

STÉPHANE DROUOT - LACRYMOSA INDUSTRY PORTFOLIO

Presentation :

Passionated by 3D computer graphics, art and animation features, I have spent 3 years working by myself to gather the skills requiered to work as a 3D artist. I have created several short films, and worked together with other artists (musicians, writers,...)

You will find in this portfolio, pictures of my work achieved and still in progress. Thoses images can be stills from animations, test renders or illustration (marketing pics, CD packaging, etc.)

All the pictures here, are my work alone, as I've never had the chance to work with other people or in a production studio yet.

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You can get a full CV here : <http://lacrymosa.no-ip.org>

I invite you to watch my [2004](#) and [2006](#) demoreels, as a complement to my portfolio.

Last Update : September, 7th 2006

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Seraphine :

Short film shot in Cholet (France), on August the 21st and 23rd 2006. Compositing using After Effects 6.5 and editing with Premiere Pro.

Seraphine is the strange story of a young girl, who just learned that she had a terminal disease, decided that she would end her life, in her own terms.

Writing, finding locations, management...

Direction, photography...

Post-production: picture stabilisation, colors treatment, rotoscoping, special effects with light and shadows.

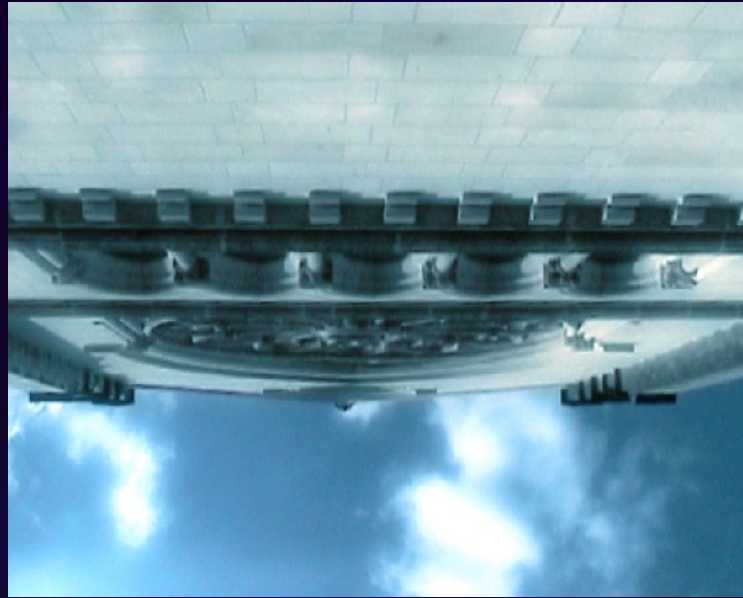
Direction of various musical soundtracks.

The film will shortly available on ralamax.net.



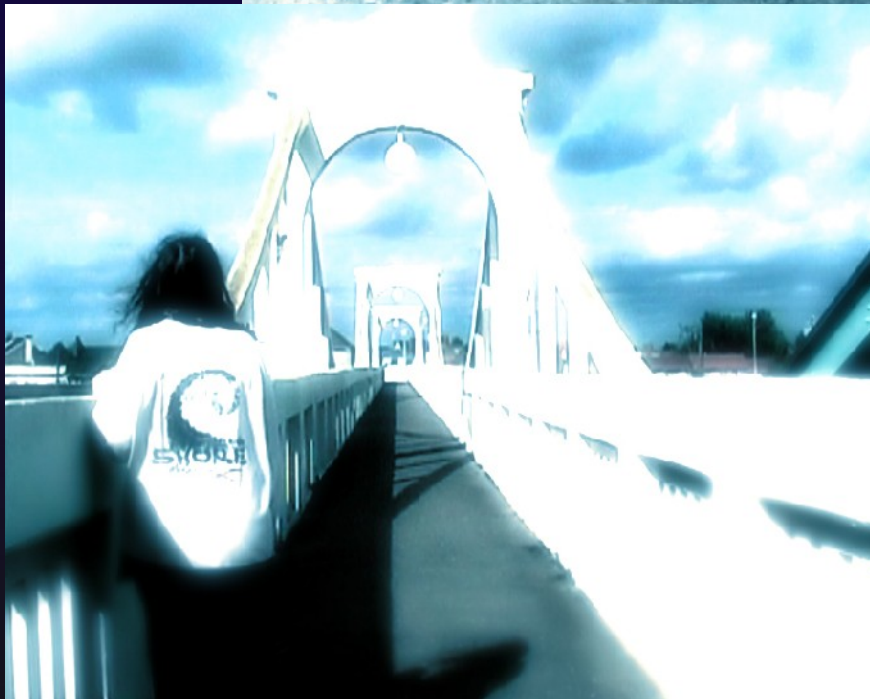
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Seraphine



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Seraphine



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The Urban Tale :

Development from september 2005 to July 2006,
directing of a 3D animation short film.

Realistic modeling of characters and environments.

Polygonal modelisation, rigging using 3D Studio Max 7.5,
animation with Character Studio, layer rendering using
Brazil R/S. Photo-based textures created under Photoshop
CS2.

Compositing under After Effects, editing in Premiere Pro.

Cloth Simulation (ClothFX), hair simulation (HairFX),
fluid simulation (RealFlow).

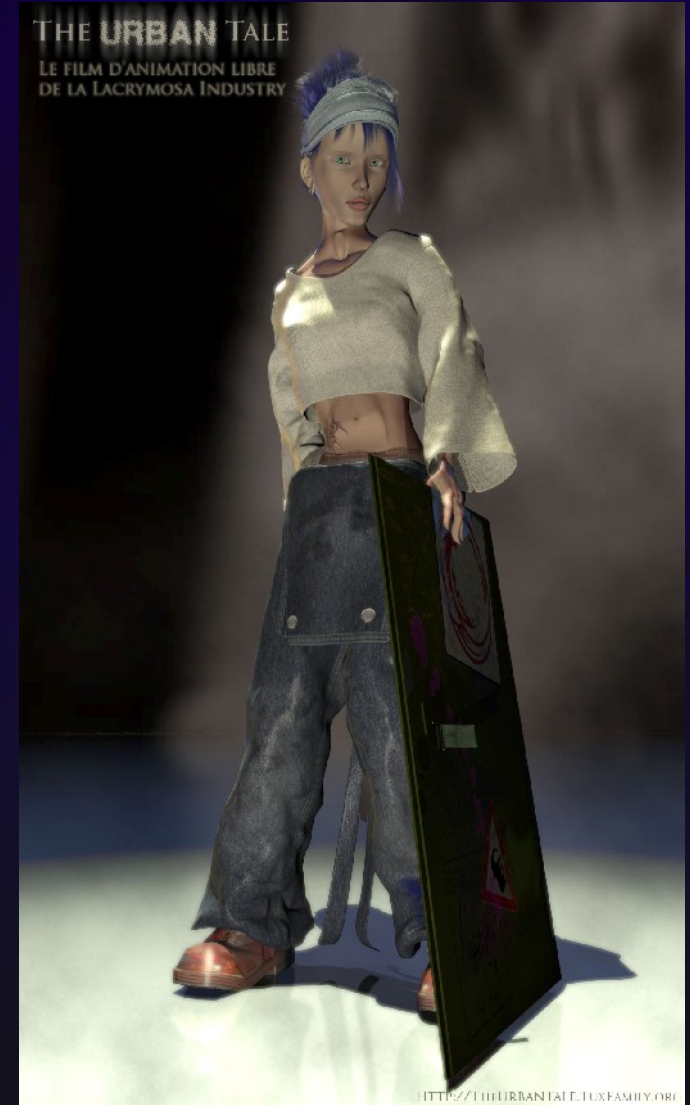
Supervising the Original soundtrack creation. Music
available on lacrymosa.no-ip.org

First teaser video also available on lacrymosa.no-ip.org



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The Urban Tale



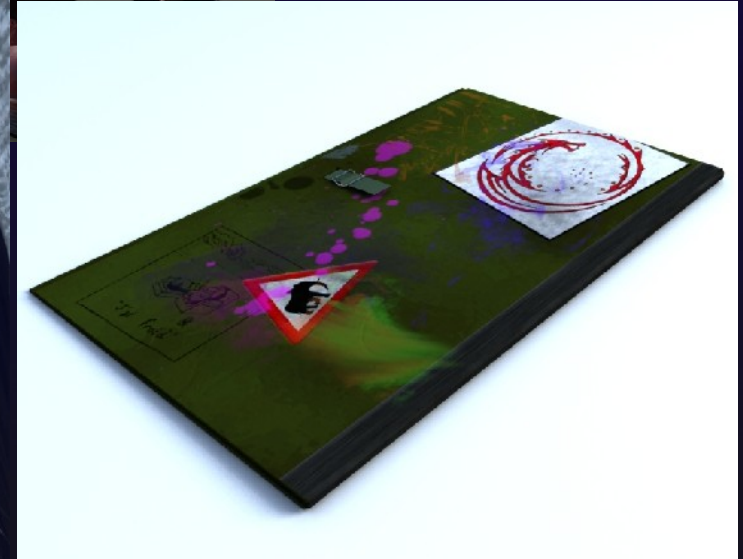
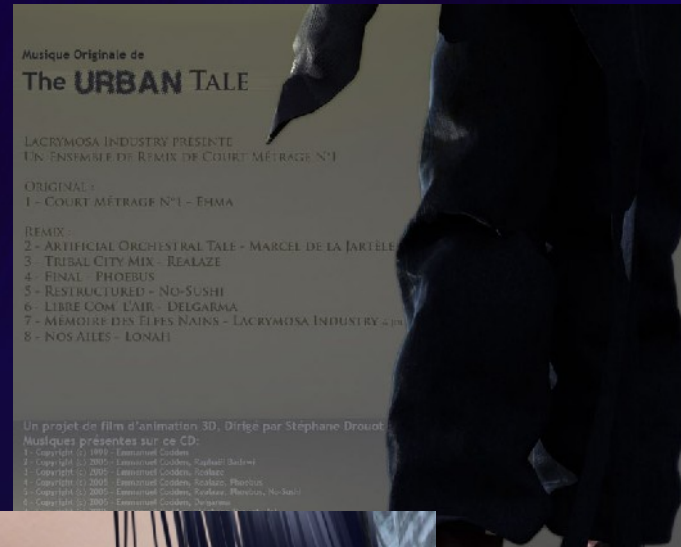
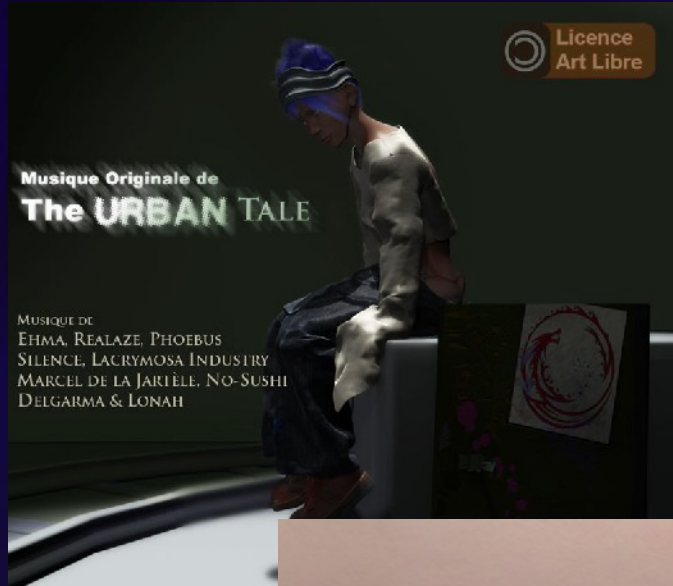
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The Urban Tale



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L'Eponge

Half-realistic, half-cartoon, *l'éponge* is a music video based on Thierry Blanchard's music. Realisation from April to July 2006

This is a crazy love story between a sponge and a Coke-glass taking place in a sink.

Modelisation Toon/realistic, original design, animation semi-realistic, fast production.

3D work in 3D Studio Max 7.5, Brazil R/S rendering, Fluid simulation in Realflo 3. Compositing in After Effects and editing in Premiere Pro

Music available on [Jamendo](#).



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L'Eponge



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Entretien avec les Acteurs de l'Art Libre:

3D Animated documentary about actors of the Free Art world.
Animation created during June and July 2005.

Modeling in 3D Studio Max 7, Toon and realistic rendering using Brazil R/S et Scanline. Compositing and effects with After Effects, audio and video editing in Premiere Pro.

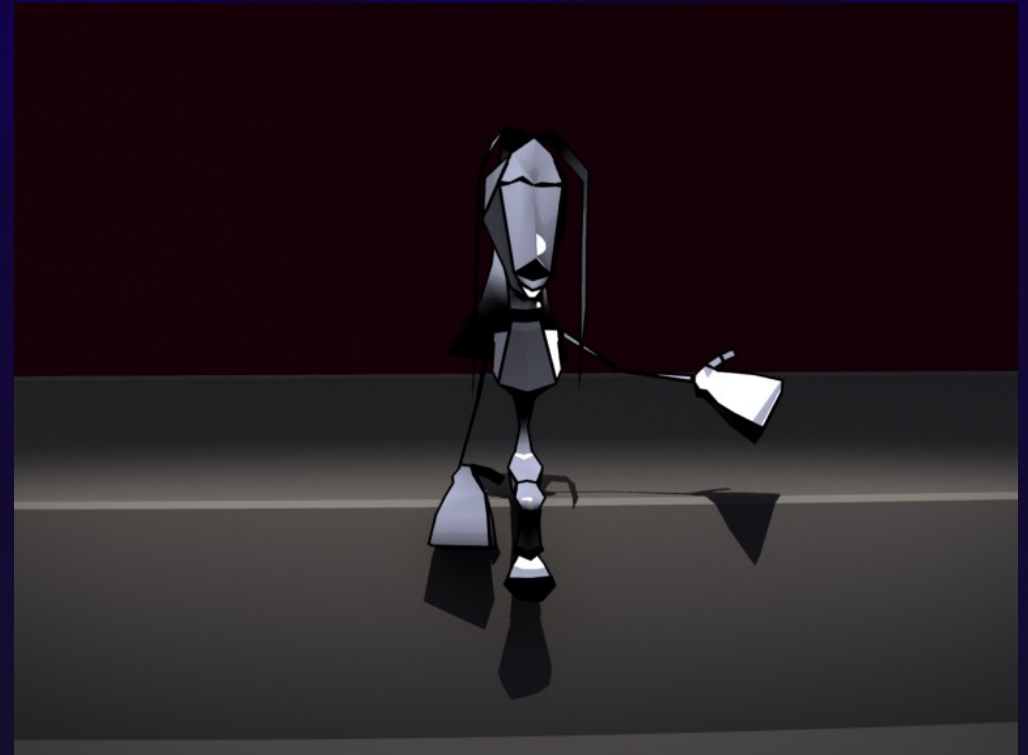
Realistic animation of the character of L.L. De Mars, inspired by reference videos. Creation of a unique environment and personal artistic twist to the narration.

Short film approved by the critic in the world of free art as an epic artistic work and its educational character, screening during free art manifestations and on several webTvs.

Compression MPEG2 and rendering especially configured for the making of a PAL DVD.

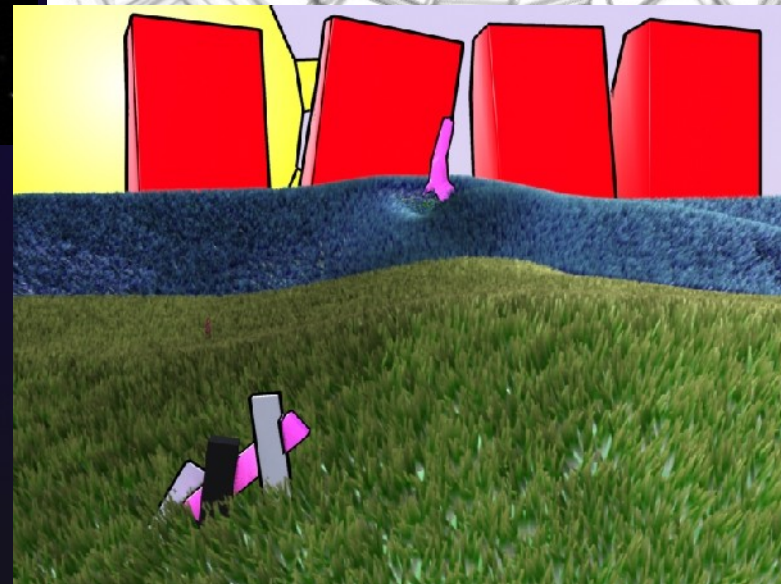
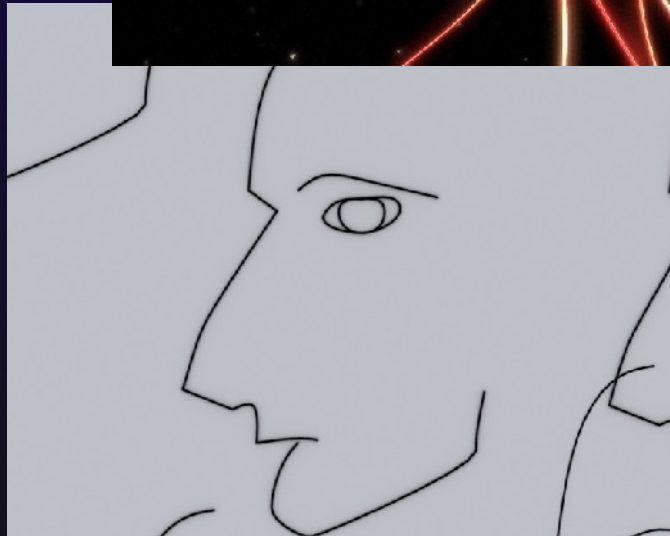
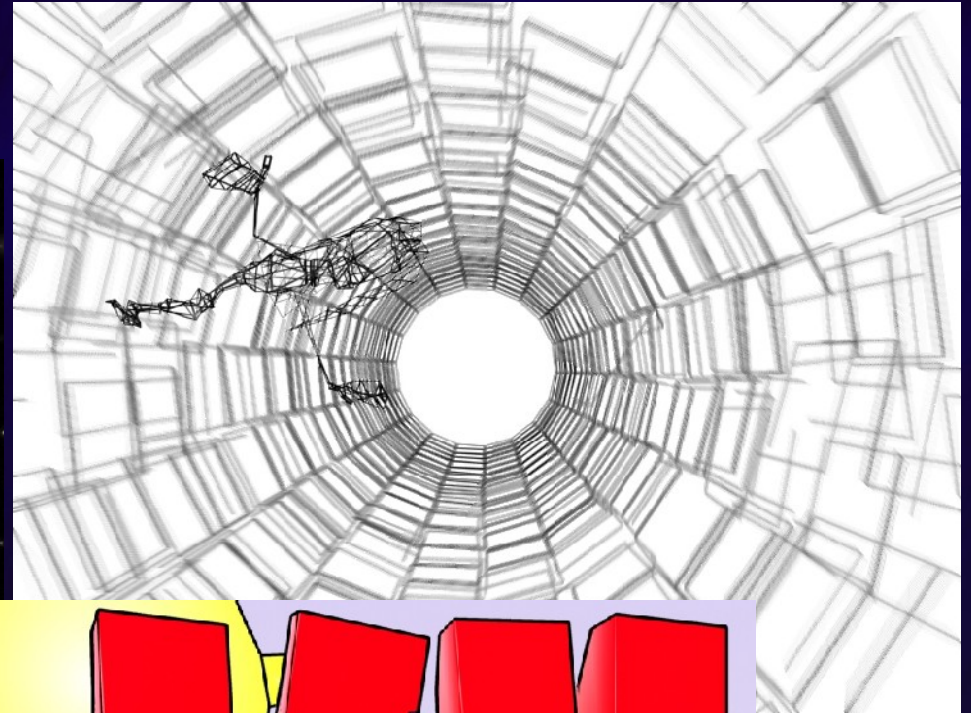
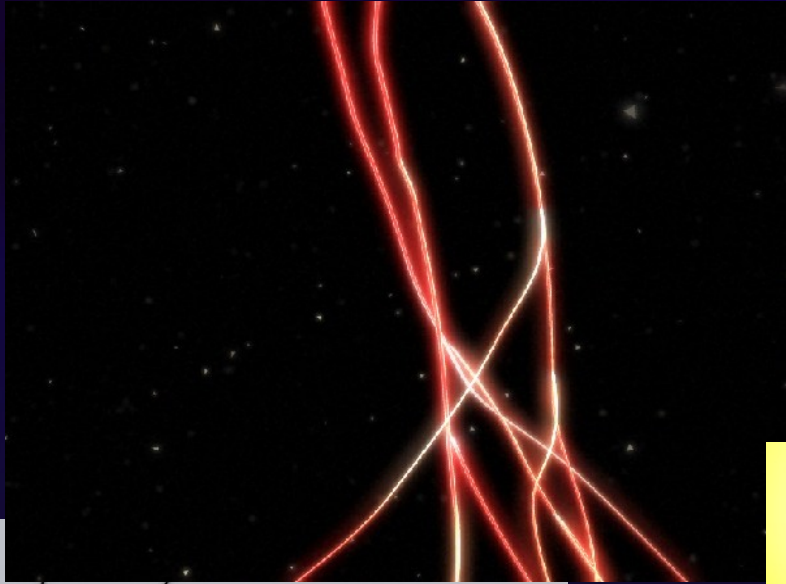
Video available on <http://lacrymosa.no-ip.org>

Download : [English Subtitles](#)



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Entretien avec les Acteurs de l'Art Libre:



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Daphnée:

Incomplete short 3D animation, black and white film.
November 2004 to February 2005.

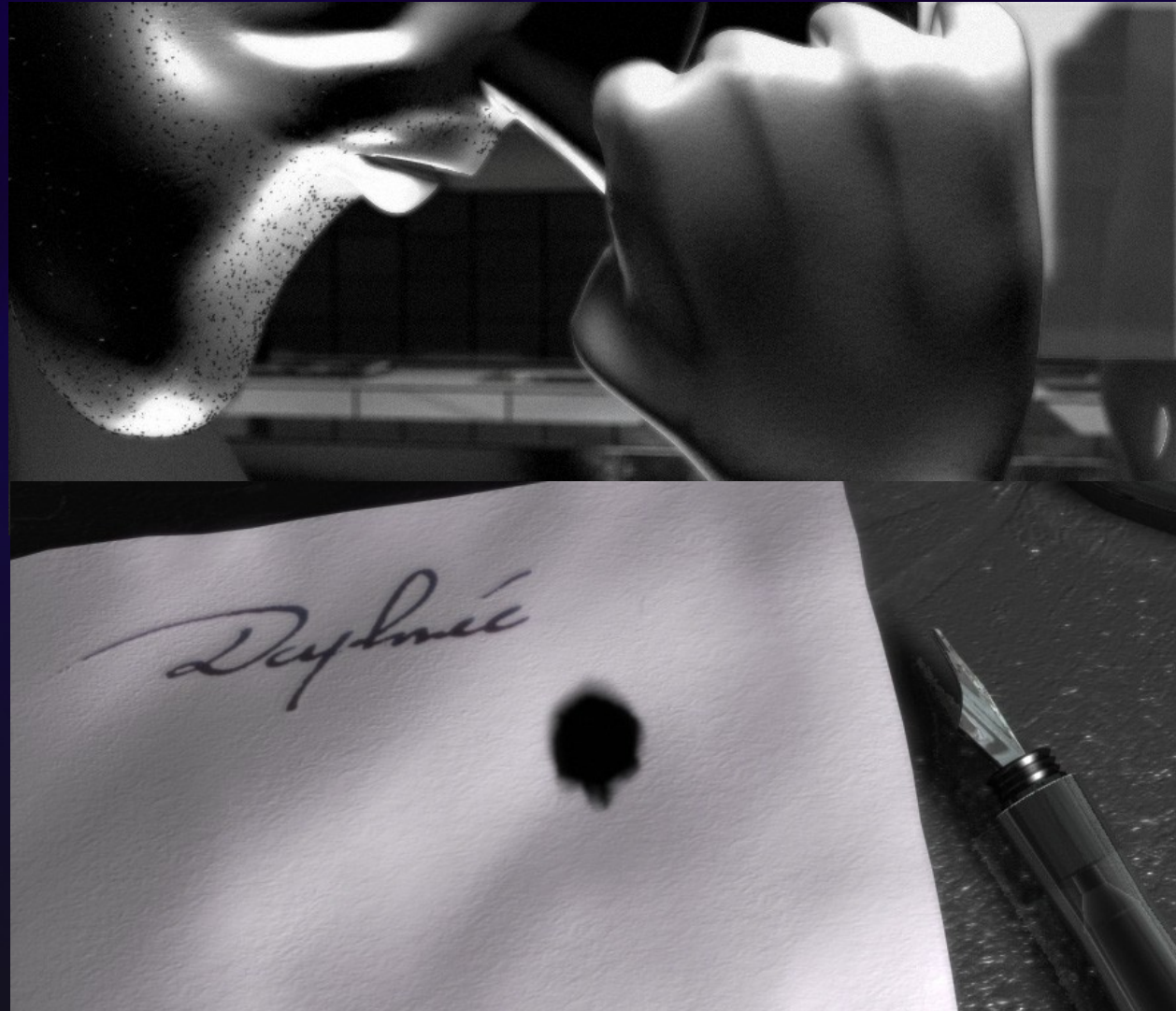
Modeling with 3D Studio Max 5, half-realistic characters,
designed to catch light and shadows, scanline render. HDRI
rendering tests in Brazil R/S.

Character animation in Character Studio.

Fluid simulation in Realflow 2, hair simulation using
ShagHair.

After Effect compositing (glow, depth of field,...) and editing
using Premiere 6.5

Video available here : <http://lacrymosa.no-ip.org>.



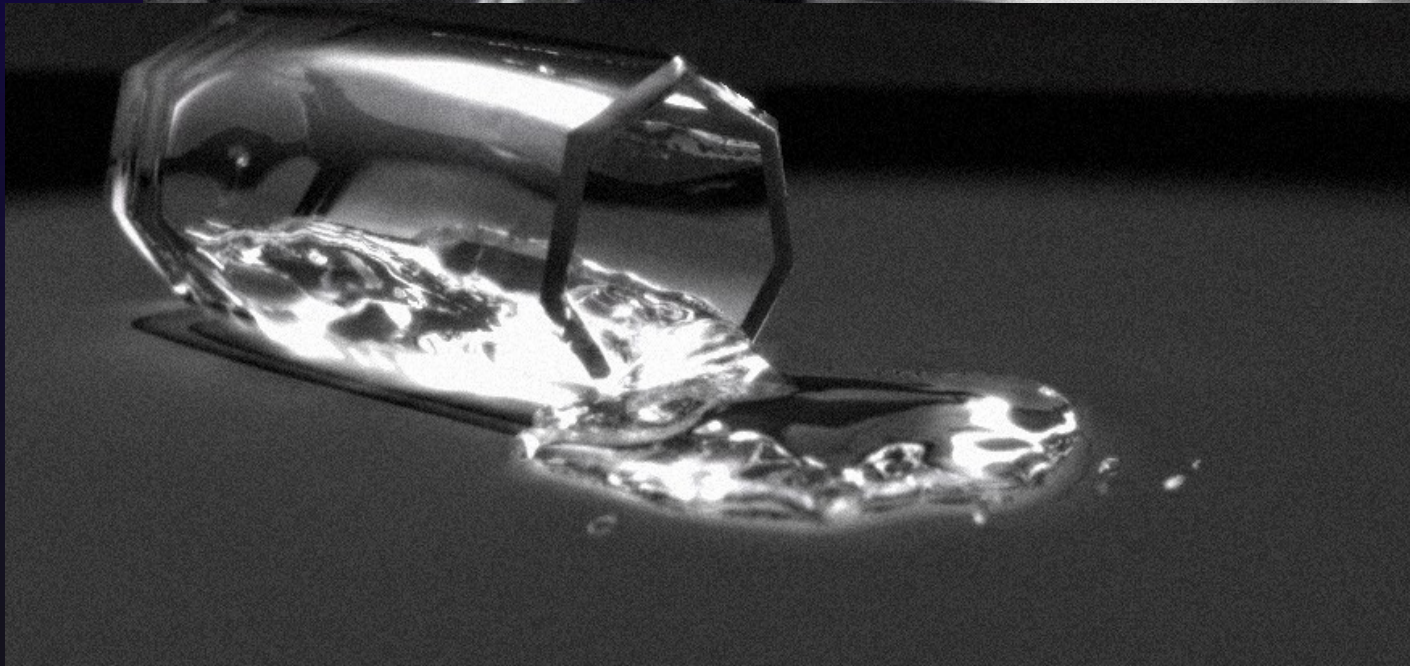
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Daphnée:



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Daphnée:



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The Day Before Us :

Development trial of the pilot from an animation series, between August 2003 to september 2004, finally canceled.

Modelisation manga-style under 3D Studio Max 5, first steps in character animation and lipsync. Special care on lighting.

Tests ShagFur for grass, editing in Premiere 6.5.

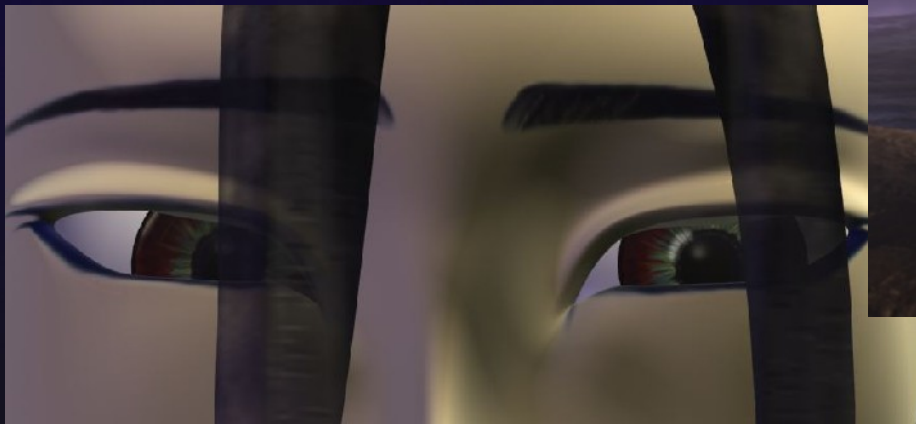
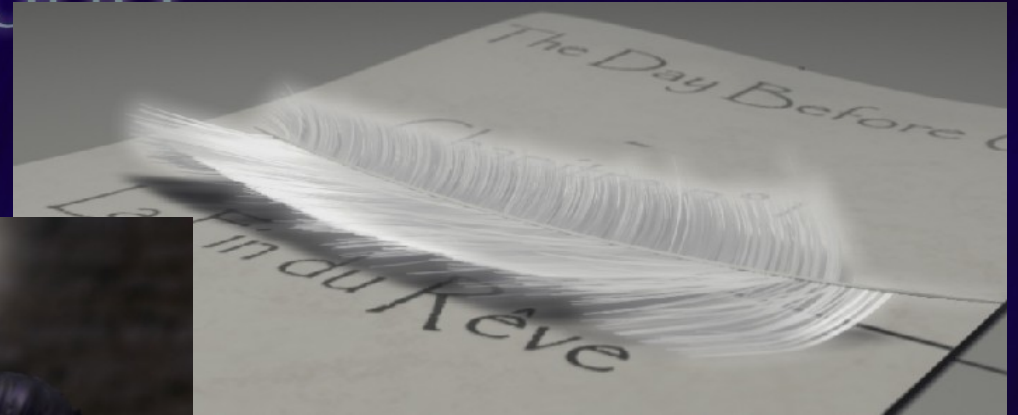
Direction of the dubbing crew, artistic direction of the original soundtrack and recordings.

Video available here (french only): <http://lacrymosa.no-ip.org>



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The Day Before Us:



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Various Illustrations:

Picture 3D of my grand-father, modeled and textured from reference photographies, using 3D Studio Max 7.5 and rendered using Brazil R/S.



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LACRYMOSA INDUSTRY
Licence Art Libre

Derrière les
cendres de mon cœur

LACRYMOSA INDUSTRY

Edwige (Etude n°1 pour Piano)

Marie

Éléments

Air du Magicien (Acte 1 Scène 2)

Eteinte (Acte 1 Scène 6)

Lunah Tyhrelh

Tenebryus

Mathilde

Infinity R3

eliXir

So Many Nights

Vampyre's Son

Chanson Morté (Anti-DADVSD) (d'après PrihD et MDLJ)

Musique composée entre 1996 et 2005

et interprétée par Stéphane Drouot

<http://lacrymosa.no-ip.org>

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Derrière les cendres
de mon cœur

Cover of my latest album, available on lacrymosa.no-ip.org.

STÉPHANE DROUOT - LACRYMOSA INDUSTRY PORTFOLIO

Creation and animation of
objects and 3D SFX for a
stargate fanseries.



STÉPHANE DROUOT - LACRYMOSA INDUSTRY PORTFOLIO

Modeling and animation tests for a Stargate fanserie. Work in progress.

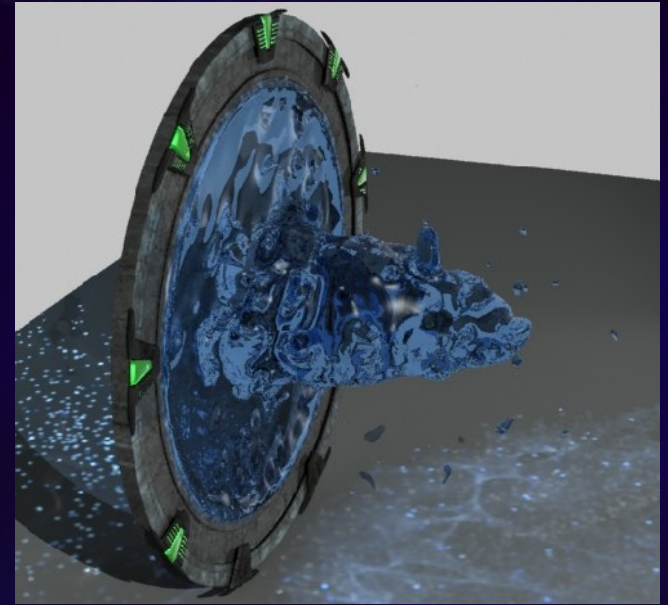


Illustration for a theater, created using 3D Studio Max, glossy reflection and motion blur of Brazil R/S. HDRI lighting and Area Lights.

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Le Monde des Fées...

LACRYMOSA_NO-IP.ORG

On the right :

Illustration about a fairy world
for a contest on 3DVF.com,
October and November 2004.

Work done using 3D Studio
Max 5, Scanline renderer.

On the left :

Handdrawing inspired by the
short film *The Cathedral* by
Tomek Baginski.



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Statue using a model from The Day Before Us.

Lighting test and rendering of depth of field using Brazil R/S and 3D Studio Max 5.

