

Adrien Lourdelle
Lead FX Technical Director

35 years

lourdelle@hotmail.com
<http://Adrien.3dvf.net>



Work Experiences

Secret Life Of Pets 2 (*Universal / Illumination Mac Guff – 2019*)
Lead Effects Technical Director

- Currently in production

How the Grinch Stole Christmas (*Universal / Illumination Mac Guff – 2018*)
Lead Effects Technical Director

- Currently in production

Despicable Me 3 (*Universal / Illumination Mac Guff – 2016*)
Lead Effects Technical Director

- LookDev FX, Fluid, water, particles, crowd system, dynamics, ...

Sing (*Universal / Illumination Mac Guff – 2015*)
Lead Effects Technical Director

- LookDev FX, Fluid, water, particles, crowd system, dynamics, ...

The Secret Life of Pets (*Universal / Illumination Mac Guff – 2015*)
Senior Effects Technical Director

- LookDev FX, particles, crowd system, dynamics, ...

Minions (*Universal / Illumination Mac Guff – 2013-2014*)
Senior Effects Technical Director

- LookDev FX, Vegetation, Crowd, water, particles, dynamics, ...

Despicable Me 2 (*Universal / Illumination Mac Guff – 2012*)
Senior Effects Technical Director

- LookDev FX, Fluid, water, particles, crowd system, dynamics, ...

The Lorax (*Universal / Mac Guff Ligne – 2010*)
Effects Technical Director

- LookDev FX, Fluid, water, particles, crowd system, dynamics, ...

Thor (*Disney-Marvel / BUF Compagnie – 2010*)
Effects Technical Director

- LookDev FX (Procedural Modeling, volumetric clouds)

The Sorcerer's Apprentice (*Disney / Double Negative – 2009*)

Effects Technical Director

- Dynamics (Liquids, Particles)

Prince Of Persia : The Sands of Time (*Disney / Double Negative – 2009*)

Effects Technical Director

- Dynamics (Fluids, Particles)

Angels and Demons (*Columbia Pictures / Double Negative – 2009*)

Effects Technical Director

- Dynamics (Fluids, Rigid and soft bodies, particles)

Arthur et la vengeance de Maltazard (*EuropaCorp / BUF Company – 2008*)

Digital Effects Artist

- Dynamics simulations (Fluids, Cloths, Rigid and soft bodies)
- Pipeline FX, 2d and 3d scripting for multiples effects
- Automatic crowd simulation scripting.

Babylone (*Milo Films / Self – 2008*) *Selected for the Short Film Corner, Cannes film festival - 2008*

Vfx supervision

- 3D elements, rain drops addition
- Matte painting incrustations and set extensions
- 2D Design & incrustations

Babylon. A.D. (*MNP, 20th Century Fox / BUF Company – 2008*)

Digital Effects Artist

- Matte painting incrustations and set extensions
- Tracking and Restore
- Props Modeling, Dynamics simulations : crowd, explosions

Ne Te Retourne Pas (*Entre Chien et Loup / KFX Lasimul – 2007*)

Pre-Visualization Technical Artist

- LookDev for Face Scanning

Asterix Aux Jeux Olympique (*La Petite Reine / KFX Lasimul – 2006*)

Pre-Visualization Technical Artist

- Modeling/Mapping for On set extension with 3D Real-time tool (KFX / Total Immersion)

Various TV Show (*KFX Lasimul – 2006*)

Pre-Visualization Technical Artist

- Software Development for 3D Real-Time Pre-Visualisation.

- Diploma of Fundamental Studies in Computer graphics (2006)
- Analyst Programmer (*Institut Informatique & Entreprise / Valenciennes – France, 2003*)

Software Skills

3D softwares	Maya, RealFlow, Houdini, Blender, 3dsMax, Xsi
2D / Video	Photoshop, Nuke, Shake, After Effect
Scripting	Mel, Python, Csh

Awards & Publications

1st Prize :	TDT3D RealTime Contest
Writing participation :	La 3D Libre avec Blender (Eyrolles Editions)
Interview 07/2010 :	Ecran Fantastique n°311