science, Software Development

Bodyboarding, Fitness, Snowboarding

Photography, Science Fiction Movies & Books, Video Games