







sebastien ginestra

Lighting TD - 3D
Generalist - CG
Supervisor



-  LinkedIn
-  Vimeo
-  X
-  Instagram
-  Behance
-  ArtStation

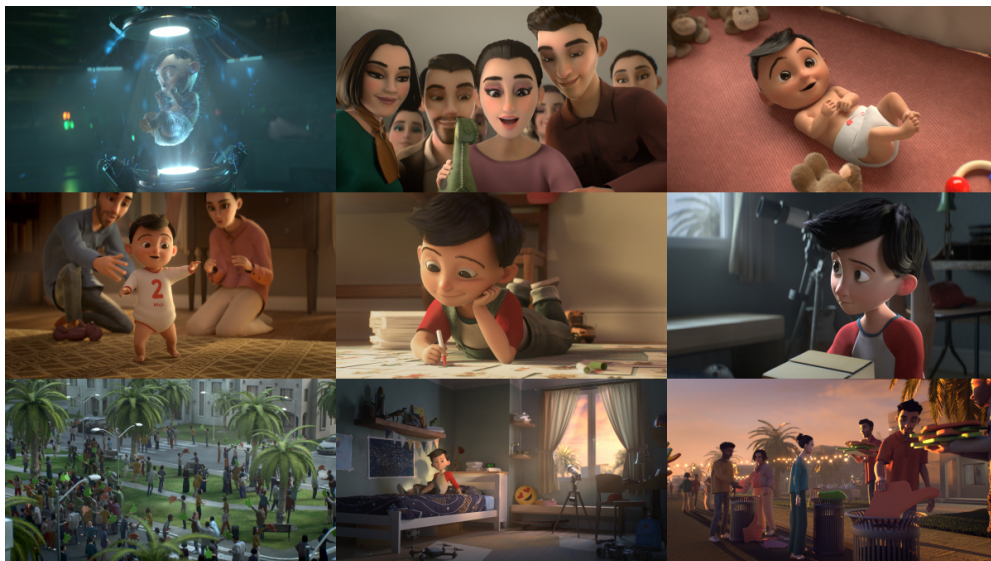
Passionate about CGI for years, constant self-taught man with a strong background in Adverts and feature film.

Using mainly Houdini - 3dsMax - Maya - VRay - Arnold - RedShift

37 years old
Driving License

✉ sebastien.ginestra@gmail.com

Ooredoo - Advert - Houdini



CG Supervisor (Character part)

KFC - Advert - Houdini



Lighting TD

Garnier - Advert - Maya



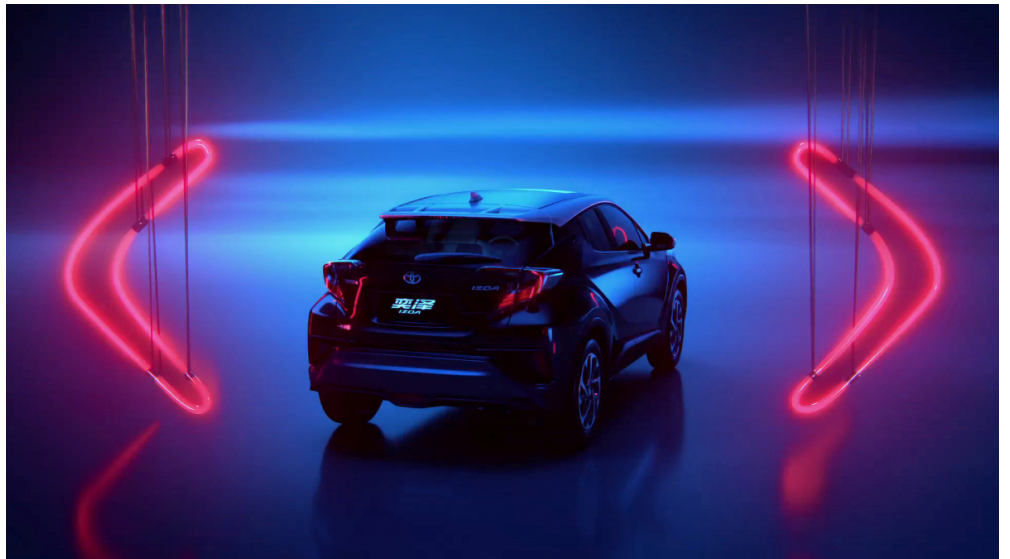
Lighting TD - Texture Artist

Citröen - Advert - 3dsMax



Lighting TD
Car parts replacement

Toyota - Advert - 3dsMax



Lighting TD

Toyota - Advert - 3dsMax



Lighting TD

Aftermath - Houdini



Houdini - Mantra

Website

<https://www.artstation.com/artwork/8IYY9w>

Nesquik - Advert - Houdini



Procedural Modeling and Shading in Houdini, Lighting and Rendering done with Mantra.

Essilor - Advert - 3dsMax



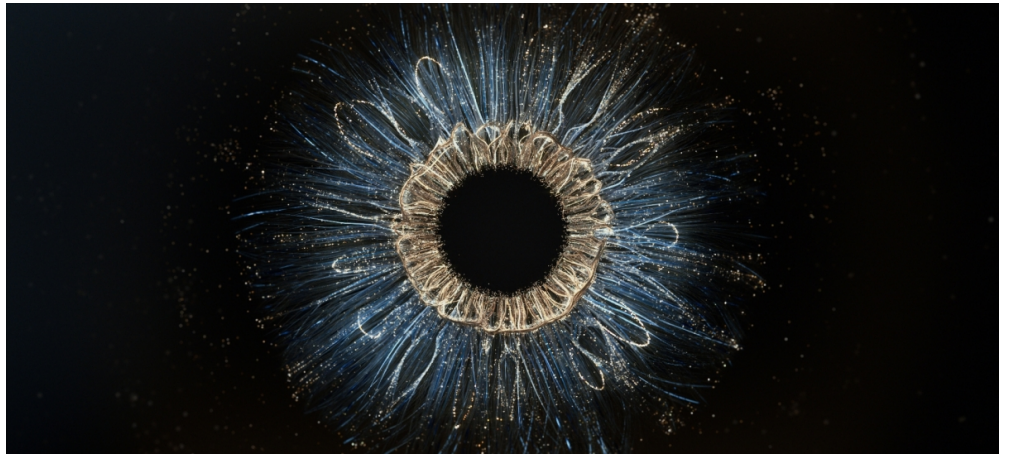
Lighting TD - Look Development

Essilor - Advert - 3dsMax



Lighting TD - Look Development

Essilor - Advert - 3dsMax



Lighting TD

Maurice Lacroix - Advert - 3dsMax



Lighting TD - Look Development - Compositing

CGI - Workspace - Maya



Softwares used :
Maya - V-Ray - Photoshop - After Effects

Website

<https://www.behance.net/gallery/67538075/CGI-WorkSpace>

CGI - Ratures War - LookDev - 3dsMax

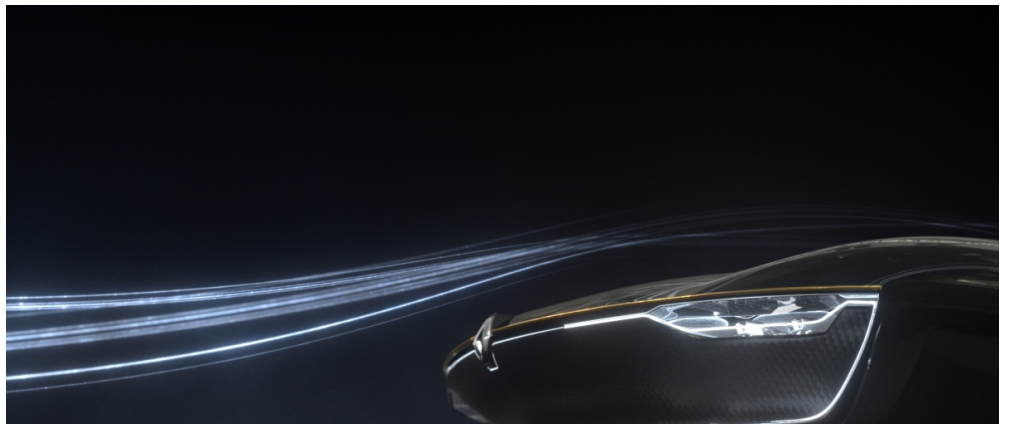


Softwares used :
3dsMax - V-Ray - RailClone - ZBrush - PhoenixFD - Substance Designer - Photoshop - After Effects

Website

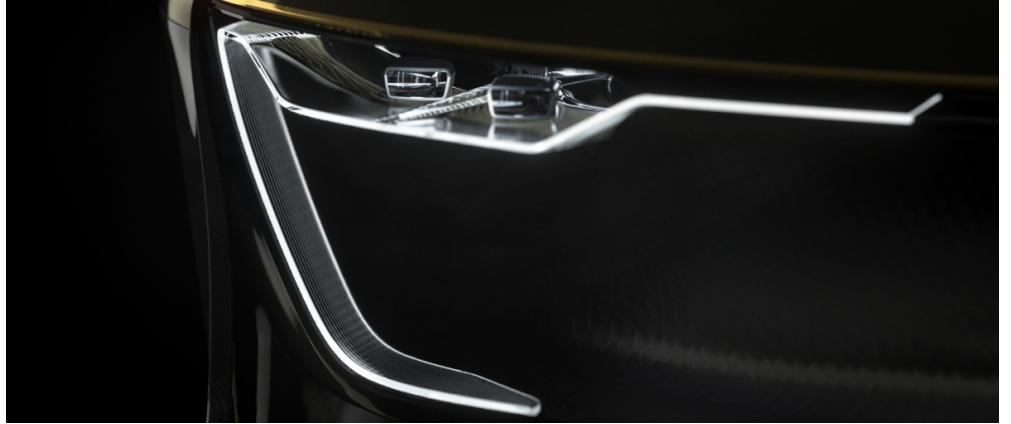
<https://www.artstation.com/artwork/DXGPY>

RENAULT SPORT - SANTA SLEIGH - 3dsMax



Overall car - Shading, Lighting and Rendering
Softwares used : 3dsMax - V-Ray - HDR Studio Light

RENAULT SPORT - SANTA SLEIGH - 3dsMax



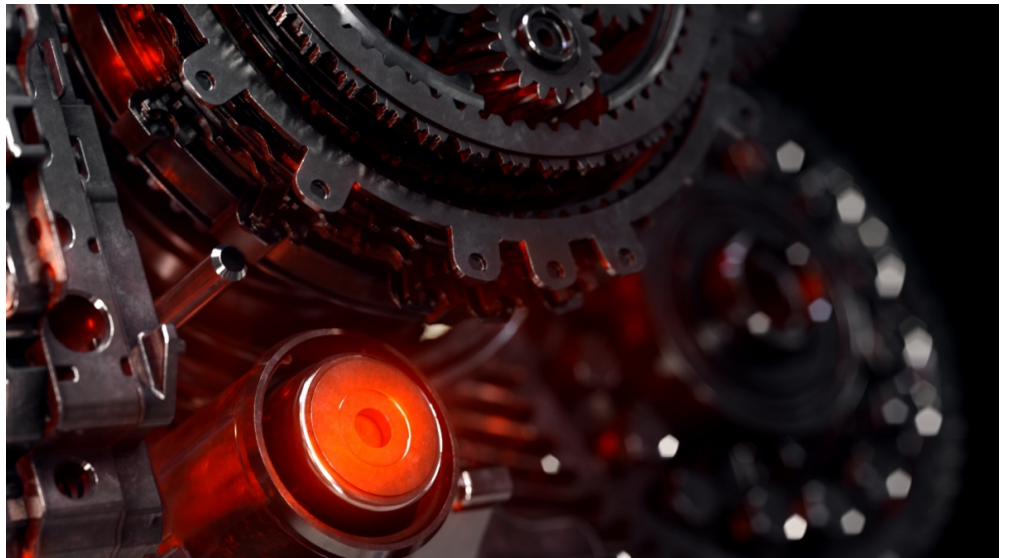
Overall car - Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay - HDR Studio Light

Renault Sport - Santa Sleigh - 3dsMax



Overall car - Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay - HDR Studio Light

Peugeot BDV - 3dsMax



Lighting and Rendering
Softwares used : 3dsMax - VRay

OBI - Advert - 3dsMax



Daffodil and front Tulip - Shading, Lighting and Rendering
Softwares used : 3DsMax - V-Ray

Ratures Seq 01 Shot 02 - Look Dev RnD - 3dsMax



This sequence takes place in the 1930s
In charge of : Concept, Modeling, Texturing, Shading, Lighting, Rendering, Compositing and Final Coloring
Softwares used : 3DsMax - V-Ray - Photoshop - After Effects

Website

<https://www.behance.net/gallery/56745333/CGI-Ratures-Seq-01-Shot-02-RnD>

Ratures Seq 01 Shot 01 - Look Dev RnD - 3dsMax



This sequence takes place in the 1930s
In charge of : Concept, Fluids Simulation, Layout, Texturing, Shading, Lighting, Rendering, Compositing and Final Coloring
Softwares used : 3DsMax - V-Ray - PheonixFD, Forest Pack - Photoshop - After Effects

Website

<https://www.behance.net/gallery/56746665/CGI-Ratures-Seq-01-Shot-01-Look-Dev-RnD>

30's Interior - Set RnD - 3dsMax



The goal of this project was mainly mood and lighting researches

In charge of : Modeling, Sculpting, Texturing, Shading, Lighting, Rendering, Compositing and final Coloring.
Softwares used : 3DsMax - ZBrush - VRay - Photoshop - After Effects

Website

<https://www.behance.net/gallery/56741921/CGI-30s-Interior-RnD>

Mountain - Set RnD - 3dsMax



In charge of : Trees Modeling and Texturing, Overall Shading, Layout, Lighting, Rendering, Compositing and final Coloring.

Softwares used : 3DsMax - SpeedTree - Forest Pack - VRay - Photoshop - After Effects

Website

<https://www.behance.net/gallery/56743293/CGI-Mountain-RnD>

RATURES - BAR - COLOR - 3dsMax



Concept art, Modeling, Sculpting, Shading, Lighting, Rendering, Compositing and final Coloring
3dsMax - Vray - Photoshop - After Effects

CIH - Advert - 3dsMax



Alien - Shading, Lighting, HDRI Creation and Rendering
Softwares used : 3dsMax - VRay - PTGui

Chevrolet - Advert - 3dsMax



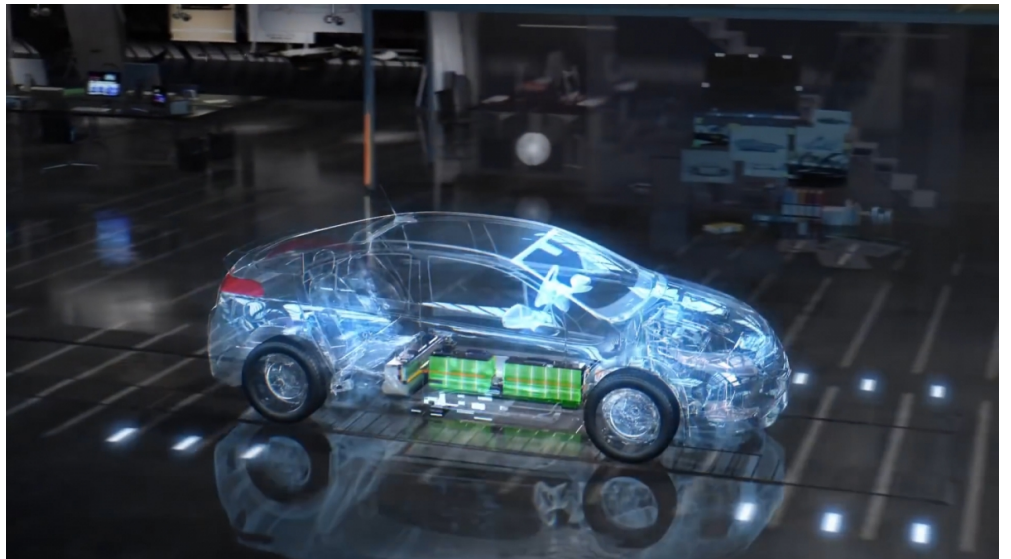
Car - Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay

Chevrolet - Advert - 3dsMax



Car - Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay

Chevrolet - Advert - 3dsMax



Car - Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay

Intermarché - Advert - 3dsMax



Shading, Lighting and Rendering
Softwares used : 3dsMax - VRay

St Hubert - Advert - 3dsMax



Lighting and Rendering
Softwares used : 3dsMax/PFlow - V-Ray

Ratures - Bar - 3dsMax



Concept art, modeling, sculpting, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

05 Sep 2014



Concept art, modeling, sculpting, shading, lighting, rendering and compositing - Speed test of MarvelousDesigner

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

05 May 2014



Concept art, modeling, sculpting, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

02 Jan 2014

Vegetation test - 3dsMax



Personal project : I mainly worked on the trees shaders. The house is based on the great simple design "No.5 House" by Claesson Koivisto Rune. Softwares used : Forest pack, 3dsMax, VRay, Photoshop, After Effects. Modeling, texturing, shading, lighting, rendering and compositing

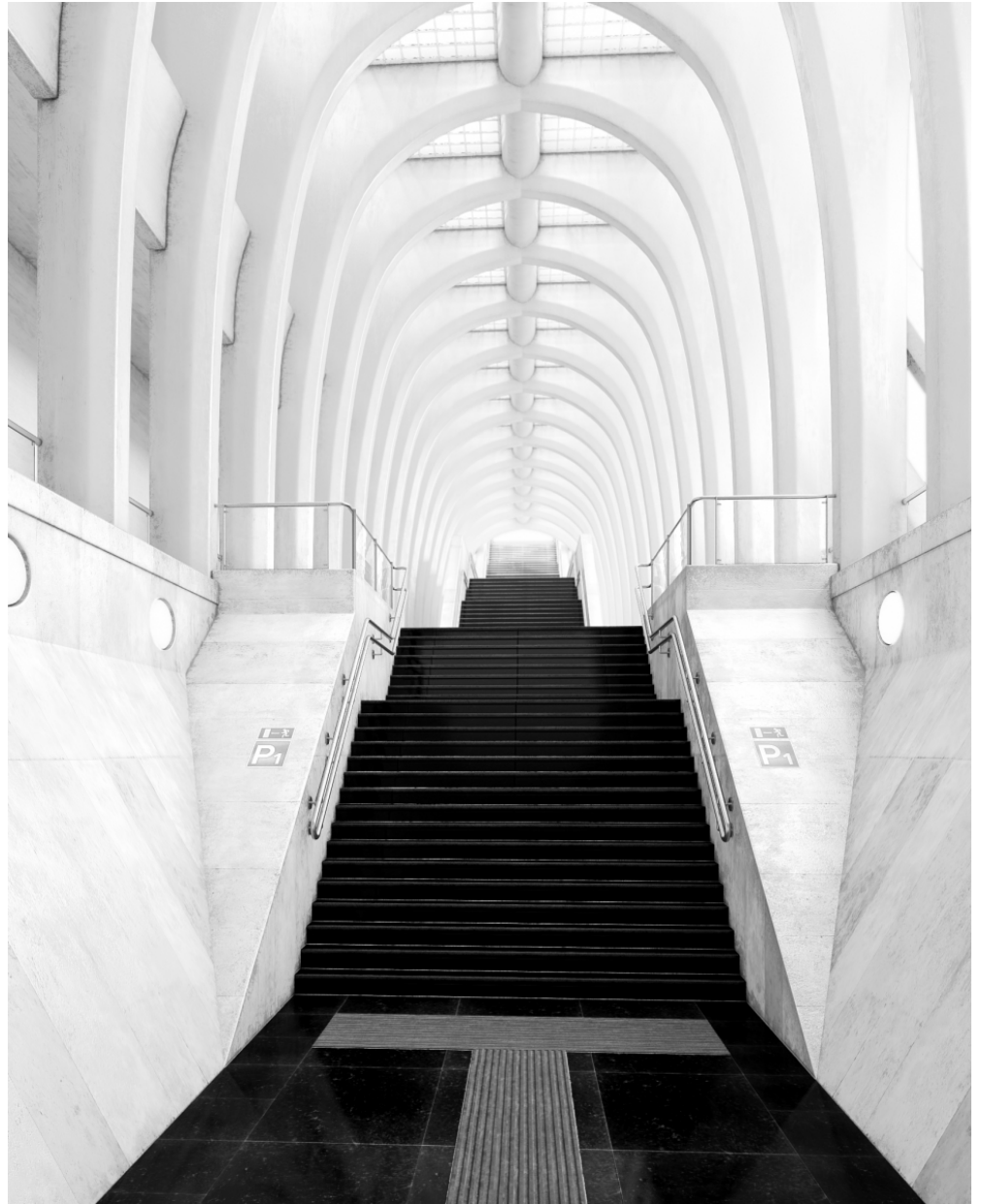
Website

<https://www.behance.net/gallery/22742707/CGI-Vegetation-and-ArchViz-Tests>

Creation date

15 Jan 2015

"Gare des Guillemins" Railway station



Personal project based on "Gare des Guillemins" railway station, designed by the great spanish architect Santiago Calatrava : Modeling, texturing, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/21791771/CGI-Gare-des-Guillemins-Railway-station>

Creation date

05 Dec 2014

Bathroom



VRay test :

Softwares used : 3dsMax, VRay, Photoshop, After Effects.

Modeling, texturing, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/24847119/CGI-Bathroom>

Creation date

27 Mar 2015

Ratures - Props researches



Concept art, modeling, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

01 Jan 2014

Ratures - Props researches



Concept art, modeling, sculpting, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

05 May 2014

Ratures - Props researches



Concept art, modeling, sculpting, shading, lighting, rendering and compositing

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

03 Jan 2014

Ratures - Explosion test 01



Particle Flow, Fume FX simulation

Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

13 Jan 2014

Ratures - Explosion test 02



Particle Flow, Fume FX simulation

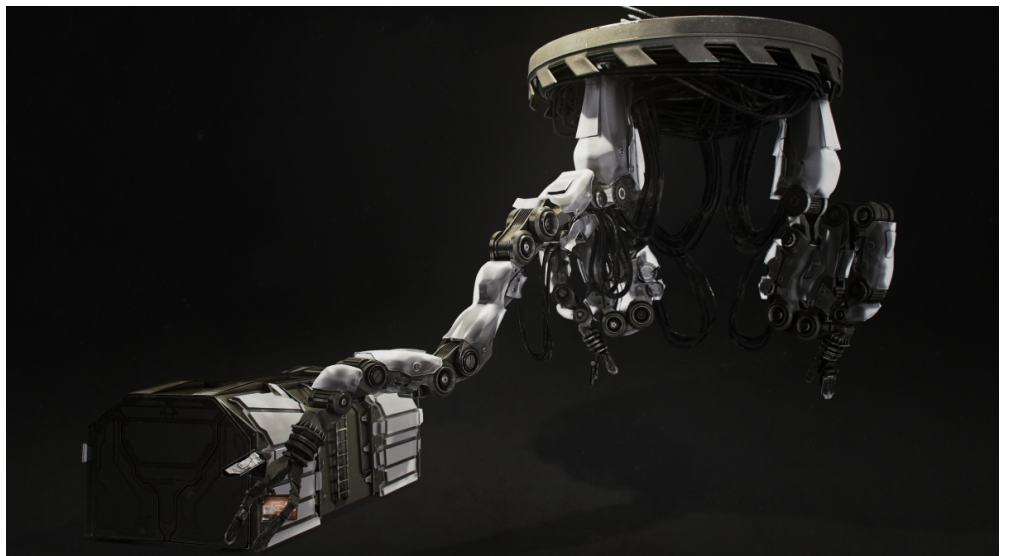
Website

<https://www.behance.net/gallery/19498449/CGI-Ratures-Short-Movie>

Creation date

24 Jan 2014

SubLevel - Concept researches - 3dsMax



Concept art, modeling, texturing, shading, lighting, rendering and compositing

Creation date

02 Mar 2012

Cervantes - Storm - 3dsMax



Animating, texturing, shading, lighting, rendering and compositing

Creation date

14 May 2013

Napoleon, Fire and Ice - 3dsMax - Massive



Research and Development : Crowd simulation with Massive Prime, Rendering with 3DLight : Complete Massive agent development, Simulation and rendering with 3DLight, Compositing

Creation date

03 Nov 2012

Napoleon, Fire and Ice - 3dsMax



Shading, lighting, rendering and compositing

Creation date

16 Sep 2012



Modeling, sculpting, shading, lighting, rendering and compositing

Creation date

13 Mar 2013

Cervantes - Lighting and environment researches - 3dsMax



Layout, texturing, shading, lighting, rendering and compositing

Creation date

16 Apr 2013

k7i - 3dsMax



Cervantes - Lighting and environment researches - 3dsMax



Layout, texturing, shading, lighting, rendering and compositing

Creation date

15 Apr 2013

Cervantes - Lighting and environment researches - 3dsMax



Texturing, shading, lighting, rendering and compositing

Creation date

15 Apr 2013

Héros du nouveau monde - Lighting researches - 3dsMax



Lighting, rendering and compositing

Creation date

17 May 2012

Héros du nouveau monde - Lighting researches - 3dsMax



Lighting, rendering and compositing

Creation date

15 May 2012



Modeling, texturing and shading

Creation date

12 Oct 2011

 SKILLS

Specialties

- ▶ Lighting
- ▶ Texturing/Shading
- ▶ CG Supervisor
- ▶ Modeling



Softwares used

- ▶ Houdini
- ▶ 3ds Max
- ▶ Maya
- ▶ VRay- Corona - Arnold - Redshift - Mantra
- ▶ Substance Painter & Designer
- ▶ HDR Studio Light
- ▶ Photoshop
- ▶ After Effects
- ▶ Zbrush
- ▶ Marvelous Designer
- ▶ SpeedTree
- ▶ Nuke
- ▶ Final Cut/Premiere



 EXPERIENCES

3D Generalist - CG Supervisor

Digital District - Since February 2020



- ▶ Lead 3D
Feature film
Astérix et Obélix : L'Empire du Milieu
- ▶ Texture Artist - Lighting TD - Look Development
Feature film
Chien et chat
- ▶ CG Supervisor
 - ▶ Music Clip : Dermot Kennedy - Kiss Me
<https://www.youtube.com/watch?v=XhL1KC7I7Xw>
 - ▶ Ooredoo : <https://vimeo.com/540226591>
- ▶ Lighting TD - 3D Generalist

- ▶ Axa : <https://vimeo.com/484405789>
- ▶ Citroën : https://www.youtube.com/watch?v=ffDXtmydmcA&ab_channel=PubT%C3%A9l%C3%A9
- ▶ Toyota : <https://vimeo.com/428167032>
- ▶ Nesquick
- ▶ Dassault
- ▶ Kinder
- ▶ Volvic
- ▶ KFC : <https://vimeo.com/560978212>
- ▶ Cartier
- ▶ Sega : <https://vimeo.com/595813383>
- ▶ DM - Unreal
- ▶ Futuroscope - Chasseur de Tornade

3D Generalist

Prodigious - July 2020 to August 2020



Lighting TD
Texturing, Sculpting Artist

Garnier

3D Generalist

Digital District - November 2019 to December 2019



Look Development
Procedural Modeling and Texturing
Lighting TD

Houdini - Mantra

Nesquik

3D Generalist

Zorba - September 2019 to October 2019

ZORBA

Look Development - Lighting TD
3dsMax - Vray

Biotherm

3D Generalist

Zorba - May 2019 to July 2019

ZORBA

Look Development - Lighting TD
3dsMax - V-Ray

Essilor

3D Generalist

Digital District - January 2019 to May 2019



▶ Lighting TD - 3D Generalist

3dsMax - V-Ray - ZBrush

- ▶ ▶ Volvic
- ▶ Cilit Bang
- ▶ Masterpiece
- ▶ Calgon
- ▶ L'Oreal
- ▶ Nissan

3D Generalist

i-reel - November 2018 to December 2018



Lighting TD - Compositing Artist
3dsMax - V-Ray - After Effects

Maurice Lacroix

3D Generalist

Delapost Paris - September 2018

Look Development - 3D Generalist
Arnold - Maya - ZBrush

Lancôme



3D Generalist

Digital District - May 2018 to June 2018

Lighting TD - 3D Generalist
VRay - 3dsMax - ZBrush

- ▶ Volvic
- ▶ Citroën



3D Generalist

Digital District - April 2018 to May 2018 - Paris - France

Look Development - Lighting TD
VRay - 3dsMax

- ▶ TV Series Concept : "Les Poux"
- ▶ Docu Fiction : Da vinci



3D Generalist

Explore Studio - April 2018

Layout, Texturing, Shading, Lighting and Rendering
Corona - 3dsMax

Thales

3D Generalist

Firm Studio - October 2017 to December 2017

Texturing, Shading, Lighting and Rendering
VRay - 3dsMax

Renault Sport santa sleigh



3D Generalist

Digital District - May 2017 to June 2017 - Paris - France

Look Development - Lighting TD
VRay - 3dsMax

Feature film
SANTA & CIE



3D Generalist

Firm Studio - April 2017 to May 2017 - Paris - France

Look Development - Lighting TD
VRay - 3dsMax

Harpic



3D Generalist

Digital District - January 2017 to April 2017 - Paris - France

Look Development - Lighting TD
VRay - 3dsMax

- ▶ Tropicana
- ▶ Obi
- ▶ CIH Bank
- ▶ Nissan



Compositing Artist

Corsesca Production - September 2016 to December 2016

VFX and Motion Design



3D Generalist

Delapost Paris - February 2016 to March 2016 - Paris - France

Look Development - Lighting TD

St Hubert



Compositing Artist

Pasta Prod - May 2015 to June 2015

"Raph et Max" TV Series

VFX and Compositing.



Lighting TD

Digital District - March 2015 to April 2015 - Paris - France

Lighting TD - 3D Generalist

3dsMax - Vray

-Chevrolet : <https://vimeo.com/128585982>

Intermarché



Director / 3D Artist

Corsesca Production - Since August 2013 - Freelancer - Bastia - France

"Ratures" Short movie written by Sebastien Ginestra



Compositing Artist

PastaProd - May 2015 to June 2015 - United Kingdom

"Raph et Max" TV Series

VFX and Compositing



VRay lecturer

Rubika - April 2014 - Consultant - Valenciennes - France

Teaching VRay basics on 3dsMax and Maya to 4th year students (Supinfocom)



2D - 3D Artist

LFX Centaure Production - May 2013 to July 2013 - Ajaccio - France

"Le bain oublié" Documentary

Motion designs and 2.5D / 3D Animations



3D Generalist - Compositing Artist - Motion Designer

Studio20 - May 2011 to April 2013 - Full-time - Bastia - France

- ▶ "Cervantes" - Docu fiction - Mediterranean Dream Pictures
- ▶ "Médée" Set-installation for a theatrical show staged by Orlando Furioso
- ▶ "Héros du nouveau monde" - Musical - Studio20
- ▶ "Pietra Bionda" Print advertisement for beer brand "Pietra"
- ▶ "Napoleon, Fire and Ice" - Trailer for an Arte Documentary - DocSide Production
- ▶ "Vents du sud" TV show broadcasted on France3 Corse/Via Stella
- ▶ "Alpha D - Aerostat" - Institutional
- ▶ "EGC" Advertisement for EGC Bastia - School of management and trading
- ▶ « SubLevel » Short film directed by Gabriel Kerlidou - Studio20
- ▶ "Tino" Researches for a TV series premiere
- ▶ "INoveli - Innovative accelerator handle" - Institutional
- ▶ "Cervantes" - Docu fiction - Mediterranean Dream Pictures

Responsible of CG backgrounds

- ▶ Modeling
- ▶ Shading / Texturing



- Lighting
- Rendering
- 3D Compositing
- "Médée" - Set-installation for a theatrical show staged by Orlando Furioso
 - Integration of actors on pictures
 - Keying and Compositing
- "Héros du nouveau monde" – Musical - Studio20
 - Creation of CG backgrounds
 - 3D Lighting and Rendering
 - Matte Painting 2D / 3D
 - Keying / Compositing
- "Pietra Bionda" Print advertisement for beer brand "Pietra"
 - Creation of a photo realistic 3D beer bottle
 - Modeling
 - Hi-Poly sculpting
 - Shading
 - Lighting and Rendering
 - Photoshop compositing
- "Napoleon, Fire and Ice" – Trailer for an Arte Documentary – DocSide Production
 - Research and Development : Crowd simulation with Massive Prime, Rendering with 3DLight
 - Complete Massive agent development
 - Simulation and rendering with 3Dlight
 - Compositing
- "Vents du sud" TV show broadcasted on France3 Corse/Via Stella
 - Designing a virtual set and a compositing workflow
- "Alpha D – Aerostat" - Institutional
 - Modeling the balloon and the internal structure parts
 - Texturing and shading
 - Compositing
- "EGC" Advertisement for EGC Bastia – School of management and trading
 - Character animation and cloth simulation
 - Shading
 - 3D lighting and rendering
 - Compositing
- « SubLevel » WIP - Short film directed by Gabriel Kerlidou – Studio20
 - Concept art researches
 - Designing and modelling
 - Shading
- "Tino" Researches for a TV series premiere
 - Modeling
 - Shading
- "INoveli - Innovative accelerator handle" - Institutional
 - Creation of a photo realistic 3D glove, photo realistic shaders for the accelerator handle 3D model and motion designs
 - 3D
 - Motorcycle glove modelling
 - Hi-Poly sculpting
 - Texturing and shading for the glove and 3D handle
 - 3d lighting and rendering
- Motion Designer
 - Designing futuristic computer/HUD interfaces
 - Designing and compositing vectorial elements into footages

3D Generalist - Compositing Artist

Studio 20 - May 2011 to June 2011 - Freelancer - Bastia - France

- "Nano revolution" Arte documentary - Directed by Olivier Julien - Docside Production

- ▶ Creation of nano/microscopical medical, artistic views.

Scriptwriter - Director- 3D Generalist - Compositing Artist

Personal work - April 2011 to May 2011 - Bastia - France

- ▶ "Hope" - Very short full CG film - Part of "ArtByChance" 2011 festival

<http://vimeo.com/22235742>

<http://www.artbychance.org/>

- ▶ Writing
 - ▶ Directing
 - ▶ Designing sets (and modeling, texturing/shading, 3d lighting and rendering)
 - ▶ Matte painting 2D
 - ▶ HUD designing
 - ▶ Compositing

3D Generalist - Compositing Artist - Motion Designer

Corsesca Production - July 2008 to January 2011 - Freelancer - Bastia - France



- ▶ Motion design and VFX for Films, TV series and documentaries
- ▶ 3D (modeling, texturing, lighting/rendering, rigging and animating)
- ▶ Director/3D artist - Short 3D TV series premiere (CG characters / real sets)
- ▶ Motion Designer : TV series broadcasted on France3 Corse/Via Stella :

- ▶ "ANPTT"
- ▶ "Rachel et Betty"
- ▶ "Jeunes et Agriculteurs"
- ▶ "Les zodiaqueries de madame Zarma"

- ▶ VFX Artist : Documentary :

"Comment te dire adieu" - Directed by Jean-Marie Charuau - Broadcasted on France3 Corse / Via Stella

- ▶ Director, 3D Artist and Compositor : TV series premiere :

"Grossu Minutu"

- ▶ 3D Artist : TV series premiere :

"Babin"

- ▶ Motion designer and editor : Promotion of Corsesca Production
- ▶ 3D Artist : Institutional :

"Le pont d'Abra"

- ▶ 3D/VFX Artist : TV series premiere :

"Paghelle" - Corsican songs

Motion Designer

France 3 Corse / Via Stella - November 2009 to December 2009 - Freelancer - Ajaccio - France



Channel end of year greetings

Motion Designer

Batti - February 2009 to March 2009 - Freelancer - Bastia

Promotion of the comic 'Reflexions' by the french cartoonist 'Batti'

Motion Designer

Mareteraniu - October 2009 to November 2009 - Freelancer - Ajaccio



Weekly TV show - "Un Taxi Pour" - Broadcasted on France3 Corse / Via Stella

3D Generalist - Motion Designer

KVA Diffusion Culturelle - September 2008 to October 2008 - Freelancer - Bastia - France



- ▶ Intro clip for the festival "2ème nuit du court métrage insulaire"
- ▶ Content presentation clip

EDUCATION

Bachelor's degree, Multimedia, With honors

University of Corsica, Pascal Paoli, Corte, France

September 2006 to June 2007

Associate's degree, Multimedia, With honors

University of Corsica, Pascal Paoli, Corte, France

September 2004 to June 2006

High school diploma with science proficiency

Paul Vincensini, High School, Bastia, France

September 2003 to June 2004

INTERESTS

Sport

- ▶ Footing
- ▶ Cycling
- ▶ Hiking/Backpacking (Usually photographing)
- ▶ Skiing
- ▶ Swimming
- ▶ Motorcycling

Music

Guitar

Miscellaneous

- ▶ Computer Arts/Digital Artist
- ▶ Films - TV Series
- ▶ Photography
- ▶ Video games