

François GASTALDO

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Born 3/6/1968

Spoken languages: French, English

3D CG Teacher Lighting, Texturing

‘Knowledge is a rare thing; you gain it by giving it away’

Ivan Sutherland, pioneer and founder of computer graphic in 1963 with SketchPad

Actual Position

1998 to date: **3D Teacher** from beginners to Master level.

Teaching in Graduate High School and in professional workshops.

- Lighting – Texturing – Materials - Optics and Physics adapted for 3D software.
- At lower level: Model and Animation.
- Software used: **Softimage XSI**, **3DSMax**, Lightwave, Fprime, **Fusion**, Shake, HDRShop, Photoshop, **MentalRay**, Vray, FinalRender, Brazil, Maxwell, Cinema 4D...

1994 to date: **Photometry and radiometry expert**.

- Visible light and Infrared photometry for aeronautic using High End calibrated HDR IR Cameras.
- Measurement and data analyse for French DoD and NATO.
- Data exploitation and visualisation on PC or Sun Microsystem with PV-WAVE and Unix scripts.

Self-made specialist by professional formation at institutes like: SupOptique (Professor J.L. Meyzonnette), SAE, LNE.

1998 to date: **3D Artist**.

- Various kind of projects for Visualisation, TV Channels, Print Companies
- Lighting participation to short films.

SIGGRAPH 1995 (LA), 1998 (Orlando), 2006 (Boston), 2007 (San Diego) & 2008 (Los Angeles).

Experience

1986 to 1998: **3D Artist**

- Many 3D Artist jobs in TV channels, and Video companies in France and Réunion Island.
- On site Lighting and 3D teaching in France, Réunion island, Poland.

Competition prizes

2000: **1st prize ‘3D Short Film’** with ‘Le Lapin’ at Volcanic, Clermont-ferrand, France (over 60 short films in competition).

1999: **Winner of ‘3D stereoscopic Ride’** prize by Barco, at Volcanic, Clermont-ferrand, France.

Motivation :

- Give to students the courses I was dreaming about when I started studding 3D.
- Share my experience and enthusiasm for virtual and imaginary worlds.
- Open new users to exceptional ways of self-expression allowed by 3D.
- Transform dreams and expectations into reality for people wanting to have a job in CG world.

Personnal Skills :

Oenology and wine tasting (surely due to proximity of Bordeaux).

Photography, to keep in touch with real world and better leave it for 3D after.

Museum visiting, from classic and impressionist painting to interactive art. I’m actually living half-way between Le Louvre Paris and Guggenheim Bilbao.