

Franck MOREL

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3D Artist

16 Years of Experience

Skills

Polyvalent 3D Artist. Modeling, texture, animation, special effects and lighting of any type of environment or character, in high or in low poly. Real **internationnal experience** (5 years in London UK).

Good knowledge of **3D Studio Max 9**, **Photoshop CS2**, and previous versions.
Knowledge of **Maya**, **Flash** and **Dreamweaver**.
Junior on **ZBrush 3**.

Fluent English. Spanish notion.

Professional Experience

2004 - 2009 **Freelance Artist** (Chambéry, France)

Conception and realisation. 3D Animations, 3D and 2D Illustrations,
Web Sites, Flyers.

1999 - 2004 **Senior Artist at Argonaut Games** (Edgware, UK)



Catwoman, X-Box, Playstation 2, GameCube and PC (published by **EA Games**).

Interactive elements (modeling, texturing, animation). 3DSMax 5

Orchid, X-Box and Playstation 2 (not published).

I first start working on main characters (1000-3000 polys), then on special effects and interactive elements (modeling, texturing, animation).
3DSMax 4.2

Cash on Delivery, Playstation 2 (not published).

Environments and vehicules (modeling and texturing). Maya 3



Aladdin Nasira's Revenge, Playstation and PC (published by **Disney Interactive**).

I was working on characters (200-600 polys), and on several interactive elements (modeling, texturing et animation). 3DS Max 2.5



1995 - 1999 **Freelance Artist** (Lyon, France)

V-Rally 2, Playstation and PC for **Eden Studios** (published by **Infogrames**).

I worked on Italy's and Portugal's environments (modeling, texturing and lighting). 3DS Max 2



Mission Impossible, N64 (published by **Infogrames/Ocean**).

I worked on the environments and the characters (modeling et texturing).
Alias on Silicon Graphics

V-Rally, Playstation for **Eden Studios** (published by **Infogrames**).

I worked on Spain's environment, I also made cars (modeling et texturing). 3DStudio 4

Starshot, N64 (published by **Infogrames**).

Modeling of a level. 3DStudio 4

1993 - 1995 **Artist at Cryo Interactive** (Paris, France)



The second world, PC (published by **Canal+ Multimedia**).

Modeling and texturing of real-time faces (300-500 polys). 3DStudio 2

Commander Blood, PC (published by **Mindscape**).

I worked on the cinematics of the game, environments and characters (modeling, texturing, animation and video shootage). 3DStudio 2

Education

1993 Degree of computer graphic design at SUPINFOCOM. Valenciennes, France.

1992 POLYCREA School of graphic creation. Grenoble, France.

1991 Bac D. Equivalent 3 CGE A-Levels specialize in mathematics and biology.
France.

Personal informations

Single.

37 years old.

French nationality.

Hobbies: Squash, Badminton, Ski, Tennis, Drawing, Sculpture, Cooking.