

MATTHIEU FIORILLI

3D ARTIST & CHARACTER TD

Skills and Abilities

- Mastery of rigging and scripting
- Strong skill set in modeling, texturing and shading
- Ambitious, passionate, knowledgeable and forward thinking
- Approachable, team player

Experience

FSTRETCH FOR MAYA

Year: 2011

Developer

Handle the full creation from the ground up of an advanced rigging tool capable of producing the most high-end deformations based on innovatory technique.

EARTH: THE MAKING OF A PLANET

Client: National Geographic / Studio: Lumiere VFX / Year: 2010

Lead Rigger

Create a library of custom rig components capable of being re-used and skinned to multiple anatomically diverse creatures. Create rigging systems truly adaptable to animator's needs. Ensure the production schedule of the rigging department.

FRED LE CHAT

Client: Jean-Renaud Gauthier / Year: 2010

Freelance Character Rigger

Rigging for a highly cartoony character.

THE DAY OF THE TRIFFIDS

Client: BBC / Studio: Lumiere VFX / Year: 2009

Rigger

Responsible for the creature's head, neck, body leaves as well as several hero roots for more dynamic situations. Handled the show's digital doubles and assets. Toolset scripting, support and troubleshooting for the animation department. R&D for the rigging and some lighting.

WAKING THE BABY MAMMOTH

Client: National Geographic / Studio: Lumiere VFX / Year: 2009

Generalist & Rigger

In charge of doing complex rigging corrections: replace a rigged model with a new geometry with different proportions. Environment modeling and texturing.

CRUSOE

Client: NBC / Studio: Lumiere VFX / Year: 2008

Modeler / Texturer / Shader / Lighter

Responsible for the modeling, texturing and lighting of the primary treehouse environment. Created the models and the textures for several secondary props.

LOST CITY RAIDERS

Studio: Lumiere VFX / Year: 2008

Modeler / Layout

Environment and prop modeling.

Education

3D Animation / School: Cégep du Vieux Montreal / Year: 2005 – 2008

Fine Arts / School: Cégep du Vieux Montreal / Year: 2004 – 2005

Softwares

Maya, Photoshop, Mental ray, Mudbox, After effects, Zbrush, Mudbox, 3D-Coat.

Recommendations

“Matthieu is probably the best rigger I have ever had a chance to work with. He is very proactive and loves to be challenged. He likes to talk to animators and study all aspects of a production's needs and as such his rigs are always perfectly adapted to any project. I believe Matthieu is an essential asset to any production. Furthermore, Matthieu has a great knowledge of scripting.”

June 16, 2010 **Sebastien Lepine, Animation Supervisor**, Lumiere VFX Inc.

“In my experience, riggers fit into two groups: software operators and craftsmen. Those in the first group are typically experts in a single software package and indiscriminately apply the same rigging techniques, regardless of context. Those in the second group understand that the tools and the processes are simply a means to an end. They endeavour to create a rig that performs well in the context required, even if that means exploring new techniques or tools, or learning new skills.

Matthieu is definitely in the second group. Faced with the task of rigging over 50 prehistoric creatures of wildly differing anatomy, he created a library of reusable rig components. He's also one of the only riggers I've met who learned enough C++ to write his own plugin.”

September 2, 2010 **Mark Visser, Software Director**, Lumiere VFX Inc.