

# Fabrice GARULLI

Infographist

29 years old  
Nationality: French  
e-mail: fabrice\_garulli@hotmail.com  
Tel: +33(0) 6 63 46 28 92  
+33(0) 4 88 86 24 08  
43 Cours Franklin Roosevelt  
13005 Marseilles  
France

## SUMMARY OF QUALIFICATIONS

Responsible for modeling sets, props and characters as well as for lighting and compositing shots using SoftimageXSI/Mental Ray on full CG Animated films.

Extensive understanding of the dynamics of film making thanks to numerous experiences in different departments.

## PREVIOUS EMPLOYMENTS

August 2005 - February 2006

### **Berliner Film Compagnie (BFC) - Berlin, Germany**

**'Happily N'ever After'** Full CG Animated film

- Lighting Artist responsible for lighting shots (characters and sets) and creating lightsets (Maya/MentalRay)
- In charge of rendering shots with separated buffers (Occlusion, SubSurface, Shadows, Beauty ... ) on proprietary rendering software as well as of compositing with Shake software

March 2005 - April 2005

### **Kylotonn - Paris, France**

**'Bet on Soldier'** Video Game trailer

- In charge of characters setting (setup) and sets (sets elements positioning to build shots)
- In charge of motion capture integration of characters in sets
- Framing and camera movements
- Shots rendering and compositing (3dsMax/Combustion)
- In charge of coordinating and organizing the workload of the rendering team

February 2003 - December 2004

### **Action Synthèse - Marseilles, France**

**'The Magic Roundabout'** Full CG Animated Film

- Modeling artist on sets, props and animated shapes for characters (Softimage XSI)
- In charge of Lighting/rendering shots and compositing (Softimage XSI/Mental Ray)

August 2002 - September 2002

### **Digital Média Création (DMC) Geneva, Switzerland**

- In charge of creating the advertising film for the clock making firm "Langhe & Shone": **"Langematic"**  
Responsible for the creation of animation and camera movements  
Responsible for Lighting/rendering shots and compositing (3dsMax/Combustion)
- In charge of creating the advertising film for Biotech laboratory "Serono": **"A Hormone Journey"**  
Responsible for sets modeling  
Responsible for the creation of animation and camera movements  
Responsible for Lighting/rendering shots and compositing (3dsMax/Combustion)

March 2002 - April 2002

**Le Cybervillage - Paris, France**

- Modeling artist on the advertising film "**Pimousse 1**" (brand of candies), responsible for the set and other props

September 2001 - March 2002

**BUF compagnie - Paris, France**

- Preparation of FX blue screens on the film "**Le Raid**"
- Modeling artist on the short feature "**Yvon**" by Samuel Tourneux, characters modeling
- Torch lens flare compositing on live action movie "**Panic Room**"
- Morphing creating and FX compositing on "**Gatorade**" project

**SOFTWARE SKILLS**

**3dsMax - Softimage XSI - Maya**

**Combustion - Shake - Photoshop**

**MentalRay**

**Operating systems: Windows/Linux**

**QUALIFICATIONS**

1994 - 1995 Baccalaureat with concentration in sciences - Marseilles, France

1995 - 1996 University of Visual Art - Aix en Provence, France

1996 - 1997 Academic Art School Emile Cohl - Lyon, France

1997 - 2000 Supinfo.com: School of Higher Education Specialized in Computer Graphics (Short feature "

**Recycle Bein'** ") - Valenciennes, France