FRÉDÉRIC VANMEERBEECK

DIGITAL COMPOSITOR

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Wavre, Belgium (EU)

SUMMARY

Since 2006, I've built extensive experience across the VFX industry working as **Compositor**, **Lead Artist** and **Compositing Supervisor** on a wide range of projects on feature films and tv series.
My background also includes a solid understanding of **pipeline development**, with hands-on experience in leading tools for **Nuke**, **RV**, **Photoshop** and **Autodesk Flow Production Tracking**.

Rigorous, curious, very organised and deeply committed to teamwork, I am eager to learn, sharing experiences and pay a particular attention to details, while bringing a human touch through collaboration and motivation.

WORK EXPERIENCE

FREELANCE COMPOSITOR / COMPOSITING SUPERVISOR / 2D PIPELINE LEAD   2018 - present
Benuts, Belgium

AS A COMPOSITOR

Digital Compositor on several feature film for EU productions, Netflix and Amazon Prime tv series.

- *In charge of key shots, establishing look, look dev and polishing / finishing.*
- *Working in close collaboration with vfx supervisor to achieve the look of the shots / sequences.*
  Close communication with leads and all departments to achieve client vision and speed up process.
- *In charge of overseeing junior compositor: scripts analysis, suggest way of working, suggest artistic ideas and global structure approach.*

AS A COMPOSITING SUPERVISOR / 2D PIPELINE LEAD

Compositing Supervisor on several feature film for EU productions, Netflix and Amazon Prime tv series.
Responsible for 2d pipeline development across departments in collaboration with the Head of Development and Head of IT.
In charge of bidding, client dailies / reviews and 2d team scheduling / management, in close coordination with the Head of Production.

- *Supervising compositing and digital matte painting teams across shots, sequences, and full projects — both technically and artistically to create the look of the film. Ensuring continuous knowledge sharing, team training, and the promotion of strong human values. Projects from 50 to 500 shots.*
- *Evaluate and lead the technical needs of each project's production workflows, technical colour processes across software and overall optimization. Empowering cross-department solutions to optimize sharing process, reduce rendering time and overall straight forward organisation.*
- *Manage the vfx production artists including casting, task prioritization and assignment based on the artists strengths. 2d and dmp team scheduling (5 to 30 artists), overall projects budgeting and bidding (from 10k to 1.5 million) with close collaboration with vfx supervisors and Head of Production.*
- *Ensured the continuous development of the 2D pipeline dept. and contributed to creating new tools, automations, colorspaces processes and training to improve production efficiency and the overall quality.*

SHOWS: Marsupilami, We Come In Peace, The Spy, Largo Winch 3, Le Salaire de la Peur, The East, In the Land of Sants and Sinners, ...

FREELANCE COMPOSITOR / LEAD COMPOSITOR / 2D PIPELINE DEV   2015 - 2018
Benuts, Belgium

Digital Compositor and Lead Sequence / Project Compositor on several feature film for EU productions, Netflix and Amazon Prime tv series.
Responsible for creating several types of shots, from start to finish and for leading compositing team to achieve shots and meet deadlines.

- *Leading and overseeing compositing team (from 1 to 15 artists) across shots, sequences, and full projects — both technically and artistically to create the look of the film, ensure seamless integration and an efficient workflow. Developing templates, lookdev and key shots while ensuring continuous knowledge sharing. Helping artists by suggest solutions, artistic and technical guidance, scheduling deliveries and sharing tools / technics.*
- *Developing an intranet shot management tool and a global library studio using HTML, CSS, and JavaScript within a Python/Django framework.*

SHOWS: The Shallows, L'Empereur de Paris, Seven Sisters, Versailles Saison 03, La Promesse de L'aube, The Death of Staline, …

FREELANCE COMPOSITOR   2010 - 2015
Benuts Belgium, MPC London, MELS Montréal, Mikros Image, MacGuff, Umedia, Ace Digital House and Filmmore Brussels

Digital Compositor on several feature film vfx, live action and full cg advertising for Marvel Studio, Disney, Sony, Jeep, Nissan, …
Responsible for creating several types of shots, from start to finish.

- *Deep understanding of compositing processes with The Foundry Nuke in all aspects: keying, colour process / matching, projections, camera tracking, digital matte painting integration, cg passes, stock shots elements and shot achievement from start to finish.*
- *Deep understanding of scripts / rendering optimization, technical solver and matching overall look through shots and sequences.*

SHOWS: Guardians of the Galaxy, Maleficent, The Race, Mr. Morgan's Last Love, Parade's End, Largo Winch 2, …

3D GENERALIST   2006 - 2008
Victor Studio, Belgium

3d generalist: modelling, shading and lighting on several cg commercials: Milka, Sony, Jeep, Nissa, …
Led visual R&D for *Autodesk Opus Realizer*, a real-time raytracing innovative system at Opticore AB.

- *Learning Maya, Mental Ray, Vray, Shake Fusion and Nuke through full cg and live action advertisings.*
- *Worked closely with the Swedish Autodesk Team on development, technical troubleshooting reporting, and continuous software improvement.*
  Rendering high-end automotive shots

TECHNICAL SKILLS

The Foundry Nuke, Hiero, Autodesk ShotGrid and RV, Photoshop, After Effect, Dreamweaver, Premiere, Arnold Renderer, Karma Houdini.
Linux, Windows and MacOS.
Python, CSS and HTML.

EDUCATION

Graphics Technics (Bachelor)
Spécialisation 3D, 3d Studio Max Certification Autodesk

Haute École Albert Jacquard
September 2006

Graphics Industry (Graduate)
Desktop publishing, Computer-Aided Design Photography and Offset Printing

Institut des Arts : Technique et Artisanat
June 2003

Autodesk Lustre Training (3 days)
Basic loading, editing, project management, basic colour grading, input/output.

Victor Studio
November 2008

The Foundry Nuke Training (5 days)
Shake / Fusion to Nuke, overall software courses, keying, tracking, grading and 3d advanced technics.

Technocité
April 2008

Final Cut Pro Training (3 days)
General editing, colour grading and shooting, grabbing, format export & compressions.

DiXiT Media
January 2007