

BERNARD LABEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

PERSONAL INFORMATIONS

ADDRESS : 7061, Marie-G Lajoie avenue, unit 303
Anjou (Quebec) H1J 2N3
Canada
PHONE NUMBER : 514-354-1966 (international code: 001, to use outside North America)
EMAIL : 3dbernard@gmail.com

PROFILE

3D SKILLS : Lighting, scripting, texturing.
SOFTWARES : XSI, mental ray, 3ds max, SOFTIMAGEI3D, Photoshop, After Effects, Maya, RenderMan Artist Tools.
PROGRAMMING: Python, JScript, MySQL, PHP, HTML, XML.
EXPERIENCE : Since 2000 in 3D animation, 2 years in graphic design.
STUDIES : College

STUDIES AND DIPLOMAS

A.E.C. (college), 2D-3D ANIMATION
March 2000 to September 2000
ICARI

Character animation techniques, modeling, texturing, lipsync, compositing, broadcast design, storyboard design; overview of principles of traditional animation (timing, perspective, stretch/ squash, anticipation, etc).

D.E.C. (college), GRAPHIC DESIGN TECHNIQUE
September 1994 to December 1997
Cégep du Vieux-Montréal

Principles of graphic design, image composition, color use, page layout, types, idea research, sketching and printed production.

OTHERS

1992-1994 : D.E.P. (professional) in general welding.
1987-1992 : High school diploma.

BERNARD LABEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

WORKING EXPERIENCE

MAY 30th, 2005, TO DECEMBER 17th, 2007

Big Bang Digital Studios

Projects : Big Foot Presents Meteor And The Monster Trucks, Young Avraham, A Tale From the Midrash
Generalist technical director.

Tasks : Research of working methods, artist training, quality control, tool programming, crowds,
production pipeline design, programming of asset management framework.

Softwares : XSI

JANUARY 3rd, 2005, TO MAY 20th, 2005

Meteor Studios - Project : The Fantastic Four (Fox).

Lighting artist.

Tasks : Integrate set extensions in live plates.

Softwares : Maya, RenderMan Artist Tools

MARCH 5th, 2004, TO OCTOBER 31st, 2004

Action Synthèse - Project : The Magic Roundabout (Pathé).

Lighting/rendering technical director.

Tasks : Creation of scripted tools for lighting artists, rendering working methods research, set preparation,
working infrastructures, scene debugging, render farm management.

Softwares: XSI, BatchServe.

MARCH 15th, 2003, TO MARCH 3rd, 2004

CinéGroupe - Project : Tripping The Rift (Sci-Fi-Channel).

Lighting lead/rendering director.

Tasks : Light sets and animated scenes, supervision of the lighting team, quality control (lighting),
management.

Softwares : 3ds max.

FEBRUARY 1st, 2003, TO MARCH 15th, 2003

CinéGroupe - Project : Tripping The Rift (Sci-Fi Channel).

Lighting artist.

Tasks : Light sets and animated scenes.

Softwares : 3ds max.

OCTOBER 21st, 2002, TO MARCH 14th, 2003

CinéGroupe - Project : Tripping The Rift (Sci-Fi Channel).

Intermediate texture artist.

Tasks : Create and map textures onto 3D characters and props.

Softwares : 3ds max and Photoshop.

BERNARD LEBEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

WORKING EXPERIENCE (continued)

AUGUST 1st, 2002, TO OCTOBER 31st, 2002

3dtutorial.com - Project : XSI Production Solutions & Tips 1.

Author/producer.

Tasks : Create 13 hours of downloadable lessons for SoftimageXSI users. Covering materials, lighting, indirect illumination, rendering and compositing.

Softwares : XSI, Photoshop.

APRIL 16th, 2002, TO APRIL 24th, 2002

Dromadère Média - Project : Humoristic openings (Comedy Network).

3D generalist.

Tasks : Rotoscopy and tracking of shot elements for integration into 3D environments.

Softwares : 3ds max.

JUNE 1st, 2001, TO JANUARY 31st, 2002

Twist!Image

3D generalist.

Tasks : Creation of 3D animation ads and 3D elements for web sites.

Softwares : SOFTIMAGEI3D, 3ds max and XSI.

MARCH 14th, 2001, TO APRIL 27th, 2001

Multivet Média - Project : Corporate video to promote mining project in Madagascar (QMM).

3D generalist.

Tasks : Creation and animation of 3D environments.

Softwares : World Builder and 3ds max.

JUNE 1999 TO FEBRUARY 2000

Selco Stand Design Communication inc.

Graphic designer.

Design and realisation of graphi panels for large size exhibition stands, ads, assisting panel lamination.

FEBRUARY 1998 TO MARCH 1999

GPG Communication inc.

Graphic designer.

Tasks : Design and realisation of ads, pamphlets, menus, paper mills, promotional boxes, product packaging, member cards, and other printed products.

BERNARD LEBEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

SKILLS

- TRADITIONAL : Lead pencil, observation drawing, storyboard, sketching, character drawing, image composition, graphic design, colors.
Tried mediums :
Charcoal, acrylic painting, wood pencil, marker pencil, clay sculpture, plaster sculpture.
- 3D SOFTWARES : SOFTIMAGEXSI
SOFTIMAGEI3D
mental ray
3ds max
Character Studio
Maya
RenderMan Artist Tools
- 2D SOFTWARES : Photoshop
After Effects
Illustrator
QuarkXPress
Dreamweaver
InDesign
- PROGRAMMING : Python
MySQL
JScript
XML, HTML
PHP
VBScript
C++
- APIS : XSI: scripting (scripts, properties, commands, events, menus, toolbars), spdl
mental ray: shaders, geometry shaders
Python: MySQLdb, Tkinter

BERNARD LABEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

ARTICLES

« BSP Explained To Artists »

www.bernardlabel.com/wiki/index.php/3D:XSI_tutorials:BSP_Explained_To_Artists (June 2007)

Tutorial about mental ray's BSP tree aimed at artists, the nature of BSP tree, the tools to optimize it.

« Custom Object Model »

www.xsi-blog.com/archives/117 (October 9th, 2006)

Presentation of an object oriented programming style under Python, with the purpose of implementing the XSI Object Model syntax in your own code.

« About Data Input Management »

www.xsi-blog.com/archives/95 (April 27th, 2006)

Discussion about the problem of data input by the user into scripts, and presentation of a solution under Python.

« The End of Cluster Materials »

www.xsi-blog.com/archives/75 (December 12th, 2005)

Tutorial about various techniques in XSI to avoid using cluster materials.

« Multi-Layered Plugins »

www.xsi-blog.com/archives/50 (October 3rd, 2005)

How a collection of files (Python modules, commands and properties) can cooperate to form the architecture of elaborate tools.

« Looping with Python in XSI »

www.xsi-blog.com/archives/31 (June 20th, 2005)

Brief performance exploration of some of the looping techniques offered by Python, in XSI.

« Scripting Your Rendering With XSI »

HDRi3D magazine, edition #3 (March-April 2005)

How we can use scripting (Python) to ease and automate several tasks related to rendering, like texture files conversion into .map, Render Tree traversal, how to access passes, partitions, shaders, as well as system commands. All with SOFTIMAGEXSI.

« Production Methods »

Highend Magazine, summer 2003 edition.

In collaboration with Ed Harriss (www.edharriss.com), overview of production methods, covering passes in SoftimageXSI and naming conventions.

Contribution : Author of the part about naming conventions : how to efficiently name the 3D elements of a project and in a 3D scene.

BERNARD LABEL

PIPELINE / RENDERING TECHNICAL DIRECTOR

RESUME

CONFERENCES

«The BSP Tree »

May 15th, 2007, Collège InterDec

Tutorial about mental ray's BSP tree.

«Introduction to normal mapping »

February 28th, 2007, Collège InterDec

Tutorial about the nature of normal maps and normal mapping techniques in XSI.

AWARDS

WINNER OF MIMI 2001, IN CATEGORY «ALBUM OF THE YEAR»

CD booklet for Montreal band, Kralizec. Prize received at March 4th, 2001, at the Spectrum, in front of members of the Quebec music industry.

OTHER RELEVANT INFORMATIONS

XSI MONTREAL

President of the XSI MONTREAL club, the SoftimageXSI user group for the Montreal area.

XSIBASE.COM

Co-administrator of the main internet forum dedicated to XSI.