



# Vincent Bohnert

LOOK DEVELOPMENT  
LIGHTING  
COMPOSITING



## CONTACT



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## SOFTWARES

### 3D



Maya



ZBrush



Mudbox



Blender

### Texturing



Mari



Substance Painter



Photoshop

### Rendering



Renderman

### Compositing



Nuke

## ABOUT ME

Since my early childhood, Art has been part of my roots. Descendant of Alfred Marzoff, an Alsatian sculptor, my grandmother, a painter, taught me how to sharpen my **creativity**. Clay sculpting, study drawing, painting and crafting models are some experiments with several media to develop my **autonomy** and culture. I participated in few Drawing Contests which allowed me to meet professionals and to familiarize myself with this environment. After graduating from Architecture Engineering School at Strasbourg, my journey has landed in Lyon at **ESMA School** of 3D Animation and Visual Effects as a CG-Student. I spend my time learning about a wide variety of industry-standard softwares and workflows but also working in groups and **solving complex problems**. My love for CG animation lies in **Look Development**, **Lighting**, and **Compositing** where artistic and technical skills are keys in bringing stories to life.

## SUMMARY OF SKILLS

### LOOK DEVELOPMENT

- Create stylized or/and photoreal textures and materials following an artistic direction
- Interpret abstract ideas or concepts into the creation of an effective storytelling picture

### LIGHTING & COMPOSITING

- Research and Development of stylized or/and photoreal look using Nuke workflow to develop the look of environments, characters, sets and props
- Lighting with and understanding of contrast and light compositing, using a ray-tracing rendering software
- Compositing of render passes to create a visually compelling shot

## EXPERIENCE

### ENGINEERING AGENCY INTERNSHIP

June 2019 - July 2019

L'INDUSTRIELLE DU BÉTON, Brumath, FRANCE

- Assisted engineers in their projects by troubleshooting and helping to find solutions to problems
- Working on case resolutions, by programming tools to help the engineering team to lighten repetitive tasks
- Studied, dimensioned and drew plans and parts for factory production

### ARCHITECTURE AGENCY INTERNSHIP

June 2018 - July 2018

ARCHITECTURE AGENCY PATRICK SCHWEITZER & ASSOCIÉS, Strasbourg, FRANCE

- Discovering the architecture industry and architectural visualization
- Worksite supervision with architects and project development
- Outline draft researches for new projects
- Rendering visualization pictures by using Photoshop
- Graphic experiments of the agency (website presentation, logos, communication leaflet...)
- Written minutes of meetings with clients to get specifications

## EDUCATION

### ESMA School of 3D Animation - Lyon, FRANCE

4th year CG Animation and Visual Effects Training 2019-now

### Institut National des sciences appliquées - Strasbourg, FRANCE

Bachelor of Architecture Civil Engineering 2016-2019

### Heinrich Nessel High School - Haguenau, FRANCE

High School Diploma, Science Engineering major 2013-2015

## SKILLS

- Drawing and Painting
- French (Native)
- English (Toeic score 905/990)