

# Senior Character TD-Rigger (Maya) / trainer at 'Gobelins' school

## Former Industrial Design Engineer

Name : **Quentin AUGER**

Web : <http://quentin.auger.free.fr>

E-mail : [quentin.auger@free.fr](mailto:quentin.auger@free.fr)

Nationality : French

More personal infos: On demand...

### Summary - Notable Skills [15 years experience in CG : Training, Management, Development and Communication skills](#)

#### Experience

- > 10+ feature films in **USA, France and Germany** :  
"Rango" + "Transformers: Revenge of the Fallen" at ILM, San Francisco, USA.  
"Cinderella 3D", "Soulman", "Igor" (rig supervision), "Renaissance", "Immortal ad vitam", "The Stone Council", "The Last Legion" in Paris, France. "Happily N'ever After" in Berlin, Germany
- > 4 former years experience as an **Industrial Design Engineer** (3 of them in industrial CG)
- > **Maya Character Rigging specialist (MEL, Python)**, supervision experience. Also have a good knowledge of each part of a 3D animation pipeline (from modeling to animation to FX).
- > Experienced in working with **Windows, UNIX** (Linux, Sgi.. *cshell*) or **Apple** environments.

#### Communication & Teaching skills

- > Regularly **Teaching Character Rigging and Animation Technics with Maya** at "**Gobelins, école de l'image**" animation school - Paris, France. (2001-2011)
- > Several classes and a conference at "**Walt Disney Feature Animation France**" about 3D Character conception, Rigging and Animation - Montreuil, France (2002)
- > Former **Project Management Consultant and Trainer** until 1999 (see below...)
- > Mother tongue : **French**, fluent in **English** (4 American shows)

*I focus on finding the best combinations in Rigs and Animation Tools considering animators needs, character design, animation style and pipe-line constraints. I see team work as the understanding of everyone's point of view, from technical to artistic and interpersonal aspects to optimize tools and assets and make things faster, more flexible and easier.*

### Experience in CG [Maya character rigger and sup., animator and modeler. Mel and Python scripting.](#)

**Jan'11 - June'11**  
(6 months)

**DELACAVE – Paris – Character TD supervisor**  
for the 3D stereo animated feature "**Cinderella 3D**", director : Pascal Hérold  
> Supervision of the Character TD team: Development (riggin/animation/Cloth Sim. tools) and Lead.

**July'10 - Dec'10**  
(6 months)

**BLACK LIGHT MOVIES – Paris – Character TD supervisor**  
for the 3D stereo animated short "**Soulman**", director : Guillaume Ivernel (« Dragon Hunters »)  
> Development of Animation, Cloth Simulation and Character rigging tools + rigging of every characters.

**Sept'09 - Feb'10**  
(6 months)

**INDUSTRIAL LIGHT & MAGIC – San Francisco, CA – Creature TD**  
for the 1st ILM animated feature "**Rango**", director : Gore Verbinsky.  
> Characters rigging + cloth setup and simulations with in-house softwares and Maya  
> Small rigging tools development in MEL and Python

**Jan.– May 2009**  
(3+ months)

**INDUSTRIAL LIGHT & MAGIC – San Francisco, CA – Creature TD**  
for movie "**Transformers: Revenge of the Fallen**", dir.: Michael Bay. Prod.: DreamWorks/Paramount  
> Characters and vehicles rigs, animation fixes and enrichment + Maya Hair simulations + rigid simulations with in-house softwares (Zeno) on Optimus Prime, Starscream, Devastator...  
> Small rig & pipeline oriented tools development in MEL and Python

**End '06– end '08**  
(2 years)

**SPARX ANIMATION STUDIOS – Paris – Character TD/Rig/Skin Supervisor**  
for full CG feature film "**Igor**", director : Anthony Leondis. Production: Exodus/MGM  
> In charge of the Character Rig/Setup Department for a full CG cartoony film (around 110 characters)  
> Character modeling checking as well + continuously improving rig tools (MEL + Python) for other shows

**End of 2006**  
(3 months)

**BERLINER FILM COMPANIE – Berlin, Germany – Character TD/Rigger + Animator**  
for feature film "**Happily N'ever After**", new director : Yvette Kaplan. Production: Lions Gate  
> New characters rigging and modifications of some others + new props modeling and rigs.  
Animation of some new shots (acting - lipsync) and technical fixing/tweaking of some others.

**Summer 2006**  
(4 months)

**DUBOI – Boulogne (~Paris), France - Character TD/Rigger + Animator :**  
> For feature film "**The Stone Council**", director : Guillaume Nicloux. Production: UGC YM  
In charge of facial rig and animation of a realistic full CG bear.  
Participated to the design of the animation/rig and "muscles simulation" pipe-line for this company (Mel scripts and Linux environment management - *cshell*)

> For feature film **"The Last Legion"**, director : Doug Lefler. Production: De Laurentiis.  
In charge of Rig and Animation of CG a of couple of stuntmen.

**Early in 2006**  
(3 months)

**TEAMTO – Paris, France – Character TD/Rigger** for an aborted TV serie (« *Babar 3D* »)  
> In charge of skinning and rigging cartoon 3D characters (animals with clothes).  
+ I developed some tools (Mel) to enhance the skin/rig workflow.

**End of 2005**  
(4 months)

**BERLINER FILM COMPANIE – Berlin, Germany – Character TD + Rigs and Animation fixes**  
for feature film **"Happily N'ever After"**, director : P.J. Bolger,  
> Have improved and fixed rigs of lots of characters of the movie, and then was in charge of fixing animated shots (rigs and keyframe animations tweaks) and pipeline problems.

**2004**  
(10 months)

**ATTITUDE-STUDIO – St-Denis (~Paris), France – Mel scripts + Character-Props TD/ Rigger**  
for feature film **"Renaissance"**, director : C. Volckman. Production: Onyx Films  
> Principally developed Mel script libraries, rigging, skin weighting and file managing tools, plus problem/bug fixing during the preproduction process in the animation department.

**10/2001-2003**  
(2+ years)

**DURAN – Issy-les-Moulineaux (~Paris) for feature film "Immortal (ad vitam)", director : Enki Bilal.**  
**Character Rigger + Post-animation Problem Fixer + Facial Rig Supervisor + Animator :**  
> Mainly character rig-skin weighting (falcon) + shot by shot problems fixing (Mel scripts..)  
> Modeling supervision of facial shapes and R&D cooperation in facial rig development.  
> Keyframe and dynamic Animation (blown out vehicles, a few lipsync, etc.)

**08 / 2001**  
(one month)

**DURAN – Issy-les-Moulineaux, France – Character Modeler + Character TD + Animator :**  
on video-clip **"Number One"**, by *Playgroup* (Midi-Minuit Production).  
> HiRes polygonal modeling, rigging and keyframing a dancing "HiFi-transformer robot"...

**2000 - 2001**  
(one year)

**SPARX\* – Paris, France – Freelance 3D artist :**  
> Amongst others: full 3D teaser film **"Dragon Hunters"** (c)*Futurikon* : Modeling + Rigging/Skinning + Keyframe and Dynamics Animation (flocks) + Shading and Rendering.

## Professional Industrial Background

[Consulting . Project Management . Design .](#)

**1996 - 1998**  
(2+ years)

**3D Optical Simulation Engineer in St-GOBAIN GROUP - THOUROTTE, FRANCE / AACHEN, GERMANY.**  
> *Creation and Management of a 3D and digital video department studying optical simulations of car and building glazings* : rendering, compositing (*A/W Studio, Composer*), **c-shell** scripting on **Sgi UNIX** (Irix) and presentations of resulted work to clients from Japan, Germany, UK, France...  
> International extension of the department to various sites of the group in Germany and France.

**1994 - 1995**  
(one year)

**Junior Consultant in Design Methodologies at COVALENCE - Sceaux, France**  
Consulting and training of Functional Job Analysis and Project Management for *Matra, EDF, GDF, Plastic Omnium, Valeo, Thompson...*

## Education

[2D/3D Animation . Computer Graphics . Fine Arts . Engineering .](#)

**Animation**  
**1999 - 2000**  
(one year)

**2D/3D Animation : "CFT Gobelins"** animation school - *Paris, France*  
> Traditional and 3D animation (Maya), drawing, miming...  
+ one month long training period at **Ex-Machina**, Paris (*may 2000*)

**Fine Arts**

1998-99 > Evening classes of Fine Arts, *Compiègne* : life drawing and life clay modeling.  
1994-95 > Evening classes of Fine Arts, *Paris* : life drawing.

**Graphic Arts**

Oct.-Dec.1995 > DTP : qualified by GRETA - *Fontainebleau, France*.

**Sciences**  
**1989 – 1994**  
(5 years)

**Bachelor of Engineering - Industrial Design**, qualified by the **"Université de Technologie de Compiègne (UTC)"** on June 1994 - *Compiègne, France*  
> Project management, Product design, Ergonomics, CAD/CAM, Draughtsmanship, maths...

## Professional References

[The following have agreed to provide references :](#)

**Julien Cohen-Bengio** ([juliencb@ilm.com](mailto:juliencb@ilm.com)) : ILM colleague. We've also worked together at DURAN on **"Immortal ..."**

**Fabrice Delapierre** ([fabots@hotmail.com](mailto:fabots@hotmail.com)) : My 3D Sup. on may shows! (**"Cinderella"**, **"Igor"**, **Happily N'ever After**)  
+ Animation Supervisor for **"Immortal (ad vitam)"** feature film.

**Yoshimichi Tamura** ([yoshisecret@gmail.com](mailto:yoshisecret@gmail.com)) : Animation Supervisor for **"Igor"** feature film,  
Ex-Disney animator. Has also worked at Dreamworks.

**Bolhem Bouchiba** ([bol61@hotmail.fr](mailto:bol61@hotmail.fr)) : Pixar & Disney animator. 1st met at Walt Disney Feature Anim., Montreuil.

**Olivier Wittner** ([owittner@gobelins.fr](mailto:owittner@gobelins.fr)) : CG classes manager at **Gobelins**, international animation school.