



PIERRE MARTEEL

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ABOUT ME

Artistic Director, Animated Film Decorator, Matte-Painter, Concept Artist, Illustrator. Passionate about image, painting and fantastic universes.

EXPERIENCES

Artistic Director

2020 Personal animation series project «FARMAGINARY»
2019 Development of the series project «Kaleido Paws» for Sun Creature from November 2019 to February 2020.
2017/2019 3D animation series «Tom Sawyer» product by Cyber Group Studios, PVP and Blue Spirit from december 2017 to april 2019.

Teacher/speaker at RUBIKA Valenciennes,
2017, 2013 and 2012: in Photoshop/conception of matte-painting
2016: image design

Concept art/illustration, lines and colors.

2020 Personal animation series project «FARMAGINARY», Set color artist on the future film at TCHACK «My father's secrets»
2019 Set concept art on the serie «Kaleido Paws» for Suncreature.
2017 Set concept art on the feature film «Mythomen»
2017 Set concept art on the game «Dofus cube» at Ankama.
2013 Set Concept art on the series project « Welsh and Shedar » at Ankama.
2007 Concept art on the music clip «This is the end of the world» for the group MUSE at DURAN studio.
2004 Illustrations for SYCTOM - Paris town hall

Set artist at ANKAMA STUDIO from 2011 to 2017.

Set color artist 2D on the animation serie WAKFU saison2 & 3, and the animation series « Kerubim »
Set color and lines artist 2D, color script, on the future film « Dofus, livre 1, Julith »
Set artist 2D, concept artist on the game « Dofus-cube »
Set color and lines artist on the teaser « Krosмага » and various missions of realization of set in autonomy.

Mattepainter 2D/3D de 2004 à 2011:

WALKING THE DOG - Bruxelles: Lead Mattepainteur on the animation 3D future film « A monster in Paris ».
CUBE STUDIO - Paris: Teaser Expo universelle Shangai
MIKROS IMAGE - Paris: Future Film live «Faubourg 36», Teaser viedo game «Alive», pub Toyota, Nina Ricci...
SPARX - Paris: Animation Future Film 3D «IGOR»
DURAN/DUBOIS - Paris: Future film «Alibaba, Minor, l'au-berge rouge, Last Legion»
MACGUFF LINE: Future film «Arsène Lupin» ; VariousPublicities.
ATTITUDE STUDIO - Paris: Animation Future Film 3D «Renaissance», as well as Lightboard research. Animation serie «Greys Anatomy» .

CG artist generalist

2002 DURAN: Pub: CapitalFM, Halifax; Clip: In my eyes
2000-2003 SPARX PUB and Animation: short film «La Fille ,l'âne et les boeufs» ; Animation series Zoé Kézako
1999 Stage at MOVIDA - Bruxelles

Suite -->

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SKILLS

Mastery: Photoshop, Flash,
Notion: Maya (3D), XSI (3D), Blender (3D), body-paint
(3D), Nuke (2D/3D), After Effect, Illustrator

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marteel-0631712/](http://www.linkedin.com/in/pierre-marteel-0631712/)



EDUCATION

1993/1995: Saint Luc Tournai Belgium- Secondary School of
Visual Arts; Diploma with High Distinction.

1995/1998: Saint Luc Tournai - College of Graphic Visual
Communication; specialising in Illustration; Diploma with
High Distinction (valedictorian)

1998/2000 : SupInfoCom - College of Computer Graphics.
Diploma (Honours)
Co-Direction of a short film: «L'Enfant de la Haute Mer
«(«Child of the Open Sea «);
Film selected at Cannes Film Festival, Annecy Animation
Festival and Leaf Award; awarded prizes at:

- Ars Electronica Festival (section Computer Anima-
tion/Visual Effects);
- Seoul International Animation Festival 2002 (Jury
Special Prize);
- International Short Film Festival Berlin (Shorts
for Kids Award).

2008/2009 : 8 months of training in stone carving in Or-
leans, with obtaining the CAP.



LANGUAGES

French: Mother tongue.
English: medium level.



MISCELLANEOUS

Reading, Cinema, exhibitions, comics
and illustration books,
Painting during my travels (tra-
vel diaries), drawing from a living
model.
Practice of ukulele, vocals.
Practice the Forro dance, swing,
Travel, photography, visits to his-
torical monuments.
Swimming, sailing ...