



Gaston Dupuy

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WORK EXPERIENCE

Owner

Polypopstudio
04/2008 – 09/2009

Stockholm

I've run my own company working for clients like Marabou, Bigert & Bergström and Hjärt-Lungfonden among others. I've produced 3D stills and animation for commercials, architectural visualisation, product design and the web.

3D generalist

MBP Productions
12/2007 – 03/2008

Stockholm, Sweden

3D artist in charge of architectural modeling. Involved in 3 projects that required VR. Worked with Gamebryo plug-in developed by Dynagraph in Göteborg. Worked also as boom operator for a multi-camera project (client: Roche) and as director of photography for a documentary in Vilnius, Lithuania (client: Johnson & Johnson).

3D/Motion Artist

Armstrongfilm
05/2007 – 09/2007

Stockholm

-Directed and animated a spot for "Easy Shopping" using Maya and After effects. -Created a 3D environment for a "SvenskaSpel" screensaver.
-Designed, modeled and textured two 3D characters for "Heroine", a feature-film to be produced by Armstrong film.
-Worked on different projects as a 3D/Motion Graphics artist. Clients included: Bergman and Beving, ICA, Max and Rosengren.

3D Artist

Softbus Media
06/2007 – 08/2007

Stockholm, Sweden

-Architectural visualization for project "Riddarholmen". In charge of modeling and texturing various buildings and landscapes in 3D using Maya.
-Creation of a 3D model of Bondeska Palatset in Stockholm.

Ceo

Anima Farm Creative (worldwide)

01/2003 – Current

-Pre-Production for stop-motion/3d animated short "Back to the Roots". Scriptwriting, storyboard, design and budgeting completed. Fund-raising still ongoing.

-Designed, produced, directed the short stop-motion animation "The Bridge". Also recorded the sounds and sound-designed the film on a pro-tools machine. Shot in 35 mm colour, 11 min. -Created Visuals for "Kepler's Dream", an installation by Artist Fosco Valentini

-ArtInstallationsandmusicvideosforvariousartists

Since early 2020 Anima Farm Creative has been in production of a multimedia project called "A God":

this new work will be a combination of painting and mixed media, audio/video installations and ultimately it will be presented as a feature film.

Head of 3D

Mpeg Production

01/2010 – 10/2012

📍 Stockholm, Sweden

Head of 3D / Motion Graphics / Editor / DVD & Blu-Ray Authoring/ Direction

Motion Artist

Bsmart

12/2012 – 12/2012

📍 Stockholm

Rotoscoping/Motion Graphics Artist/Editor for Commercial. Client: Håg.

3D Artist / Technical Director

Boutiq Ag

03/2013 – 07/2015

📍 Zurich

- Directed Infomercial for Swiss Campaign "Alpen Initiative", against the creation of a second tunnel in the Gotthard Pass. 2 minutes long infomercial all done in 3D.

-Technical Direction and on set VFX Supervision for Suzuki commercial. Also worked as producer at a pre-production stage (budget and technical discussions with VFX companies).

-Produced a commercial for Spar.

-Producer-Technical Director for the Minor Chocolate campaign. Produced 3 films in full 3D, also did Motion Graphics for the TVC Billboard.

-Producer for "The Perils of Man" Game (ios/PC), released in early 2014. In charge of 3D pipeline, general planning and communication with Programmers.

-Lead Artist on "The Perils of Man" Game , released in September 2014. Managed a team of 15 people. In charge of 3D pipeline, general planning and communication with Programmers , technical direction.

-Lead 3D artist in charge of all 3D animation for a 1:30 minute long film produced for swiss client Hoval.

3D Artist

E,T&H Werbeagentur AG

01/2016 – 09/2016

📍 Rorschach, Switzerland

-Produced 9 stills for Tilsiter Campaign: the subject was 2 cows rendered in 3D, following the instructions of the art director. I modeled, textured, lit and rendered the high definition images, ready for print.

Music Composer

Anima Pharm (worldwide)
09/2010 – 07/2016

Music and Sound Design for Film, Art Installations and other Media.

-Established Netlabel

-Worked for artist Fosco Valentini as composer for his video installation "Kepler's Dream".

● **Animation Director and Producer**

Rough Cat Sagl
01/2017 – 02/2019

📍 Lugano, Switzerland

Pre Production and Production of animated sequences of swiss feature film "I Segreti del Mestiere". The film was produced together with swiss tv.

Responsible for budgeting, animation co-ordination and technical pipeline. Also lead compositor.

EDUCATION AND TRAINING

● **Nackademin**

Diploma in 3D graphics
09/2005 – 06/2007

Course in Digital Graphics. Learned how to use Maya, After Effects and various 3d tracking programs.

● **London Film School**

Diploma in filmmaking
09/1998 – 06/2001

Diploma in filmmaking; worked on many student films (16-35mm) as director, editor (analogue/digital), production designer, sound recordist, sound designer, storyboard artist, grip, camera operator. Learned also about cinematography, scriptwriting and production. Wrote a dissertation on "The

Pleasure" by Jan Svankmajer.

● **Université de Lausanne**

attended one term
09/1996 – 03/1997

Course in Semiotics and film history

● **New York Film Academy**

Diploma in filmmaking
09/1997 – 12/1997

Practical introduction to filmmaking; produced 4 short films shot in 16mm film (Kodak 100 b/w reversal).

LANGUAGE SKILLS

Mother tongue(s)

Italian

Other language(s)

English

Listening



C2

Reading



C2

Spoken interaction



C2

Spoken production



C2

Writing



C2

Swedish

Listening



C2

Reading



C2

Spoken interaction



C2

Spoken production



C2

Writing



C2

German

Listening



C2

Reading



C1

Spoken interaction



C1

Spoken production



C1

Writing



C1

French

Listening



C2

Reading



C2

Spoken interaction



C2

Spoken production



C1

Writing



C1

Portuguese

Listening



B1

Reading



A2

Spoken interaction



A2

Spoken production



A2

Writing



A1

DIGITAL SKILLS

Other

Maya 3D

Autodesk 3DsMax

cinema 4d

zbrush

Vue

Marvelous designer

Adobe Suite (Adobe Photoshop, Adobe After Effects, Adobe Premiere Pro, Adobe Audition)

Final Cut ProX

Ableton live

logic pro

unity3d

Microsoft Office, Microsoft Word, Microsoft Excel, Outlook, Facebook, Google