

Arnaud Vercammen

~ senior Layout artist

RESUME

DIGIZETTA.NET

Personal data & Languages

Address: Le Mazer , 46270 Linac , France
Mobile: 00 33 676 604 215
e-mail : arnaud@digizetta.net
Online portfolio: www.digizetta.com
Nationality: Belgian and French
Date of birth: 18-05-1967
Place of birth: Lier (Antwerp), Belgium

Languages:

	Spoken	Written
French	Perfect	Perfect
Dutch	Perfect	Perfect
English	Good	Good
Spanish	Good	Good
Catalan	Very basic	Reading ok

Skills

Team worker, good communication skills, sociable, tenacious, well ordered and meticulous. Keen on detail. Eager to learn everyday.

Latest activities and Professional experiences.

NOV 2023: **On Set real-time VFX previz** Training using **Unreal** and HalideFX cam tracking with [«Les Tontons Truqueurs»](#) at France Televisions Studios, Montpellier.

MAY – SEPT 2023: Concept , **Modeling** and **rendering** for a public sculpture [«Le chant des glyphes»](#).

NOV 2021 – March 2022: **Layout artist** on [«Richard The Stork 2»](#) movie at [Walking the dog](#) Brussels.

OCT 2020 – SEPT 2021: **Layout artist** on [LE CREPUSCULE](#) a shortfilm by [Laura Vandewynckel](#) produced by [Walking the dog](#) , Bruxelles.

FEBRUARY – APRIL 2019: **Layout Trainer and Supervisor** on [«Les Blagues de Toto»](#) series for [Superprod](#) animation, France: Initial Team creation and training on start-up.

APRIL – DEC 2018: **Layout Supervisor** on [«Fox and Hare»](#) series (26x11') at [Doghouse films](#), Luxemburg and [Walking the dog](#) Studios, Brussels.

SEPT 2017 – MARCH 2018: **Layout Supervisor** on [«The Street Party»](#) (VejFesten) a Danish movie directed by [Anders Morgenthaler](#) produced at [Studio Souza](#) and [Squarefish](#), Brussels.

JULY 2015 – DEC 2016: [Walking the dog](#) Studio, Brussels.

AnimFixing, pipeline publishing and **Lighting/Shading** on [«Richard the Stork»](#), animation movie.

FX animation on [«Robbi, Tobbi und das Fliewatüüt»](#).

Creating preComps to check and fix shots on [«Another Day of Life»](#).

JAN – JUNE 2014: Supervising the **Animation Fixing** team at [Grid-vfx](#) in Belgium for [«Asterix le domaine des dieux»](#) animation feature produced with Mikros Image for M6 tv channel France.

NOV – DEC 2013: **Modeling, rigging** and **animating** the 3D elements, characters and **dynamics** for a **3DMapping** project called [«Holonpolis»](#) in Toulouse,France.

DEC 2012 – SEPT 2013: **Layout** and some **Animation** on a 3D animation **feature film** [«La Mécanique du Coeur»](#) for Europacorp at [Walking the dog](#) in Brussels,Belgium.

JAN 2012 - Ongoing: Development of an **animated TV Series** called "The Vamperrins". (in project)

SEP 2010 – JULY 2011: **Layout** for Marvel's [«Iron Man, armoured adventures»](#) season 2 television series at Onyx Lux in Luxembourg.

AUG - NOV 2009: **Previsualisation artist** for the 3D animatic of a feature film called "[EVA](#)" produced by [Escandalo Films](#) in Spain.

JAN - JUNE 2009: **Graduated** at [Animation Mentor](#) school of online courses for Advanced Studies in Character Animation.

JULY - NOVEMBER 2008 : **Animator** on a medium-length family film called « La Petite Planète » (french) produced by [Planetarium-Montpellier](#).

SEPT 2006- MAY 2008: Digital animation as a **freelancer**:
Produced a historical animation for a museum in Lugo for Stoa S.L. See www.digizetta.net for more info.

APRIL - JUNE 2006: **Animator** for [Storfisk SL](#) on a series of short animated movies for Disney Channel Spain.

JANUARY - MAY 2005: **Lion Toons** - Industrial design with Maya software in 3D: Modeling -Texturing-Lighting and Rendering of images created for the Mecalux catalogue.

JUNE 2003 - DECEMBER 2004: **Idea Factory World** - Web design: layout with Photoshop and coding with Html, CSS and JavaScript mainly on Dreamweaver. Video compression for online streaming on the web.

OCT 2001 - JUNE 2003: Student at **IDEP** Barcelona for director & technician in 3D images with Maya.

JUNE 2000 - MARCH 2001: **Clap productions** (Wahid Janati), Production Company for TV adds - Brussels, Belgium. Production assistant, including financial accountancy and productions follow-up.

APRIL - MAY 2000 : **TBWA**, advertising company: Brussels, Belgium. Assistant to the TV producer.

1987 - 1999: **Union Belgian Brokers**, Stockbrokers - Brussels, Belgium. On the floor trader (stocks).

Studies

2009: Graduated in Advanced Studies in Character Animation at Animation Mentor's online school.

2003-2001: director & technician in 3D with Maya in the I.D.E.P. school in Barcelona.

2003: HTML, JavaScript, ASP y Visual Basic at Universidad Publica de Catalunya in Barcelona.

Computer and software skills.

Shotgrid software production tools, RV viewer

Maya, Houdini, Mental Ray, Nuke, Modo

Photoshop, Premiere, After-effects, Illustrator

Coding: Html, CSS, JavaScript

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Further occupational formations.

Master class in animation : "Animating 3D characters" by Kyle Balda.

Seminar in animation: "Psychomechanics for animators." Given by Jeffrey Hintze.

Workshop: "Game Design Workshop" by Ernest W. Adams.

HTML (web) courses at the L.C.I. in Brussels.

Photoshop courses at the St-Louis institute Brussels.

Spanish language courses at the International Spanish School (Quito-Ecuador.)

Excel evening courses at the EPHEC- Brussels.

Hobbies.

Bird watching, science fiction, literature, motion graphics. Swimming, mountain bike, jogging, aikido, surfing and computer games.

Travels

France - Spain - Pakistan - Turkey - United States - Ireland - Canada - Senegal - Argentina - Chile - Venezuela Equator - Peru - Bolivia - Brazil - Hungary - India.