

# STAUT Renaud / Shot Breakdown list

## As Character TD :

### **1) " Igor " Animated Feature Film ( Exodus ) 2008 ( Maya )**

Followed characters setup ( around 100 ) until the end of the animation step, doing maintenance, debug, improvements and post animation. ( Maya )

- Lead Character Setup
- Character modeling ( Igor / Scamper )
- Character body rigging ( Igor ) + Character facial rigging ( Bubble )
- Character rigging "Major Adaptation" ( IgorScientistA/B / IgorSchad / IgorSchadHawai / Igorette )
- Character rigging ( minor adaptation: color/texture and props adaptations ): SybilSealBoots / SchadKill / SchadTravel
- Character rigging ( HeadClerk / Fly / Mouse / Deer )
- Character skin weighting ( Teddy Evil )

### **2) " Jerry " Animation Test for Warner Video ( Warner ) 2005 ( Maya )**

- Character modeling / body rigging ( Jerry )

### **3) " Superbus " Video Clip + Tv Commercial ( Wanda ) 2006 ( Maya )**

- Character modeling / rigging ( Zgoony )

### **4) " Bedtime Stories " Pilot for Animated Feature Film ( 99% Animation ) 2006 ( Maya )**

- Character facial modeling
- Set modeling

### **5) " Mickey's Twice Upon A Christmas " Animated Film ( Disney Video ) 2004 ( Maya )**

In charge of rigging all the Elfmen and Elfwomen using existing rigging from Elfman4

- Character rigging and skin weighting: Elfman4
- Character modeling, rigging and skin weighting: ( major adaptation: using existing rigging from Elfman4 ): Elfman2 / Elfman3 / Elfwoman1 / Elfwoman2 / Elfwoman3
- Character rigging: ( minor adaptation: color/texture and props adaptations ): Elfman2 / Elfman3 / Elfwoman1 / Elfwoman2 / Elfwoman3
- Character modeling: Santa Claus's beard
- Props rigging: Max's scarf/suitcase and Mona's case

### **6) " Dragon Hunters " Pilot for Animated Feature Film ( Futurikon ) 2001 ( Maya )**

- Character body rigging ( Lian Chu )

## **7) " Spa " Tv Commercial ( Air ) 2002 ( Maya )**

- Character modeling / rigging
- Character animating ( shot 1 / 2 )

## **8) " Vanilla Pudding " Pilot for Tv Serie ( Wild Brain ) 2002 ( Maya )**

- Character supervisor
- Character facial modeling / rigging ( Vanilla and Simone )
- Set modeling / texturing ( train )

## **9) " Agathe " Pilot for Tv Serie ( 99% Animation ) 2005 ( Maya )**

- Character supervisor
- Character modeling / rigging / shading

## **10) " Le Cirque Bougie " Pilot for Animated Feature Film ( Sparx ) 2000 ( Maya )**

- Character supervisor
- Character modeling / rigging / shading / texturing ( Alex )
- Sets shading / texturing / lighting

## **11) " Drôle de Petit Poussin " Pilot ( Métal Hurlant ) 1998 ( Softimage )**

- Character modeling / rigging / texturing ( Jean Claude / Mr Raymond )
- Character rigging / animating ( monkeys )

## **12) " Mediavision " Theater Commercial ( Barejo Production ) 1998 ( Softimage )**

- Set modeling / shading / texturing / lighting
- Character rigging ( Jean Mineur )

## **13) " Bob and Scott " Tv Serie ( Protecra TF1 ) 1996 ( Softimage )**

- Set modeling / shading / texturing
- Characters rigging ( Bob / Scott / Zgoony )
- Layoutman 3D

## **As Character TD / CG artist :**

### **1) " Sylvie Parker... ParkerGarou and Sylvina " Tv Idents ( TF1 ) 2007-2006-2005-2003 ( Maya )**

From 2003 to 2007 I have been asked by TF1 ( French TV channel ) to design two characters and each of their adaptations ( Harry Potter, Halloween, Presidential elections, Detective novel, Christmas ). For all the projects, I was in charge of CGI supervision. ( Maya )

- Character supervisor
- Character design ( Sylvie / Sylvina / Parker / ParkerGarou )
- Character modeling / rigging / shading / lighting ( Parker / Sylvina / ParkerGarou )
- Character design new clothes ( Sylvie / Parker )

## **2) " To3 " Tv Identity ( France 3 ) 2002 ( Maya )**

I have been asked by Guillaume Ivernel to design one character for France 3 ( French TV channel ). I also managed the character setup for Linda. ( Maya )

- Lead Character Setup
- Character design ( Mitch )
- Character modeling / rigging ( Mitch )

## **3) " Basile la Taupe " Tv Identity ( TF1 ) 2002 ( Maya )**

I have been asked by TF1 ( French TV channel ) to design a mole for TV idents for the soccer World Cup ( Maya )

- Character design ( Basile )
- Character modeling / rigging / shading / texturing / lighting ( Basile )

## **4) " Lola la Vache " Tv Identity ( TF1 ) 1998 ( Softimage )**

I have been asked by TF1 ( French TV channel ) to design "a private detective cow" and its office for TV series. I was also Co-Director with Pascal Valdes. (14x1')

- Co-Director with Pascal Valdes
- Character design ( Lola )
- Character modeling / rigging / animating / shading / texturing / lighting ( Lola )
- Set design / modeling / shading / texturing / rendering

## **5) " Hubert et Chantal " Tv Serie in Development... 2004 ( Maya )**

Pascal Valdes and I decided to create a TV serie with Antoine Barraud ( scenarist ): I was in charge of the character design and Pascal the set and props design

- Co-Author ( Artistic ) with Pascal Valdes
- Character design / modeling

## **6) " Jean-Philippe Momptidoimadi " Tv Identity Test ( France 5 ) 2004**

I have been asked by Sparkling to design a character for TV idents test for France 5 ( French TV channel )

- Character design
- Set design

## **7) " Toby, Boby and Cindy " Tv Identity Test ( TF1 ) 2002**

I have been asked by Sparkling to design characters for TV idents test for TF1 ( French TV channel )

- Character design
- Sets design

## **8) " Once Upon A Time in The Cosmos " My Student Film 1995 ( 3ds2 )**

A "DIY" student film including the music and sound design !

- Character design
- Sets design