

Matt French – Composer

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WORK HISTORY

Eye Candy Animation – Canberra

Nov 2009 – Jan 2010

Composer: 'Making of Modern Australia', 'Planets'

- Compositing and 2D particle FX
- Digital photo restoration

Ettamogah Entertainment – Melbourne

Jun 2009 – Nov 2009

Lighter/Composer: 'Lil' Larikkins' – Animated Children's TV Show

- Lighting and rendering of characters, sets and FX elements;
- Compositing 3D elements and additional 2D FX in comp;
- Training junior compositing artists;
- Assist with development of overall facility training programs.

Photon VFX – Gold Coast, Australia

Jul 2008 – Nov 2008

Composer: 'Australia' – Feature Film

- Preparation of plates (keying, basic comping and float colour correction).
- Articulated roto matte creation;
- Paint fixes, rig removal and dustbusting.

Griffith University: Griffith Film School – Brisbane

Jul 2008 – Nov 2008

Instructor: 'Digital Compositing'

- Classroom instruction of basic digital compositing techniques using Shake;
- Preparation of class lectures, handout materials and assessment tasks;
- Production and distribution of weekly video screencast lessons;
- Assessment of student work.

Photon VFX – Gold Coast

May 2008 – Jun 2008

Roto/Paint Artist: 'Laundry Warrior' – Feature Film

- Articulated roto matte creation.

Photon VFX – Gold Coast

May 2007 – Feb 2008

Compositor: 'Animalia' – Animated Children's TV Show (40 episodes)

- Compositing of 3D elements within very short time frames;
- Assist with the development of macro's, macro user guides & templates;
- Develop and ensure consistency of shake script database (grades, effects, templates);
- Organised and taught shake/pipeline intern training and monitored/assisted intern progression;
- Assist with reviewing team's work and attend review/handover sessions.

Plastic Wax Animation – Sydney

May 2006 – April 2007

Compositor: Various high-end game cinematics and promotional videos;

- Compositing of high-end 3D elements for high-visual impact game cinematics and promo's
- Green screen extraction;
- Production of FX elements in 2D (smoke, particles etc);
- Production of FX elements in 3D (particle creation, primarily 3ds max Pflow).

EDUCATION

Academy of Interactive Entertainment

2006

Diploma of Screen (3ds max)

Academy of Interactive Entertainment

2005

Certificate IV – 3D Animation for Games & Film

Southern Cross University

1992-1995

Bachelor of Business (Marketing)

SOFTWARE

- Shake 2.5 years production experience
- Digital Fusion 6mths production experience
- After Effects 6mths production experience
- Maya 6mths production experience
- 3ds max 1 year production experience
- Photoshop 3 years production experience

INTERESTS

- Photography
- Short Films
- Music (playing and home recording)
- Drawing
- Surfing
- Professional Nude Kite Boarding (P.N.K.B.)