

Thierry Noguera

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PROFESSIONAL EXPERIENCE

FEATURE FILM: *(In BUF Company, Adress: 134 Bld Ney 75018 Paris):*



October 2008-July 2009, **ARTHUR and the Invisibles 3**
Director: Luc BESSON
realistic character animation and Rotoscopic animation for VFX and cartoon animation for FULL 3D



May-June 2008, **ARTHUR and the Invisibles 2**
Director: Luc BESSON
realistic character animation and Rotoscopic animation for VFX and cartoon animation for FULL 3D



January -May 2008, **BATMAN The DARK KNIGHT**
Director: Christopher NOLAN
realistic character animation and Rotoscopic animation for VFX



August-December 2007, **SPEED RACER**
Director: Andy & Lana WACHOWSKI
realistic cars animation



June-August 2007, **ASTERIX AT THE OLYMPIC GAMES**
Director: Thomas LENGMANN
realistic crowd animation

MUSIC VIDEO CLIP: *(In DIGITAL DISTRICT company, Adress: 13 rue du Mail 75002 Paris):*



August 2010 (1week), **MASSIVE ATTACK, Atlas Air**
Director: Edouard SALIER
quadruped animation (hybrid rabbit and werewolf)

VIDEO GAME TRAILER: *(In CHEZEDDY company, Adress: 16-20 rue Petrarque 75116 Paris):*



April-May 2010, **DRIVER**
Director: Dominique CARRARA
realistic cars and lorry animation

COMMERCIAL VIDEO CLIP:



December 2010 (2weeks), **BURO VALLEE**
digitaline Company
Director: Julien LEFEVRE
lion cub animation.

COMMERCIAL VIDEO CLIP:



July-August 2010,
digital district Company

RENAULT, electric pursuit
Director: Edouard SALIER & Luc BESSON
cartoon bumblebee , pigeon
and human being animation



February-March 2010,
Chezeddy Company

jingle tv: TELETOON
cartoon animation



January-2010,
Chezeddy Company

commercial video clip : COCCULINE
cartoon animation



August 2009,
BUF Company

commercial video clip : FOXY
realistic stork animation



September-October 2008, Canal PLUS Free Play
BUF Company

realistic animation

EDUCATION ACHIEVEMENTS

July-Mid-July 2010,

SUMMERSCHOOL 2010 ,LES GOBELINS.

Master class programme devoted to :

Acting, Focus and Swinging movement and walk cycle.

July-Mid-July 2008,

SUMMERSCHOOL 2008 ,LES GOBELINS.

Master class programme devoted to :

Character Animation and Quadruped Animation.

September 2002-June 2004, university degree of networks and communication in
Institut Universitaire Technologique in Saint-Raphael (FRANCE).

CAREER OBJECTIVE

- To work in a team in order to improve my skills.
- To animate as much as possible for projects of interest,
whether there is some technical challenge or the animation itself is fun.
- To become a lead animator and share my own experience with other animators

SOFTWARE

-Software : Maya, XSI, 3Dsmax, buf tools, Illustrator, Photoshop, Zbrush.