

DAVID SABER : RESUME 2015

3D GENERALIST & 3D CHARACTER ANIMATOR, FREELANCER & EMPLOYEE

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www.davidsaber.com

www.dreamcraftdigital.com

MAIN PRODUCTIONS



Garfield



Lucky Luke



The Stretches and the Rondoes



Code Lyoko



Renault Megane

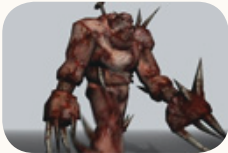


Pet Alien

MAIN PRODUCTIONS FIELDS



TV Series



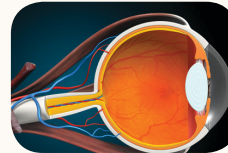
Video games and real time



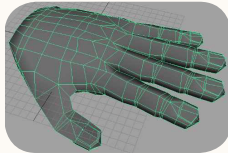
TV advertisements



Architectural visualisations



Medical visualisations



Teaching

MAIN CLIENTS AND BROADCASTERS



Cartoon Network



Publicis



France Television



I AM

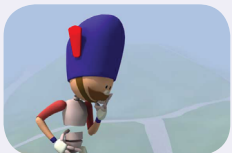


Renault

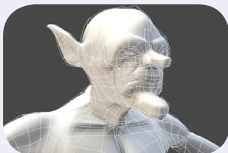


OCDE

MAIN SKILLS



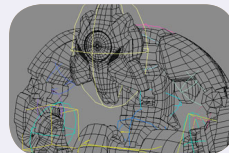
Character animation



Modelling



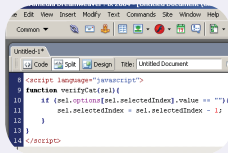
Texturing



Rigging



Lighting



Scripting

MAIN KNOWN APPLICATIONS



Softimage



Houdini



Maya



Photoshop



Vegas



Dreamweaver

Detailed resume by reverse chronological production list on the next pages

PERSONAL INFORMATION

Address: 36 Boulevard Maréchal Foch, Résidence Le Génia, 06600 Antibes, France

Date of birth: 28/04/71. **Citizenship:** French.

Freelancer: in France, registered to "La Maison des Artistes".

WORKING EXPERIENCE

OCTOBER 2000 TO PRESENT: 3D & CG FREELANCER, computer graphics tasks: complete list of skills, tasks and clients below.

AUGUST 2014 TO PRESENT: 3D PRINTING REQUESTS, various productions

Work place: teleworking and NavLab, Antibes, France.

Position: 3d modeler.

Tasks: creating prototypes, re-creating objects, from concept ideas, originals, photos or blueprints.

Software used: Softimage 2015, Houdini 14, MeshLab.

Client: Olaby, SudElectro, various NavLab visitors.

1998 TO PRESENT: WEB DESIGN, various productions

Work place: teleworking and at various companies in France.

Position: web designer.

Tasks: web design, coding. Referencing and SEO. Setup of products data streams and online databases. Sales and full store management.

Software used: Dreamweaver, WordPress, Boxecommerce, MS Office, Xhtml, Css, Javascript.

Clients: Treflex (Golfe Juan, France, www.cleanroller.fr), Elvana Agora (Antibes, France, www.elvanaagora.com), 4A Coaching (Antibes, France, www.4a-coaching.fr), Oakis (Paris, France), Société Générale, Château du Haut Koenigsbourg, personal projects.

1995 TO PRESENT: DESKTOP PUBLISHING, various productions

Work place: teleworking and at various companies in France.

Position: desktop publishing operator, graphic design.

Tasks: layouts for magazines and printed documents, logo design.

Software used: InDesign, Photoshop, Illustrator, Quark XPress, CorelDraw.

Clients: Reviva, IAGC, Memorability, Equilibrio, Resto Des Chats, Café Linguistique, Butterfly, Elvana Agora, 4A Coaching, Olaby, Elias' Laughter Club, Onglory, Treflex, Choc Info, CECOS Hospital, MJC Bréquigny, Mystifier Magazine.

FEBRUARY 2013 TO AUGUST 2014: TREFLEX EMPLOYEE, various computer graphics tasks, sales

Work place: Treflex, Vallauris, France.

Position: 2d and 3d graphics artist, web store manager and web designer.

Tasks: graphics for products packaging, posters, flyers, corporate movies, web design, product data stream handling, sales, full store management.

Software used: Adobe Creative Suite CS6 with Photoshop Illustrator and InDesign, Softimage 2014, Sony Vegas Pro 12, Office 2013, Dreamweaver, Boxecommerce.

Client: Treflex.

JANUARY 2013: LUCKY LUKE, TV commercial

Work place: Once Upon a Toon, Angoulême, France (<http://www.onceuponatoon.fr/>).

Position: 3d modeler.

Tasks: modeled facial expressions for Lucky Luke and other characters through Shapes.

Software used: Softimage 2012.

Client: Sparkassen, Ellipsanime, broadcast on TV channels.

DECEMBER 2012: CETAPHIL RESTORADERM, 3d visualization of a counter product tray

Work place: from home, for Graphiplast, Paris, France (<http://www.graphiplast-paris.com/>).

Position: 3d generalist.

Tasks: created in 3D a pharmaceutical counter Product Tray: model-

ing, shading, texturing, rendering.

Software used: Softimage 2013.

Client: Cetaphil (<http://www.cetaphil.com/>).

SEPTEMBER 2012: THE LINKERS, 3d animated children TV series

Work place: Once Upon a Toon, Angoulême, France (<http://www.onceuponatoon.fr/>).

Position: 3d modeler.

Tasks: modeled props and whole sets.

Software used: Softimage 2011.

Client: Dargaud Media and Ellipsanime, series broadcast on worldwide TV channels.

OCTOBER 2011 TO MAY 2012: 3 OF A KIND, 3d animated short movie

Work place: from home, personal project.

Position: 3d generalist.

Tasks: story development, script writing, character design, 3d modeling.

Software used: Softimage 2012.

Client: personal project.

SEPTEMBER 2011: BURN TO SHINE, 3d animated short movie

Work place: teleworking for Underdogs, Tallinn, Estonia (<http://www.underdogs.ee/>).

Position: mocap cleaner.

Tasks: motion capture cleaning, animation corrections.

Software used: Softimage 2011 with the Gear plugin.

Client: Underdogs.

JUNE 2011 TO AUGUST 2011: THE GARFIELD SHOW SEASON 3, 3d animated children TV series

Work place: Once Upon a Toon, Angoulême, France (<http://www.onceuponatoon.fr/>).

Position: 3d character animator.

Tasks: animated characters according to the storyboard, 8 seconds per day.

Software used: Softimage 7.5 with the "Ellipse ToonMan" plugins.

Client: Dargaud Media and Ellipsanime, series broadcast on France Television and on worldwide TV channels (<http://www.thegarfield-show-diary.com>).

SEPTEMBER 2010 TO JULY 2011: 2D GRAPHICS AND WEB DESIGN TEACHING

Work place: Greta & LISA, Angoulême, France.

Position: teacher.

Tasks: taught several 2d graphic applications including Adobe Photoshop, Illustrator, InDesign, Dreamweaver, and how to build a web site.

Software used: Adobe CS3: Photoshop, Illustrator, InDesign, Quark Xpress, and Dreamweaver.

Client: Greta Charente (<http://www.gretacharente.com>) and LISA (<http://www.lyc-lisa.ac-poitiers.fr>).

JANUARY 2009 TO MARCH 2011: AUTODESK SOFTIMAGE XSI TEACHING

Work place: École des Métiers du Cinéma d'Animation, Angoulême, France, and ESTEI, Bordeaux, France.

Position: teacher.

Tasks: taught general 3D including Autodesk Softimage, Zbrush, character animation, etc. In Angoulême: the students were employed in a company switching to Softimage. In Bordeaux: they were in their Master years.

Software used: Softimage 7 to 2011, Zbrush 3.5.

Client: École des Métiers du Cinéma d'Animation (<http://www.angouleme-emca.fr/>) and ESTEI (<http://www.estei.fr>).

JUNE 2010 AND FEBRUARY 2004: FURNITURES MODELING FOR ARCHITECTURAL VISUALIZATIONS

Work place: teleworking for 3dgoyon, Paris, France, www.3dgoyon.com

[on.com](#) and Tesson-design.fr, France.

Position: 3d modeler.

Tasks: modeled furniture for 3d building interiors and magazine advertisements.

Software used: XSI 4 & 2010.

Client: 3dgoyon: movie supplied on DVD for real estate promoters. Starck and other furniture designers.

DECEMBER 2008 TO JANUARY 2011: RUSTICA SWALLOW BIRD

Work place: teleworking from home, and at Spirale Productions, Brest, France ([www.spirale-production.fr/](#)).

Position: modeler, rigger, animator, tester.

Tasks: creation of a swallow bird for a real time engine, a demo clip, and a documentary: modeling, skeleton, textures, ICE tests for the body feathers, rig in collaboration with Jo Plaete, flying bird animations, rendering, plugins testing, team communications, reports writing, various other tasks.

Software used: Softimage 7.5 to 2011 with ICE, custom Softimage plugins, Photoshop CS4.

Client: Spirale Productions, Brest, France.

OCTOBER 2008 TO JANUARY 2009: MEDICAL VISUALISATIONS

Work place: teleworking from home, for Melody Publicis Healthcare ([www.melody.fr](#)), Montpellier, France.

Position: 3d all-rounder.

Tasks: modeled, textured and rigged a pair of glasses. Modeled, textured, rendered a human eye, animated particles in the inside of this eye and created other medical items.

Software used: XSI 7.

Client: Essilor and Alcon.

MARCH TO JUNE 2008: CANTOCHE LIVING ACTOR AVATARS

Work place: teleworking from home, for Cantoche ([www.cantoche.com](#)), France-USA.

Position: 3d character animator.

Tasks: animated real time 3d actors.

Software used: XSI 5.

Client: Centre de Formation de la Profession Bancaire ([www.cfpb.fr](#)), for their personnel's training.

NOVEMBER 2007 AND JANUARY 2008: NEOSHIFTERS, TV commercial

Work place: teleworking from home, for Skuad Studios ([www.skuadstudios.com](#)), Montreal, Canada.

Position: rigger.

Tasks: rigged complex 3d transformer robots that are toys in real life.

Software used: XSI 6.5.

Client: Mega (toys manufacturer), TV commercial broadcast in North America ([www.neoshifters.com](#)).

DECEMBER 2007: THE STRETCHTOES & THE RONDOS, 3d animated children's TV series

Work place: Pinka Productions ([http://www.pinka-prod.com/](#)), Anancy, France.

Position: modeler.

Tasks: modeled 3d props and settings.

Software used: XSI 6.5.

Client: broadcast on France Television and on worldwide TV channels. French name: "Elasto-Culbuto"

NOVEMBER 2006 TO AUGUST 2007: DARKFALL, online multi player role playing video game

Work place: Aventurine, Athens, Greece, [http://www.aventurine.gr/](#).

Position: 3d character animator.

Tasks: animated humanoid and 4 legged creatures, skinned characters, animated particles for explosions.

Software used: 3dsMax 8 and especially the Character Studio part, XSI 6.

Client: Aventurine, game sold worldwide (see [http://www.darkfal-](#)

[lonline.com/](#)).

OCTOBER 2006: MISTER GLUESOME, animated short

Work place: from home, personal project.

Tasks: modeled, textured, created materials, lighted, animated the character, used the animation mixer, rendered, sound edited, video edited, DVD authored, and everything else.

Software used: XSI 5, Photoshop 8, Sony Vegas 6 & DVD Architect 3.

Client: personal project, broadcast on the web ([http://www.davidsaber.com](#)).

MAY TO SEPTEMBER 2006: PET ALIEN 2, 3d animated children's TV series

Work place: Antefilms, Angouleme, France, [http://www.antefilms.com/](#)

Position: 3d modeler.

Tasks: modeled characters, cloths and props.

Software used: XSI 5.

Client: Cartoon Network, series broadcast on TV channels worldwide ([http://www.petalien.com/](#)).

JANUARY TO MAY 2006 & JANUARY TO OCTOBER 2005:

CODE LYOKO 2 & 3, 3d animated children TV series

Work place: Antefilms, Angouleme, France, [http://www.antefilms.com/](#)

Position: 3d character animator and layout operator.

Tasks: animated characters and organized layouts according to the storyboard.

Software used: XSI 4 & 5.

Client: Cartoon Network, series broadcast on TV channels worldwide ([http://www.codelyoko.com/](#)).

DECEMBER 2004 AND OCTOBER TO DECEMBER 2005: INVISIBLE MAN, 3d animated children TV series

Work place: Antefilms, Angouleme, France, [http://www.antefilms.com/](#)

Position: 3d animator, layout operator, compositing operator.

Tasks: animated characters, vehicles, organized layouts according to the storyboard.

Software used: XSI 4, Digital Fusion 5.

Client: Cartoon Network, series broadcast on TV channels worldwide ([http://im.brb.es/](#)).

OCTOBER 2004 TO DECEMBER 2004: RENAULT MEGANE TROPHY, car presentation

Work place: Pagecran, Versailles, France, [http://www.pagecran.fr/](#)

Position: 3d all-rounder.

Tasks: textured, created materials, and rendered a prototype of a Renault sport car, created particles for its aerodynamics, animated the car and its engine.

Software used: XSI 5.

Client: Renault, CD-ROM given to partners and documentary broadcast on French TV ([http://www.renault-sport.fr/fr/world_series/megane_trophy/](#)).

SEPTEMBER TO OCTOBER 2004: L'OBESITE, TV documentary

Work place: Les Astronautes, Paris, France, [http://www.l-a-prod.com/](#)

Position: 3d all-rounder.

Tasks: modeled, textured, animated and rendered the effects of obesity on the human body.

Software used: XSI 4, Photoshop.

Client: TV5 channel, documentary broadcast on French TV.

SEPTEMBER 2004: JOHNSON FRESHENER, TV commercial

Work place: Cube Creative, Paris, France, [http://www.cube-creative.com](#)

Position: 3d all-rounder.

Tasks: animated particles to represent a spray chasing the smell of

shoes.

Software used: XSI 4.

Client: Johnson, commercial broadcast on French TV.

AUGUST 2004: HUBER, corporate movie

Work place: Cube Creative, Paris, France, <http://www.cube-creative.com>

Position: 3d all-rounder.

Tasks: modeled and animated the inside of the human body, on which the HUBER machine strengthens the spinal column.

Software used: XSI 4.

Client: LPG Endermologie, movie supplied on DVD and web for buyers

JUNE 2004: PARIS BREST, short movie

Work place: teleworking at home for L'Age d'Or, Paris, France, <http://www.agedor-prod.com>

Position: 3d all-rounder.

Tasks: animated leaves flying over a camera mapped video scene of the movie.

Software used: XSI 4, Photoshop.

Client: L'Age d'Or, movie broadcast in festivals.

MARCH 2004: TOMTOM ET NANA, animated children TV series

Work place: teleworking from home for Jufox, Paris, France, <http://www.jufox.com/>

Position: 3d all-rounder.

Tasks: recreated in 3d modeling and materials a character of the famous comic strip, toon rendered the character.

Software used: XSI 4, Photoshop.

Client: Jufox, series broadcast on French TV.

OCTOBER 2003 TO JUNE 2004: ARCHITECTURAL VISUALISATIONS

Work place: Bcome, Paris, France, <http://www.groupeb.com/>

Position: 3d all-rounder.

Tasks: constructed 3d buildings from the architects' plans, textured, lighted them, reproduced their environments, animated cameras, photoshoped textures, managed network rendering.

Software used: XSI 4, Photoshop.

Client: Ocde, Coprim, Cogedim, Mab, movies supplied on DVD for real estate promoters.

AUGUST 2003: NOBLE ART, French rap band I AM's video clip

Work place: API, Paris, France, <http://www.api-productions.com/>

Position: 3d all-rounder.

Tasks: animated 3d characters, mixed existing animations, animated vehicles, organized scene layouts, rendered scenes, managed network rendering.

Software used: XSI 4.

Client: I AM, video clip broadcast on MTV and other worldwide channels.

NOVEMBER 2002 TO DECEMBER 2002: THE FROG 2, animated short

Work place: from home, personal project

Tasks: modeling, texturing, materials, lighting, character animation, animation mixer, rendering, sound editing, DVD authoring, and everything else.

Software used: XSI 3, Photoshop, Soundforge, Premiere, Reel DVD.

Client: personal project, broadcast on the web and on various TV channels.

FEBRUARY 2002 TO SEPTEMBER 2002: GREANWOLD, movie project

Work place: teleworking from home, for You and Me, Canada

Tasks: modeled 3d characters according to reference drawings.

Software used: XSI 2 & 3.

Client: You and Me.

DECEMBER 2001 TO JANUARY 2002: SKIPPY THE OCTOPUS

Work place: teleworking from home, for Crystal Productions

Position: 3d all-rounder.

Tasks: modeled, toon textured, rigged, animated, toon rendered a cartoon style octopus.

Software used: XSI 1.5, Photoshop.

Client: Octopus used in a TV commercial about sodas, broadcast on RFO, French TV channel.

MARCH 2001 TO NOVEMBER 2001: OAKIS COMPANY, various jobs

Work place: Oakis, Paris, France

Position: 3d all-rounder, web designer assistant.

Tasks: modeled, textured, lighted, rendered the room of the "Eraser head" movie, and created other various 3d graphics for clients of Oakis. Some web design.

Software used: Maya 3, Photoshop.

Client: Oakis.

1993 TO 1995: SCHOOL SUPERVISOR

Work place: various schools, Bretagne, France, during my studies.

EDUCATION

DESS IMAGES DE SYNTHESE: 2000: level 5 Master in 3d graphics, 2d, VRML, animation, cinema, story board, Softimage 3D 3.8, XSI 1, at the University Of Strasbourg, France.

DIPLÔME UNIVERSITAIRE MULTIMEDIA: 1999: level 4 Master in CD-ROM editing and web design, at the University of Strasbourg, France.

LICENCE D'ARTS PLASTIQUES: 1996: Bachelor's degree (3 years) in Visual Arts, Plastic Arts (http://en.wikipedia.org/wiki/Plastic_arts) University of Rennes, France.

EVENING DRAWING LESSONS: 1990-1992: At the Fine Arts School "Ecole des Beaux Arts" of Rennes, France.

LANGUAGES: French, English, Greek (learning).

DRIVING LICENSE: 1989: French "Permis B", own a car.

SKILLS

3D GRAPHICS: 3d character animation, modeling, UV editing, texturing, shading, rendering, lighting, rigging, layout setting, character design, 3d printing, 3d teaching. Autodesk Softimage XSI 2015, Houdini, Zbrush, Autodesk Maya, Autodesk 3dsMax, MeshLab.

2D GRAPHICS: Bitmap graphics, vector graphics, desktop publishing, 2d graphics teaching. Photoshop 15 CC2014, Illustrator 18 CC2014, Corel Draw 12, InDesign 10 CC2014, Quark Xpress 8.

VIDEO AND AUDIO: Video editing, compositing, audio editing. Sony Vegas Pro 12, Autodesk Softimage 2015, Virtual Dub 1.9, Adobe Premiere 6, Digital Fusion 5, Sony Soundforge Pro 10.

INTERACTIVE MEDIAS: Web design, online store creation and management, DVD-Video authoring, CD-ROM creation. Dreamweaver 11.5 CC2014, WordPress, Box-E-Commerce, Flash 9 cs3, Sony DVD Architect 4.5, Adobe Director.

PROGRAMMING: Xhtml, Php, Css, Action Script 3, JavaScript, VBscript, VBA, Xsi scripting, Wsh.

OFFICE: Office 2013, Word, Excel, Outlook, PowerPoint, Sphinx.

OPERATING SYSTEMS: Windows 8, MacOS X.

HARDWARE: ability to build a PC from scratch.

INTERESTS AND HOBBIES

TV SERIES PROJECT AND SHORT MOVIES: 3D animated short movies, personal project for a 3D animated cartoon TV series.

MYTHOLOGY AND ANCIENT CIVILIZATIONS: knowledge of ancient Greece.

TRAVELLING: France, Greece, Ireland, Spain, Italy, Albania, Cyprus, Turkey, Lebanon, Germany, Austria, Switzerland, Sweden and Norway.

SPORTS: gym, swimming.