

Nicolas Prothais Animator

Nationality: French
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Date of birth: January 05 1976

Summary:

► Animation Summary:

- 13 years of experience as animator in both VFX and feature animation film.
- Specialised in character animation with good acting, lip-sync skills and strong understanding of timing, posing and weights.
- Use to animating main characters on complex animation shots or sequences, from the blocking the refine animation.
- Use to integrating and working with a team to always improve my animation and deliver director's request.
- Good technical understanding (Modelling, rigging, skinning, mel scripting).

► Technical Summary:

- Maya Modelling, rigging, skinning, mel scripting.
- Softimage and 3D studio max (animation only).
- Use to work on Windows, Linux, Unix.

CG experience:

01/03/2009 to
currently



► Disney Animation –(Burbank) - **Animator**

"*Wreck it Ralph*"

- **In charge of acting and action on hero shots.**
- Software: Maya.**

09/07/2009 to
09/28/2011



► Double Negative –(London) - **Animator** for several VFX films:

"*John Carter Of Mars*" first Andrew Stanton live movie,
"*Paul*" Last Nick Frost and Simon Pegg movie,
"*IronMan 2*" Visual effects Academy award nomination.

- **In charge of acting and action on hero shots.**
- Software: Maya.**

06/08/2009 to
08/27/2009



► Mac Guff Ligne –(Paris) - **Senior character animator** for the Animation feature film "*Despicable Me*".

Directors: pierre Coffin and Chris Renaud.

Co Directors: Sergio Pablos.

Disribution: Universal .

Animation director: Lionel Gallat (ex Dream Works animation supervisor).

- **In charge of main characters animation for acting and action shots.**
- Software: Maya.**

07/18/2007 to
09/30/2008



► Ilion Animation Studio - (Madrid) - **Senior character animator** for the Animation feature film "*Planet 51*".

Director: Jorge Blanco.

Co Directors: Javier Abad and Marcos Martinez.

Production: Handmade Films, Ilion Animation Studio.

Disribution: Sony Pictures Worldwide.

- **In charge of main characters animation for acting and action shots.**
- Software: 3D Studio Max.**

07/03/2006 to
04/06/2007



► **Mac Guff Ligne** - (Paris) - **Senior character animator and Character TD** for the Animation feature film "**Dragon Hunters**".

Directors: Guillaume Ivernel and Arthur Qwack.

Production: Futurikon Films.

Disribution: Bac Films.

Animation director: Kyle Balda (ex Pixar animation director).

- **In charge of main characters animation for acting and action shots and also to take part to the technical characters development (rigging and skinning) and script the character animation selection tool.**

Software: Maya.

10/07/2005 to
06/01/2006

► **Mac Guff Ligne, Duboi, Sparx** - (Paris) - **Senior character animator and Character TD.**
• **In charge of the rigging and the animation on several advertising projects in several Companies.**

Software: Maya.

02/03/2004 to
09/27/2005

► **Mikros** - (Paris) – **Animation supervisor and Character TD.**

- **Responsible of the rigging and the animation on several advertising projects.**

Software: Maya.

03/03/2003 to
01/21/2004



► **Sparx** - (Paris) - **Senior character animator and Character TD** for the Disney direct to video "**Twice Upon a Christmas**".

Directors: Matthew O'Callaghan and Theresa Cullen.

Animation director: Eric Leighton ("The Nightmare Before Christmas" animation supervisor).

- **In charge of main characters animation for acting and action shots and also took part to the technical character development (modelling, texturing, facial expression modelling and skinning).**

Software: Maya.

06/24/2002 to
02/07/2003



► **Duran** - (Paris) - **Senior character animator** for the VFX film "**Immortel (ad vitam)**".

Director: Enki Bilal.

Production: Telema.

Disribution: Fox and TF1 International.

- **In charge of main character facial animation and few creature shots.**

Software: Maya.

07/16/2001 to
01/04/2002



► **Mikros** - (Paris) - **Senior animator and TD** for the VFX movie "**Le Boulet**".

Directors: Alain Berbérian and Frédéric Forestier.

Production: La Petite Reine.

Disribution: Warner Bros Pictures.

- **In charge of all the "ferris wheels" modelling, UV mapping, and rigging and also took part of the shooting preparation and the animation.**

Software: Maya.

09/27/1999 to
04/09/2001



► **Sparx** - (Paris) - **Junior character animator** for the animated serie "**Rolie Polie Olie**".

- **In charge of all kind of animation: characters, props, objects...**

Software: Softimage.

07/21/1999 to
09/15/1999



► **Duboi** - (Paris) - **Junior animator** for the VFX movie "**The Story of Joan Of Arc**".

Director: Luc Besson.

Production: Gaumont.

Disribution: Sony.

- **In charge of "Joan Of Arc" rotoscoping for FX contact.**

Software: Maya.

Education :

1996 – 1998

- ▶BTS Audio-visuel option image lycée des arènes de Toulouse
Two year technical degree in video filming, lighting and editing.
- ▶Animation Master class with:
 - Kyle Balda (ex Pixar animation director).
 - Carlos Baena (Pixar Animator).
 - Sergio Pablo (Ex Disney Animation Director).

Addresses:

▶Disney Animation Studio

2100 River side Drive
91506
Burbank
USA

▶Double Negative

77 Shaftesbury Avenue
W1D 5DU
London
UK

▶Mac Guff Ligne

6 rue de la Cavalerie
75015
Paris
France

▶Ilion Animation Studio

Calle Caléndula 93, edificio H
28109
Alcobendas
Spain

▶Sparx

91 rue Lauriston
75016
Paris
France

▶Duran/Duboi

35 rue Gabriel Peri
92130
Issy-les-Moulineaux
France

▶Mikros

120 rue Danton
92300
Levallois-Perret
France