

Pascal HAN-KWAN

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PROFESSIONAL EXPERIENCE

2011
(Février - Octobre) DELACAVE STUDIOS {Paris}
CINDERELLA 3D [Animation Movie - Release Date: 2012]
Environment & Props Artist: Modelling, Texturing, Shading
Fur Lighter

EDUCATION

2006-2009 ESMA {Montpellier}
Graduate from a 3-year post-A course in CG Animation and SFX
8-minute short - 'GET OUT' <www.getout-lefilm.com>
 12 prizes & 25 nominations [IMAGINA - SIGGRAPH]

2004-2006 ECOLE DES ARTS & METIERS {Montpellier}
Graduate from a 2-year post-A course in CG & 2D Animation
7-minute short - 'ANGLE MORT' <www.anglemort.fr>

COMPUTER SKILLS

2D : PHOTOSHOP - PAINTER - UV LAYOUT - UNFOLD3D
3D : MAYA - 3DS - MUDBOX - ZBRUSH
COMPOSITING : AFTER EFFECTS - FUSION
INFORMATIQUE: LANGUAGE XTML & CSS

LANGUAGES

ENGLISH - FRENCH : Fluent

PERSONNAL INTERESTS

ART: Pencils, Indian Inks, Oil Painting

CINEMA: WES ANDERSON (*Moonrise Kingdom, Rushmore, Fantastic Mr. Fox*)
WONG KAR-WAI (*Chungking Express, Fallen Angels, The Grandmasters*)
PARK CHAN-WOOK (*Old Boy, Symlpathy For Mr. Vengeance*)

MISC: Video Games
(*Silent Hill, Xenogears, Xenoblade, Final Fantasy, Plants VS. Zombies, Bioshock, No One Lives Forever*)

Comics

(*Bill Sienkiewicz, Dave McKean, Kent Williams*)

Manga

(*Blade Of The Immortal, Gantz*)