

Selim Mondzie

3D modeling artist

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www.selim-mondzie.fr

Experience:

2011

feature Film : *Black gold*
environment modeling,
matchmoving, set reconstruction/extension.
Duran Duboi

feature Film : *Colombiana*
environment modeling,
matchmoving, set reconstruction/extension.
Mac Guff ligne

feature Film : *Dans la lumière*
Character modeling.
Modeling digital doubles, modeling facial targets, roto-animation.
Duran Duboi

2010

Animation feature Film : *La mécanique du coeur*
Character modeling.
Modeling high resolution characters, modeling facial targets. Duran Duboi

2009

feature Film : *Lucky Luke*
Character modeling.
Horse head replacement.
Modeling high resolution horses heads, modeling facial targets. Duran Duboi

feature Film : *Banlieue 13 ultimatum*
environment modeling, aircraft modeling.
matchmoving, set reconstruction/extension. Duran Duboi

2008

feature Film : *Gamer*
Character modeling.
Head replacement.
high resolution modeling. Duran Duboi

feature Film : *Underworld 3*
Lead matchmoving, set reconstruction/extension.
Layout, environment modeling. Duran Duboi

feature Film : *Crank 2*
Character modeling.
Head replacement.
Digital double modeling.
Character design, facial targets, roto-animation. Duran Duboi

2007

feature Film : *Largo Winch*
Environment modeling.
Matchmoving, set reconstruction. Mac Guff ligne

feature Film : *Afterwards*
Character modeling.
Digital double modeling.
Matchmoving, set reconstruction. Duran Duboi

feature Film : *Asterix aux jeux olympiques*
Environment modeling.
Matchmoving, set reconstruction/extension. Duran Duboi

2006

commercial : *Nissan x-trail*
vehicle modeling.. Mikros images

feature Film : *Taxi 4*
Environment modeling.
Matchmoving, set reconstruction/extension. Duran Duboi

feature Film : *J'ai toujours rêvé d'être un gangster*
Environment modeling.
Matchmoving supervisor, set reconstruction/extension. Duran Duboi

feature Film : *The last legion*
Environment and props modeling. Duran Duboi

2005

feature Film : *Le concile de Pierre*
creature modeling.
Matchmoving, set reconstruction/extension. Duran Duboi

feature Film : *L'avion*
character modeling.
Digital double modeling. Duran Duboi

feature Film : *Jean-Philippe*
Environment modeling.
Low resolution character modeling. Duran Duboi

2004

feature Film : *L'antidote*
Aircraft modeling . Duran Duboi

feature Film : *Un Long Dimanche De Fiancailles*
Environment modeling.
Props modeling. Duran Duboi

2003

feature Film : *Baober in love*
Props modeling.
3D rotoscopy, Duran Duboi

feature Film : *RRRrrrr !!!*
creature and props modeling . Duran Duboi

2002

feature Film : *La leggenda di Al, John e Jack*
Environment modeling.
Props modeling.. Duran Duboi

Education:

2001-2002 :
DESS
Master degree - *Création et édition numériques*
Université Paris 8.

1997-2001
DNSEP
Fine arts master degree.
Ecole supérieure des beaux-arts de Marseille.

Skills:

Digital modeling is my main skill and specialty.

Character, creature, environment, vehicle modeling.

I'm also a senior matchmover and set reconstruction expert.

Software :

Maya, Zbrush, Mudbox, UVlayout, 3dcoat.

photoshop, painter, nuke.

3dEqualizer, boujou, image modeler

Languages:

French, English, Italian.