

MARIE-LOU LACOMBE

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MATTE PAINTER / GRAPHIC ARTIST

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/// PROFESSIONAL EXPERIENCE

Aug. 2021 - Today

Matte Painter - Digital Domain

Montreal (Canada)

Upcoming movies

Matte painting, camera projection, compositing

Dec. 2020 - Aug. 2021

Matte Painter - Key Artist - Mr. X

Montreal (Canada)

Upcoming movie

Concept, matte painting, camera projection, compositing

April 2019 - May 2020

Matte Painter - Mill Film

Montreal (Canada)

"Finch" Miguel Sapochnik

"Maleficent, Mistress of Evil" Joachim Rønning

Matte painting, camera projection, compositing

Feb. 2018 - March 2019

Matte Painter / Graphic artist - Freelance

Otago Productions, Paris (France) *"Millennium: Legacy"*

"Make Horror Great Again" "Initiales B.L."

Golem Plus, Marseille (France)

Golem Images, Marseille (France)

Bizaroid, Paris (France) *"700 requins dans la nuit"*

Mikros Animation, Paris (France) *Confidential*

Matte painting, texturing, camera mapping, compositing, editing

June 2017 - Jan. 2018

Matte Painter - Mikros Animation

Paris (France)

"Sherlock Gnomes" John Stevenson

Matte painting, texturing, camera mapping, set dress

Oct. 2012 - May 2017

Graphic artist - Freelance

Golem Images, Golem Plus and Depaule Images, Marseille (France)

Architectural visualization

200+ missions, project management, image and animation compositing

Sept. 2011 - Sept. 2012

Graphic artist intern, part-time - Golem Images

Marseille (France) / Architectural visualization

/// EDUCATION

July 2010 - July 2012

Master Degree in Architecture

École Nationale Supérieure d'Architecture de Marseille (France)

Sept. 2007 - July 2010

Bachelor Degree in Architecture

École Nationale Supérieure d'Architecture de Marseille (France)

Sept. 2004 - July 2007

High School Degree, scientific option with distinction

Lycée Thiers, Marseille (France)

/// PROFESSIONAL LEARNING

Apr. 2017 - May 2017

Continuous training Matte Painting, 2 weeks

Vidéo Design Formation, Paris (France)

Feb. 2017 - March 2017

Continuous training Nuke, 3 weeks

Vidéo Design Formation, Paris (France)

/// SOFTWARES

2D - Photoshop

Texturing - Mari

Compositing - Nuke, Fusion,

After Effects, Premiere Pro

3D - Maya, 3ds Max, Blender,

Cinema 4D, Katana

Rendering - V-Ray, Arnold,

Cycles

/// SKILLS

- Ability to realise **digital** as well as **manual** creations.

- Experience in **photoreal** and **CG integration**.

- Capacity to be **autonomous** in my tasks but also to work in **association** with a **multidisciplinary** team.

- Experience in project and team **management**, direct **relationship** with the **client**.

- **Artistic sensitivity**, sense of **composition** and **observation**, attention to **details**.

- Eager to take **initiatives** to meet new **challenges** and improve my **skills**.

/// LANGUAGES

FRENCH

Native language - TCF level C2

ENGLISH

Fluent - IELTS general 7,5 - CEFR Level C1

SPANISH

Basics

/// INTERESTS AND HOBBIES

Cinema, Literature, Exhibitions

Travels : New-Zealand, Canada (Quebec), Norway, Ireland, Germany, Spain, Portugal, Italy, Netherlands, France and Reunion Island

Secretary of the association "The H Project": itinerant research studio about the architectural heritage from the 20th century.

Drawing, Handcraft, Personnal creations