



## **Jeremy MEUNIER**

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### **Motion Capture Specialist**

#### ***Summary***

From high-level consulting to shooting supervision, from data processing to final motion editing, my area of expertise covers the whole motion capture pipeline. I'm able to evaluate costs, develop tools and efficient workflows, use the max potential of both hardware and software to improve motion capture output. I've supervised motion capture for successful video games such as «Heavy Rain» and «Dishonored» as well as a feature film («Cinderella 3D»). I've been consulted by Guerilla Games (Amsterdam) and Vision Globale (Montreal) for building their own motion capture studio and I trained students from both 3D school and French universities.

#### ***Work Experiences***

##### **• 2010 – 2014: Motion Capture consultant / supervisor**

- *CIFACOM (Montreuil): «Motion Builder» and rig/setup teaching*
- *Mocaplab (Paris): Real-time shooting supervision («Bonjour Gribouille»)*
- *Unit Image (Paris): Technical consulting and mocap production supervision*
- *Vision Globale (Montréal): High-level consulting for building a brand new studio*
- *Quantic Dream (Paris): Facial/Body data post-processing («Beyond 2 Souls»)*
- *Solidanim (Angoulême): Technical shooting supervision («The Linkers»)*
- *Guerilla Games (Amsterdam): Consulting and Vicon Blade plugin development*
- ...

##### **• 2007 – 2010: Motion Capture Supervisor (Quantic Dream / Paris, France)**

- *Head of Motion Capture department («Heavy Rain»)*
- *4 to 7 people team management*
- *Outsourcing management*
- *Technical consulting and quoting for external clients*
- *Shooting supervision and data post-processing for external clients*

##### **• 2006 – 2007: Motion Capture TD (Quantic Dream / Paris, France)**

- *«Heavy Rain» video game preproduction*
- *Workflows design*
- *Global R&D*

##### **• 2004 – 2007: Freelance Motion Editor**

- *Motion Editing/Camera layout for various games such as «Splinter Cell: Double Agent»*

##### **• 2003 – 2004: Généraliste 3D (Paris Post Production / Levallois-Perret, France)**

- *Modeling/Animation/Rendering for various French TV spots*

## Education

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- **2003 - 2004: Master's degree in CGI (with Honors)**
  - *Université Marc Bloch de Strasbourg, France*
- **2001 - 2003: Master's degree in Audiovisual & Multimédia (with Honors)**
  - *Institut des Sciences et techniques de Valenciennes, France*
- **1999 - 2001: 2-years diploma in Physics**
  - *Cité scientifique, Université de Lille I, France*
- **1996 - 1998: High school diploma (with Honors)**
  - *Lycée Emile Zola, Wattrelos, France*

## Skills

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- **Motion Capture:**
  - *High-level consulting on all aspects of Motion Capture*
  - *Technical direction, shooting supervision, data post processing, motion editing*
  - *Vicon Blade power user (user & teacher)*
  - *Plugin development for Vicon Blade*
- **3D Softwares:**
  - *Autodesk Motion Builder power user (user & teacher)*
  - *Maya, 3ds Max & XSI basics*
  - *Learning Blender 3D by myself*
  - *Good knowledge of rig/setup basics and processes*
  - *Programming basics: variables, loops, conditions, functions...*
- **2D / Audiovisual:**
  - *General audiovisual knowledge: Framing, Timecode, Editing, Compositing...*
  - *Image post processing on Gimp*

## Miscellaneous

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- **Languages:**
  - *French (mother tongue)*
  - *English (fluent)*
  - *German (basics)*
- **References (people I've worked for/with):**
  - *Stéphane Dalbera (High-level Real-time/Motion Capture consulting / **Atopos Paris**)*
  - *Brian Rausch (CEO / **House Of Moves Los Angeles**)*
  - *Stephen Olsen (Motion Capture Technical Supervisor / **Sony San Diego**)*
  - *Julien Joubert (Motion Capture Supervisor / **Ubisoft Montreal**)*
  - *Martin Cazes (Head of Sound and gaming departments / **Vision Globale Montreal**)*
- **Various things:**
  - *Self-employed, 33 years old, living in Paris*
  - *Global interest in photography, cinema and special effects*
  - *Global interest in computers, working on Linux (Mint)*
  - *Passion for music, all styles*
  - *Sports (Yoga, Fitness, Swimming, Running)*
  - *Active member of C.A.L.M., association for independant midwife units development in France (political lobbying, sharing experiences in midwife schools...)*