

Etienne Andlau

**Visual effects / graphics artist and game developer in Unreal 4**

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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 7 and 10.  
I do most of my work on an Asus ROG g752 VT and an  
Asus  
U56E.  
I have a ftp, Unix platform with 500GB storage  
capacity.

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  
the reel / portfolio I have published on my web page at:

<http://worldofclouds.com/etiennesportfolio.html>

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 - Skingraft, 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 - Poney, 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).

End.