

Frédéric Vanmeerbeeck

Digital Compositor

Born May 5th, 1983

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Summary

In the VFX industry since 2006, I acquired a large experience in various areas such as VFX compositor, lead sequence/project and comp supervisor. I also have an understanding of the pipe development: Nuke, RV, Shotgun, ...

I love teamwork, I'm motivated, hardworking and very well organized. I'm eager to learn / share experience and pay a particular attention to details.

Job experiences

2015 – today: **lead / comp supervisor**

Comp lead sequence/project on several live action movies. Responsible for the good development of the pipe with the Dev department and IT, bidding, dailies review with client and 2d schedule team management in collaboration with Head of Production.

2010 – 2015: **Digital Compositor**

Freelance VFX digital compositor on several full CG ads and movies at MPC London, MELS (ex Vision Globale), MacGuff, Benuts, MPC Liège (ex Mikros Image), Umedia, Ace Digital House and Filmmore Brussels.

- Nuke r&d on pipeline/workflow development at Benuts.
- Shot tool manager (intranet) development on html/css/javascript (python based-Django) at Benuts.

2007 – 2008: 3d Generalist at **Victor Studio**, Brussels Belgium.

3d generalist, shading, lighting on Mental Ray on several ads.

- 2 months internal training on Shake/Fusion before joining the compositing advertising team.
- Opticore AB (Autodesk Opus Realizer) , a real time raytracer project management research. Development and solving of technical issues, in/out technical development and software enhancement with Swedish Autodesk team.

Education

September 2006 **Bachelor** (3 years) – **Graphics Technics, 3D specialization, Autodesk Certification, HEAJ (Haute Ecole Albert Jacquard)**, Namur Belgium.

- 3d generalist, basic animation, lighting, basic sound design.

June 2003 **Graduate** (2 years) – **Industrie Graphique, IATA (Institut des Arts Technique et Artisanat)**, Namur Belgium.

- PAO, DAO, Photography enhancement, Offset printing technics

Additional Trainings

November 2008 **Training** (3 days) – **Autodesk Lustre** at Autodesk/ Victor Studio, Brussels Belgium.

- Basic loading, editing, project management, basic color grading, input/output multiscreen management.

April 2008 **Training** (5 days) – **The Foundry Nuke** at Technocité, Victor 3D, Genval Belgium. - Shake/Fusion to Nuke, Keying, tracking, and 3d advanced technics

January 2008 **Training** (3 days) – **Final Cut Pro** at DiXiT MEDIA, Noduzwez Belgium.

- General editing, color grading and shooting, grabbing, format export, compressions, ...

November 2005/2006 **Training** (3 months) – **3d generalist** at Victor 3D, Brussels Belgium.

- 3d generalist, Maya, Mental Ray, After Effect, Shake, advertising workflow, lighting, editing.

March 2003 **Training** (20 days) – **PAO**, at Newton 21, Brussels Belgium.

- PAO, photo enhancement, printing technics

Relevant skills

Nuke compositing: 2d and 3d compositing, keying, rotoscoping, tracking, mattepainting/CG pass integration, team leading, pipe development.

Softwares: Nuke, RV, Shotgun, Photoshop, After Effects, Windows / Linux

Languages

French: mother language

English: intermediate

Recommandations

“I was lucky to be mentored by Fred during several months of work, when I started compositing. He’s very patient and extremely skilled. He granted me his time despite his workload, within short deadlines. I could enjoy his sense of humor, professionalism and his openness of mind. Today I assuredly can recommend Fred in his work and I wish him all the best for the future! ”

February 20, 2016

Lionel Delsart, *Compositor at Benuts*

“I've had the pleasure to work with Frederic on several feature films.

Always focused on delivering the best quality in his shots/sequences, being efficient and raising the overall level, Frederic is also a great team player. No matter the level of pressure, you can count on his professionalism and positive attitude.

On the human side (yes we're humans, let's not forget that ;-)) I appreciate his approach of the job, in front of a shot as well as in front of a team. And strongly recommend him.”

March 21, 2013

Matthieu Chatelier, *Lead Compositor, Flame+Nuke at Benuts*

“Without doubt, Fred is the most completed compositor I've known in my time at Belgium. He has a very good technical level and an accurate eye, a perfect combination. He took responsibilities in the studio during the time we work together and for me it was a very nice experience. Fred is the kind of people that transmit professionalism from the first moment you meet, he can choose very well when is time to be serious and when is time to be friendly... for me an amazing skill to be a great team lead, as really he is.”

August 08, 2013

Alvaro Cajal, *Senior Compositor at Benuts*

“I've work with Frederic since one year now in Benuts, He was my lead on several features films. It's always a great pleasure to work with him because he is always trying to help his team, he can spend a lot of time with a compositor to solve the problems and to explain new technics.

He is always available for questions and he can extract the best of everyone in his team.

I would like to work with him again in the future.”

April 9, 2013

Antoine Goethals, *VFX compositor at Framestore*

“It was and it is always a pleasure to work with Frederic.

As an accurate, organized and technical compositor, Frederic became quickly a lead compositor at Benuts. He knows very well the amazing 3D world in Nuke ,witch makes him a very up to date compositor. With a good eye, and a passion for photography, he is defenetly a complete compositor. I wish him all the best.”

August 25, 2011

Ronald Grauer, *VFX Supervisor at Benuts*

“Frédéric is high skilled, fast and reliable compositor. And also, a very nice guy!

I've really enjoyed working with him because of the good communication, high quality of the results and the ideas he brings to a project.

Top qualities: Expert, Good Value, High Integrity”

August 31, 2011

Kasper Oerlemans, *VFX supervisor at Filmmore Brussels*