# Stanislas Hébette

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## Summary

3D Artist on Softimage|XSI and Maya.

I'm a good team member, and I'm not afraid taking my responsabilities and doing everything I can for the sucess of the project.

I have been working as a freelance on different ads and movies since 2004 for CGI studios in Belgium.

Everyday, I want to improve my skills and quality work by learning in good team on great projects.

#### Skills

Lighting shading with Mental Ray on Softimage|XSI and Maya Modeling on Softimage|XSI, Mudbox Digital Compositing on Digital Fusion, Nuke

## **Experience**

### **CGI Supervisor at Dentsu at Dentsu Brussels**

July 2010 – September 2011 Lighting/shading/Retouching/Modelling for all the Lexus Brochures and Bavaria brandbook.

## 3D artist Modeler at Littlboxes

August 2010 - August 2010

Modelling and skinning the famous Belgian character « Manneken Pis »

# 3D artist at Dragone on the show « The House of the Dancing Water »

April 2010 - July 2010

I had to make 3D environments, particules (clouds) and characters which will be seen on the new Franco Dragone's show: "The House of the Dancing Water" at Macao (China).

## 3D artist at Dentsu Brussels

February 2010 - April 2010

Modeling, lighting and shading the brand new Canon 550D for the website.

Here is the link:

http://www.canon.co.uk/For\_Home/Product\_Finder/Cameras/Digital\_SLR/EOS\_550D/tour.aspx

### 3D Artist for Lays' Chips at Victor Studio

February 2010

Modelling, rigging, lighting shading a chips pack

## 3D Artist at Digital Golem for « Happy Mouth » for MacDonalds'

December 2009 - February 2010

I had to do a singing mouths on Egyptian bellies.

I did the modelling, rigging, animation. I was helped for the rest because there were almost 30 shots for a 35 second clip. The comp was done at MPC london.

## 3D Artist for « KDO » at Dragone

Modeling-ligthing-shading a football Island modeling-texturing The entry of Forest National

## 3D Artist for « Holliday on Ice » at Dragone

August 2009 - October 2009

We had to create different sets and animations for the background when the artists were performing.

## Lighter/Shader on Lexus' cars at Dentsu Brussels

June 2009 - August 2009

Create realistic car for all the Lexus brochure

### teacher at Technocité

March 2009 - May 2009

Teaching Digital Fusion and also Softimage XSI at Technocité

### Lighter/Shader on Lexus' cars at Dentsu Brussels

March 2009 - April 2009

## 3D Artist at Ace Digital House

February 2009 - March 2009

Lighted-rendered-animate the blowing house in the movie "A Village Called Panic"

## Lighter/Shader on « Ne te Retourne pas » at Victor 3D studio

July 2008 - March 2009

I worked on the movie "Ne te Retourne pas" of Marina De Van with Monica Belluci and Sophie Marceau.

I did the lighting-shading on Maya for the mix of the faces of the 2 main characters. I also needed to take some responsabilities to be sure that we had a good communication between every team.

#### 3D Artist at Decathlon

2008 - 2009

Modeling, shading and lighting realistic prototypes

### 3d artist at Digital Golem

May 2007 - June 2008

I worked on different ads for Digital Golem with XSI and Fusion such as NBA playstation for the Mill LA, Airwicks, Herbal Essences, Danonino, etc

## 3d artist at Main Frame Facilities

January 2005 - April 2007

CGI artist. I had to create an ad from scratch to the final compositing

#### Education

## **Haute Ecole Albert Jacquard**

CGI Bachelor, Computer Graphism, 2000 - 2004

## 1 person has recommended Stanislas:

"I worked with Stan on the feature film "Ne-te-retournes pas" at Ace Digital in Brussels. He was a joy to work with.. not only is he a really easy going and approachable person, but his attention to detail both technical and creatively is really good and he is very good at problem solving lighting and shading issues in Maya. The project we worked on involved photo-realistic CG face replacement and the stuff we got from the set was not the best to work with, but Stan somehow made it work in a calm and structured way. I would definitely would work with him again!"

— **Hasraf Dulull**, *Compositing Supervisor*, *Ace Digital House*, managed Stanislas at Ace Digital House