

HUGUES GIBOIRE

3D CHARACTER ARTIST

Creating lifelike 3D actors by pushing the boundaries of art and technology

hg.adversary@gmail.com

www.3dpeyote.com

mobile 519-851-8750

PROFILE

Critically acclaimed character artist with experience blending cutting-edge techniques with a striking visual experience. Bringing two decades of experience to projects around the world, this well-rounded innovator develops and delivers modeling, animation, textures and special effects in fast-paced environments.

PROFESSIONAL ACHIEVEMENTS

- BAFTA award nominee (2007) for Artistic Achievement in Video Games
- Technical Director in collaboration with Weta Digital for performance capture of facial animation
- Technical contributor to the development of leading animation and modeling softwares
- Original integrator of CG and programming for CCETT (Centre for the Study of Television broadcasting and Telecommunication)

RELEVANT PROFESSIONAL EXPERIENCE

Art Director 2004-2006
Ninja Theory, Cambridge, UK

Worked with the designer of Heavenly Sword to translate his ideas into a creative vision from both a visual and technical standpoint. Married the art of creating lifelike characters with the technology of producing 2D and 3D representations, both moving and still. Managed, directed, and scheduled a team of 50 artists.

Key activities included:

- environment art style tests creation
- character design, storyboards and environments concept art supervision
- character modelling, texturing and shading
- motion capture stage and actor direction
- design and prototype of runtime facial animation system
- rendering engine feature design
- runtime parametric particle engine design and prototyping
- particle, shading and lighting artist
- prototyping and partial implementation
- editing and compositing

TOOL KIT

Modeling/Animation

Maya
3DS Max
Softimage
Silo
UV Layout

Sculpting
Mudbox
ZBrush

Painting/Texturing

Photoshop
Painter
Substance Designer

Rendering

Keyshot
Octane Render
Mental Ray
Arnold

Turtle

Other

After Effects
Modo
Shake

Languages

English
French

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RELEVANT PROFESSIONAL EXPERIENCE *continued*

- team scheduling, management, and HR-associated duties
- tutoring and upgrading artists skill to latest technologies
- recruitment of working team

Senior 3D Artist

2006-2013

Digital Extremes, London, Canada

Recruited for facial animation for an unrealized project; redeployed as a senior character artist. Collaborated with the programming team to design in-game visual features. Participated in R&D processes along with assigned tasks when available.

Key activities included:

- design of over a hundred characters
- modeling of realistic and stylized human characters
- modeling of monsters and creatures ranging from organic to robotic (efficient in organic and hard surface modeling)
- modeling of props both realistic and fantastical
- classic and procedural texturing for both characters and environments
- rigging
- R&D for in-game special effects
- R&D for in-game facial animation pipeline
- Real-time shaders prototyping

3D Artist

1996-1999

Kalisto, Bordeaux, France

Recruited as a junior artist and used any and all assigned tasks to grow and develop skills in every aspect of game development. Over time, progressed in skills and capabilities and was promoted to Director of Cinematics.

Key Activities Included:

- Character modeling and texturing for PC and Playstation games
- Creation of pre-rendered cutscenes for various released games and prototypes
- Special effects and rotoscoping for prerendered cutscenes