

BENOIT de LONGLEE

VFX / CG Supervisor

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About

I have been working in the Visual Effect and Animation industry since 2001 as VFX/CG Supervisor, Pipeline TD or Artist, for companies like Rodeo FX, Mac GUFF, MPC, DURAN, DUBOI, Mikros Image, Attitude Studio... Over the years I worked on more than 32 feature films and animation movies. I've been in charge to deliver more than 1300 shots and managed up to 100 people.

Experience

as VFX Supervisor

- **Valerian** : Mac GUFF, 2017
- **The Ordinary** : Mac GUFF, 2017
- **Warrior's Gate** : Mac GUFF, 2016
- **Le Fantome de Canterville** : Mac GUFF, 2016
- **Consultant for TV series**
- **More than 10 commercials**

as On Set Supervisor

- **Hit Parade** : Mac GUFF, 2017
- **Samba** : Digital District, 2014
- **Bande de Filles** : Def 2 Shoot, 2013
- **Venus in Fur** : Def 2 Shoot, 2013
- **The Day of the Falcon** : DURAN, 2011
- **Asterix 3** : DURAN, 2007
- **His Majesty Minor** : DURAN, 2007
- **several commercials**

as CG Supervisor

- **The House with a Clock in its Wall** : Rodeo FX, 2018
- **Chaos Walking** : (omit) Rodeo FX, 2018
- **Black Panther** : (omit) Rodeo FX, 2017
- **Asura** : Rodeo FX, 2017
- **Downsizing** : end of project, Rodeo FX, 2017
- **The Transporter Legacy** : Mac GUFF, 2015

- **Samba** : Digital District, 2014
- **Venus in Fur** : Def 2 Shoot, 2013
- **The Day of the Falcon** : DURAN, 2011
- **The Boy with the Cuckoo-clock Heart**, DURAN, 2009
- **His Majesty Minor** : DUBI, 2007
- **The Stone Council** : DUBOI, 2006
- **several commercials**

as Head of, Lead, Pipeline TD, Swiss army knife or Artist

- **Fast and Furious 8** : Senior Lighting TD, Rodeo FX, 2017
- **Django** : Pipeline technical director, Mac GUFF, 2016
- **Alibi** : Pipeline technical director, Mac GUFF, 2016
- **En Mai Fais ce qu'il te Plait**: Compositing Artist, Mac GUFF, 2015
- **Les Gorilles** : CG generalist - Comp Artist, Digital District, 2014
- **Lucy** : Generalist - FX Artist, Digital Factory, 2014
- **Supercondriaque** : Creature - Generalist - Comp, Def 2 Shoot, 2013
- **Asterix 4** : Pipeline TD / Lead Generalist, DURAN - Mac GUFF, 2011-2012
- **Lucky Luke** : Pipeline Technical Director, DURAN, 2009
- **Micmacs** : Senior Lighting TD, DURAN, 2009
- **Underworld 3** : Head of Lookdev & Lighting - scripting, DURAN, 2008
- **Narnia 2** : Senior Lighting TD, MPC, 2008
- **Asterix 3** : Lead Generalist - scripting, DUBOI, 2007
- **Renaissance** : Senior Lighting TD, Attitude-Studio, 2005
- **Danger on Akryls** : Senior Generalist / Compositing, Cube, 2004
- **Immortel (ad vitam)** : Generalist Artist, DURAN, 2002
- **More than 20 commercials**

Skills

- **VFX / CG Supervision**: including **On Set Supervision**, budget estimate, project scheduling & organisation, staff recruitment & management, pipeline TD, data monitoring.
- **A strong understanding of the whole VFX process**, from previz, shooting, plate ingest to final DI.
- Experience in **Feature Film, 3D animation** and **commercials**
- **High Level of proficiency** in : Surfacing / Look Development / Lighting / Compositing Personal interest in Environment, FX and Grading.
- Modeling, Procedural Modeling, UV, Texturing and Camera Mapping...
- **Scripting** : Python: Maya, Houdini, Nuke, Shotgun-Tank, OS Linux & Windows, PyQt, Mel, Shell Languages, Partial knowledge of RSL and TCL-Tk. Git.
I'm used to code for: Artists, Pipeline, Renderfarm, Asset/Datas Managers etc... for short or long term development.
- **Photography**, macro-photography, focus stacking, HDR..

Softwares

- 3D Tools: **Maya, Houdini**, ZBrush, MARI, Photoscan, RealityCapture, 3DEqualizer, DragonFrame, WorldMachine, Modo, Chronosculpt ...
- Render Engine : **Arnold, Mantra, VRay, Renderman** (mainly PRman, but several Compiants as well), MentalRay and some oters...
- 2D Tools: Mainly **Nuke**, AfterFX, **Photoshop**, Lightroom, **Autopano**, Davinci **Resolve**, Zerene Stacker...
- OS : Excellent computer skills with **Linux** & Windows

Education

- Two-year University Degree of Philosophy (DEUG) 1999-2001
Aix-Marseille University