LISA VLAINE

Lighting, Compositing, & Visual Development

Having graduated from **Ecole des Nouvelles Images (ENSI) in 2023**, and being trained to the full process of a CGI production, I'm mostly interested in **compositing, lighting, and visual development**. Energetic, motivated and friendly, I would love to put my skills to use in your studio!

Experience

10/2024 - current

Multimedia Conselor, Oïkos Sociocultural center, Belfort

- Work with association members & instruct them in the use of new technologies
- Organize workshops on various multimedia topics

2013 - current

Freelance illustration commissions

- Illustration, 2D assets for streaming, pixel art animation, logo design.
- Marketing and communication with international private clients.

2023

'Le Grand Saut' - graduation film, CGI, team, ENSI

- Development of an art direction mixing 2D and 3D
- Character design & visual development, color script, matte painting including backgrounds
- Lookdev: procedural shading, lighting and compositing aiming at a stylized look, tool creation (Nuke gizmos)
- Retopology of the main characters, in close communication with the rigging department
- Lighting, rendering, compositing: Light rig and compositing tree to be used by the rest of the team

2022

'Misericorde' – student film, CGI, team, ENSI

- Art direction, color script, character design
- Character sculpt & retopology
- Lighting, compositing

Education

10/2018 - 06/2023
Ecole des Nouvelles Images (ENSI), Avignon, France

2017 - 2018
Preparatory class for Art schools, Belfort, France

2014 - 2017
Gustave Courbet High School, Belfort, France
Scientific section, Maths speciality. Graduated with honors in 2017

Contact

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Languages

French – native

English – fluent

German - basics

Competences

Visual development
Matte painting
3D modelling, sculpting
Lighting, Compositing
Texturing, Shading
Lookdev
2D animation

Creativity
Problem solving
Introspection
Enthusiasm
Good people skills

Softwares

Adobe suite
Clip Studio Paint
Zbrush, Maya
Blender (basics)
Substance painter/designer
Redshift, Guerilla render
Nuke
Da Vinci Resolve