

Etienne Andlau

Freelance Graphics, Visual Effects and Game Development Resume

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(U.P.S., FedEx and USPS accepted here)

Hardware: I can accept external hard drives sent to me formatted
in FAT or NTSC and with USB 2 and 3 connectors /
cables.

My O.S. is Windows 10.

I do most of my work on an Acer Nitro 5 laptop.

I have a ftp, Unix platform with 500GB storage.

Software: Nuke, Digital Fusion, Blender, LightWave, Unreal 4
(can do blueprint

scripting), U.D.K. (Unreal 3), PF Track, SynthEyes,
Silhouette,

Elastic Reality, Combustion, After Effects, ZBrush,
Photoshop,

Adobe Edge Animate, Adobe Premiere Pro, Flash (can
code in Action Script 3).

Work experience:

*****PLEASE NOTE the numbers running down the left margin are

references to my video clips on YouTube.

Channel on YouTube:

<https://www.youtube.com/channel/UCtm507pVp7kSnn3LPecATFQ/videos>

2018 to 2021 - Mostly smaller freelance and remote projects with focus on 4 video games I developed and have

3 published on Steam: EyeRoll, Bus stop in the fog and The little drone 2. WindQuest is the 4th one and is currently in development.

EyeRoll on Steam:

<https://store.steampowered.com/app/1598490/EyeRoll/>

Bus stop in the fog on Steam:

https://store.steampowered.com/app/1602150/Bus_stop_in_the_fog/

The little drone 2 on Steam:

https://store.steampowered.com/app/1602140/The_little_drone_2/

118 - Camp Crystal Lake - horror film, 2018, Shot fixes, stabilizations, sign removals and changes, cosmetic fixes on actors, crew reflection removals - Paul Pavlosky - director and producer - San Jose California.

117 - Redbox commercial, 2018, Remove lettering paint fixes, Nuke and Photoshop - for Micah Spayer and Michael Jalbert - Uncle Mia Productions.

116 - Add house on fire effects interior, 2018, Nuke, Smash Productions, Canada.

115 - Catalina PBY 3D model, 2017, Blender, Klikfoot in Bellingham in Washington state.

114 - The Providers, Short film, 2016, created 3D model of bullet exit fbx imported into Nuke 3D camera tracked and animated inside Nuke anamorphic lens distortion, Photoshop, Nuke, Blender, Client: Denise Harkavy (dir), Los Angeles.

113 - Dynosense, commercial, 2016, created 3D model of medical device, animated it and composited into final shot, Photoshop, Blender, Nuke, Client: Dynosense / Kate Kostiuikova.

112 - Couples, short film, 2016, rig removal, Digital Fusion, Photoshop, Lincoln Kupchak (dir), Los Angeles.

111 - Assassin behind the glass, feature, 2016, VFX - budget breakdown

lower and high end for producer / writer (including "how to approach"), Patrick Jerome, Boston.

110 - Cat-Man and Kitten with the Vigilante Vixen, feature, 2016, VFX - budget breakdown lower and high end for producers (including "how to approach"), Matt Deitch and Thomas Schade, San Francisco.

109 - Replicated, feature, 2016, matte painting and rig removal, Digital Fusion, Photoshop, Flash Film Works (Hollywood).

108 - Rivers of Blood cinematic logo, Lincoln Kupchak, 3D cinematic logo created and animated in Blender and Unreal 4, 2016, Blender, Photoshop, Unreal 4 and Nuke, San Francisco.

107 - Steam Punks the movie, Dominick Stewart (director), short, 2015, Sky replacements, Nuke, San Francisco.

106 - Pan, Warner Brothers feature, 2015, Rig removal, tracking markers on actors and background, Nuke, Wolf & Crow (Los Angeles).

105 - Branded, feature, 2015, Rig removal and motion graphics, Nuke, Wonderphil Entertainment (San Francisco).

104 - Spy, Fox feature film, 2015, Rig removal with projections, Nuke, Fusion, Flash Film Works (Hollywood).

103 - Over a girl, short film, 2014, boom shadows removals and smart phone screen replacement, Nuke, Matthew Rasku (dir).

102 - The Librarians, episodic TV, 2014, matte painting and rig removal, Digital Fusion, Photoshop, Flash Film Works (Hollywood).

101 - Written in Blood, short film, 2014, CGI map added on wall 3D rose super imposed over map and animated effects, Digital Fusion, Gabriela Werneck (dir), Kellog Stover (prod).

100 - I killed the devil, web series, 2014, blood VFX added, Digital Fusion, Dan R. Harris (dir).

99 - Barely Lethal, feature film, 2014, wire removals and rotoscoping, Digital Fusion, Flash Film Works (Hollywood).

98 - Touch of essence, short film, 2014, lens dirt removal, Digital Fusion, Darren Kwan (dir).

97 - My Error, short film, 2014, set extensions, matte painting, animated company logo, Digital Fusion, Photoshop, Lift 326 / David J. Foote (dir).

96 - The Record Keeper, short film, 2014, visual effects

supervisor, concept designer, 3D

modeling and animation, compositing, Blender, Digital Fusion, Photoshop, Flixdigital / David Bundtzen (dir).

95 - KarFarm, spot, 2014, logo animation and compositing, Photoshop, Digital Fusion, Darren Kwan (dir).

94 - The ring, video spot, 2013, video + audio editing, titles, Photoshop, Premiere Pro, Olav Van Zijl (dir).

93 - Ghosts of the Pacific, episodic TV, 2013, rotoscoping, matte painting, animation,

Digital Fusion, Photoshop, Flash Film Works (Hollywood).

92 - San Agustin, TV documentary (PBS), 2013, animation, compositing, Photoshop, Digital Fusion, Thelen Creative / George Thelen (dir).

91 - Road Rider, TV spot, title cards, (2013), logo composite, animation, Digital Fusion, Photoshop, Darren Kwan (dir).

90 - Sculpture dog museum Paris, French documentary, 2013, reflections compositing, Photoshop,

Digital Fusion, Jean - Charles Wolfarth (dir).

89 - All hands on earth, TV spot, 2013, compositor, Photoshop, Digital Fusion, ieeffects (Hollywood).

88 - Skinraft, 3D stereo overhead in store display short film, 2013, post stereo VFX supervisor,

Blender, Digital Fusion, Silhouette, Photoshop, ieeffects (Hollywood).

87 - Oregon files, episodic TV, 2013, set extensions, matte painter, compositor, Flash Film Works (Hollywood).

86 - Another Block, TV spot, 2012, vfx supervisor, Nuke, Ramier films (SFO).

85 - Celebrations, TV commercial, 2012, paint fixing / rig removal, Nuke, D. Maggio (dir).

84 - Devices, TV spot, 2012, Rotoscoping, Nuke, Silhouette, United Front Design (LA).

83 - St. Sabastian's, feature, 2013, compositing, Digital Fusion, Flash Film Works (Hollywood).

82 - Belfast Story, TV series, 2012, compositing, Digital Fusion, Flash Film Works (Hollywood).

81 - All I think of is you, short film, 2012, visual effects, Nuke, Photoshop, Shad Clark (dir).

80 - De toute ame, feature, 2012, wire removals, Nuke, Jonas al

Dente (Paris, France).

79 - The Wicked, feature, 2012, 3D modeling, compositing, LightWave, Digital Fusion, Flash Film Works (Hollywood).

78 - Barricade, 2012, feature, compositing, Digital Fusion, Elastic Reality, Flash Film Works (Hollywood).

77 - Dolphin Tale, Disney feature, 2012, stereo compositing, Digital Fusion, Elastic Reality, Flash Film Works (Hollywood).

76 - Legend, 2011, children's book, traditional sketching, conceptual illustration, pencil and paper, Photoshop, Tim Morse (writer).

75 - In the Cube, 2011, 3D TV show, stereo compositing, Digital Fusion, ieeffects (Hollywood).

74 - Harry Potter and the Deathly Hallows Part 1, feature, 2011, lead stereo conversion compositing, Nuke, Silhouette, ieeffects (Hollywood).

73 - Green Lantern, 2011, feature, lead stereo conversion compositing, Nuke, Silhouette, ieeffects (Hollywood).

72 - Chronicles of Narnia: Voyage of the Dawn Treader, feature, 2012, stereo conversion compositing, Prime Focus (Hollywood).

71 - Shrek, feature, 2012, creation of clean backgrounds, matte painting for stereo conversion compositors, Nuke, Prime Focus (Hollywood).

70 - Two week view-D (stereo conversion compositing) paid training (2012), Prime Focus (Hollywood).

69 - De Wald, wedding video, 2010, motion graphics, stabilization, compositing, titles, editing, After Effects, Photoshop, Neil Hoffmeier (dir).

68 - Rippleman and the rain monster, 2009, digital comic book, 2010, my own project, Photoshop, World of Clouds (WorldofClouds.com).

67 - Tao of Dolby, commercial, 2009, rotoscoping, After Effects, Silhouette, Aurora Rising (Hollywood).

66 - G.I. Jow, feature, 2009, rotoscoping, Silhouette, mOceanla (LA).

65 - La Voz newspaper, local newspaper in Santa Rosa, 2008 - 2010, various illustrations and cover art, Photoshop, Ani Weaver (editor).

64 - Untitled science fiction film, 2010, paint reconstruction test, After Effects, Silhouette, Fritzlensing Productions.

63 - Beyonce, music video, 2009, wardrobe fix, After Effects, Silhouette, Elastic Reality, Angst Group.

62 - Cadillac, commercial, 2009, rotoscoping, Silhouette, Rhinofx (NY).

61 - Ponoy, underwater title sequence, 2009, rotocoping, Silhouette, Walt Disney Pictures.

60 - Catcher, compositor's reel, 2009, rotoscoping, Silhouette, Eduardo Slesaransky (dir).

59 - Night, Animal Planet, motion graphic, rotoscoping, Silhouette, mOceanla (LA).

58 - Dragonball, feature, 2009, plate reconstruction, rotoscoping, Silhouette, After Effects, Elastic Reality, Cafefx (LA).

57 - Seven Pounds, feature, 2008, rig removal, plate reconstruction, rotoscoping, Silhouette, After Effects, Elastic Reality, Cafefx (LA).

56 - Just above the sand, 2008, my own short film project, written, directed, photographed, compositing, 35mm film, Photoshop, Ulead Editor, World of Clouds (WorldofClouds.com).

55 - UFT: Keep the promises, spot, 2008, compositor, After Effects, Silhouette, Sequential Images.

54 - The Box, feature, 2008, removal of facial tracking markers, Silhouette, Elastic Reality, After Effects, Gradientfx (LA).

53 - Surfer Dude, feature, 2008, rig removal, After Effects, Silhouette, Elastic Reality, Gradientfx (LA).

52 - Red Cliff, feature, 2008, rig removal, After Effects, Silhouette, Cafefx (LA).

51 - The Perfect Game, feature, 2008, rotoscoping, Silhouette, 11:11 Mediaworks (LA).

50 - Speed Racer, feature, 2008, rig removal, plate reconstruction, rotoscoping, After Effects, Silhouette, Elastic Reality, Cafefx (LA).

49 - Nim's Island, feature, 2007, rig removal, plate reconstruction, horizon cleanups, Silhouette, Elastic Reality, After Effects, Cafefx (LA).

48 - John Adams, TV series, 2007, rig removal, rotoscoping, Silhouette, Elastic Reality, After Effects, Cafefx (LA).

47 - NFL history, commercial, 2007, rotoscoping, Silhouette,

Picturemill (LA).

46 - Southland tales, feature, 2007, rotoscoping, Silhouette, Gradientfx (LA).

45 - Fireflies in the Garden, feature, 2007, rotoscoping, Silhouette, Gradientfx (LA).

44 - Feast of love, feature, 2007, rig removal, Silhouette, Elastic Reality, After Effects, Gradientfx (LA).

43 - Ocean's Thirteen, feature, 2007, rotoscoping, Silhouette, mOceanla (LA).

42 - Town Creek, TV documentary, 2008, rotoscoping, Silhouette, mOceanla (LA).

41 - Wild Saturdays, feature, 2007, rotoscoping, Silhouette, mOceanla (LA).

40 - Advil, commercial, 2007, rotoscoping, Silhouette, Rhinofx (NY).

39 - Corona, commercial, 2006, rotoscoping, Combustion, Digital Domain (Venice).

38 - Nascar, commercial, 2006, rotoscoping, Combustion, Digital Domain (Venice).

37 - Dodge, commercial, 2006, rotoscoping, Combustion, Digital Domain (Venice).

36 - Beach Boys, feature, 2006, rotoscoping, Silhouette, Blind (LA).

35 - Chilis, spot, 2006, rotoscoping, Silhouette, Blind (LA).

34 - The Ultimate Fighter, commercial, 2006, rotoscoping, Silhouette, Blind (LA).

33 - School for Scoundrels, feature, 2006, rotoscoping, Silhouette, Pacific Vision (LA).

32 - The Benchwarmers, feature, 2006, digital paint, rotoscoping, Silhouette, After Effects, Pacific Vision (LA).

31 - Tenacious D in: The pick of destiny, feature, 2006, digital paint, rotoscoping,

Silhouette, After Effects, Pacific Vision (LA).

30 - Just My Luck, feature, 2005, digital paint, rotoscoping, Silhouette, After Effects, Pacific Vision (LA).

29 - Kicking & Screaming, feature, 2005, digital paint, rotoscoping, Silhouette, After Effects, Pacific Vision (LA).

28 - J&B, spot, 2005, lead rotoscoper, After Effects, Refinery

(Cape Town).

27 - The Day After Tomorrow, feature, 2004, digital paint, rotoscoping, Combustion,

Elastic Reality, Digital Domain (Venice).

26 - Soul Plane, feature, 2004, digital paint, rotoscoping, After Effects, Pacific Vision, (LA)

25 - Starsky & Hutch, feature, 2004, digital paint, rotoscoping, After Effects, Pacific Vision (LA).

24 - Perfect Score, feature, 2004, digital paint, rotoscoping, Liberty, Elastic Reality, Digital Fusion, Flash Film Works (Hollywood).

23 - Holes, feature, 2003, digital paint, rotoscoping, wire removals, Elastic Reality,

Liberty, Flash Film Works (Hollywood).

22 - The Visitor, my own short film project, 2003, written + directed + camera + editing.

21 - Adventures of Austin Powers in Goldmember, feature, 2002, digital paint, rotoscoping, Pacific Vision (LA).

20 - I Spy, feature, 2002, digital paint, rotoscoping, Elastic Reality, Matador, Bonsai, Sony Pictures Imageworks (LA).

19 - Stuart Little 2, feature, 2002, digital paint, rotoscoping,

Elastic Reality, Matador, Bonsai, Sony Pictures Imageworks (LA).

18 - Collateral Damage, feature, 2002, digital paint, rotoscoping, Elastic Reality, Liberty, Flash Film Works (Hollywood).

17 - Delivering Milo, feature, 2001, digital paint, rotoscoping, Photoshop, Liberty, Flash Film Works (Hollywood).

16 - Red Planet, feature, 2000, digital paint, rotoscoping, Liberty, Flash Film Works (Hollywood).

15 - Charlie's Angels, feature, 2000, digital paint, rotoscoping, Elastic Reality, Matador, Bonsai, Sony Pictures Imageworks (LA).

14 - Hollow Man, feature, 2000, digital paint, rotoscoping, Matador, Elastic Reality, Bonsai, Sony Pictures Imageworks (LA).

13 - Deep Blue Sea, feature, 1999, digital paint, rotoscoping, Liberty, Elastic Reality, Flash Film Works (Hollywood).

12 - The Deep end of the Ocean, feature, 1999, matte painting, Photoshop, Flash Film Works (Hollywood).

- 11 - Power Rangers Lost Galaxy, TV, 1999, matte painter, Liberty, Flash Film Works (Hollywood).
- 10 - The Waterboy, feature, 1998, digital paint, rotoscoping, Liberty, Flash Film Works (Hollywood).
- 9 - Tale of the mummy, feature, 1998, matte painting, Liberty, Flash Film Works (Hollywood).
- 8 - Under Wraps, TV feature, 1997, digital paint, rotoscoping, Flash Film Works (Hollywood).
- 7 - Batman and Robin, TV, 1997, digital animation, Liberty, Flash Film Works (Hollywood).
- 6 - Quicksilver Highway, TV, 1997, digital paint, Liberty, Flash Film Works (Hollywood).
- 5 - DNA, feature, 1997, compositor, animation, Liberty, Flash Film Works (Hollywood).
- 4 - Maximim Surge, video game, 1996, animation, Liberty, Picture Publisher, Flash Film Works (Hollywood).
- 3 - It came from outer space 2, feature, 1996, animation, Liberty, Elastic Reality, Flash Film Works (Hollywood).
- 2 - Demolitionist, feature, 1995, assistant to matte painter, Liberty, Flash Film Works (Hollywood).
- 1 - Galaxis, feature, 1995, matte painter, animation, rotoscoping, digital paint, assisted with motion control on stage, Flash Film Works (Hollywood).

