

Yann Bonnin

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ANIMATED PICTURE - VIDEO EDITING

My work alternates between commitments to animation, documentary and musical productions, teaching, and the creation and development of personal ideas (film, literary writing, comics, music).

> *animated picture = mix of video live + animation*



Tournage de No-Go Zone
Sélectionné et primé dans plusieurs festivals
Diffusion "Court-circuits" et 1000 jours sur Arte.tv

HIGHER & SECONDARY EDUCATION • WORKSHOPS • CONFERENCES • CONSULTANCY

2021 • Technifutur (PIL) à Liège - Master's level

- **Animate training to form two teams:** Anim and Layout, to work on the 2D cut-out series Momolu & Friends

Contenu formation :

build (classic technique), hybrid (classic + parenting)

rigging (technique using new tools)

layout (reminder of the fundamental principles: perspective, depth of field, TV security, rule of thirds, use of the camera and Z (parallax), posing and pre-anim...)

2018 to 2020 • Ateliers de Sèvres (Paris) - Master's level

- **Supervision** of the Stop-motion workshop
- **Scenography**: making puppets, props, sets, FX, rigs...
- **Shooting**: filming equipment Set up, using DragonFrame, animating puppets and objects...
- **Compositing**: Keying from a green screen shot, masking and clipping techniques, 3D camera, FX...

2017 • Zorobabel (Brussels) - Master's level

- *Le marronnier* - Training for the director's team as part of the development of a feature film project
Softwares: Animate, mix: tradi, rotoscoping, 2D cut-out

2016 • CTA-IMT (Institut Marie-Thérèse - Liège) - CESS

- First steps in 3D compositing and animation with Adobe After Effects (+ Photoshop)

2015 • ESRA (Brussels)

Computer graphics: Photoshop > color grading, photo editing...

2005 to 2007 • Cifap (Paris) - professional training

- Contribution to the **Production Management course**, **Animation/vfx** module: learning to read a script and a storyboard (or animatic), breakdown list, animation/vfx positions: who does what, how and why, quotes, planning, role-playing (visit to the anim studio, green key shooting).
- **Compositing**: Keying from a green screen shot, masking and clipping techniques, 3D camera, FX...

2004 to 2014 • Gobelins - Animation department

- **3D animated layout** from paper storyboard
- **Traditional 2D anim and cut-out** with Animate (Flash)
- **Directing in a professional production situation**
Duration of film: 1 min (technique: mix tradi/cut-out Flash) (professional constraints: planning and delivery)
- **Production of a professional quality spot**
Duration: 45 s (professional constraints: free 2D technique)
Sponsors: Canal J and the Annecy Festival

2010 to 2014 • Gobelins - Multimedia department

Basics of animation for multimedia, web, motion design...

1999 to 2000 • INA (Institut National de l'Audiovisuel - Bry)

- **Basics of animation** for multimedia, web, motion design...
Software: Macromedia Flash and Adobe After Effects

1998 to 2015 • Paris-Ateliers (Paris)

Computer graphics and animation (10 years) - Prep level

- **Traditional animation / cut-out / compositing**: the basics
Software: Toonbox, Flash, Toonboom Studio, After Effects, Premiere, Photoshop, Illustrator...
- **Stop-motion (7 years) - prep level**
- **Scenography**: making puppets, props, sets, FX, rigs, etc.
- **Shooting**: setting up the shooting set, using Dragon Frame, animating puppets and objects, etc.
- **Compositing**: overlay from a green screen shoot, masking and clipping techniques, etc.
- **Editing**: Final Cut Pro, Motion, DVD Studio Pro...

1997 à 2000 • ESRA (Paris) - Infographie & multimédia

- Computer graphics: Illustrator, Photoshop, Premiere, Flash
- **Basics of animation** for multimedia, web, motion design...
- **3D prepa**: storyboard and animatic with Photoshop and After Effects
- **Editing**: Avid MediaComposer



DIPLOMAS AND TRAINING

2023 • ToonBoom Harmony (rigging)

- Grease Pencil, Unreal + EPOS

2022 • ToonBoom Harmony (compositing)

2021 • ToonBoom Storyboard Pro

2020 • Blender, Maya, Unity, Sketchup...

2017 • ToonBoom Harmony (anim 2D cut-out)

2016 • Equivalent Master's level in Digital Arts and Animated Film

Recognition of Useful Experience and Notoriety issued by the French Community of Belgium. Certificates issued by the Belgian Ministry of Higher Education.

2009 • **Free web training** : Wordpress, HTML, CSS...

2003 • **Line Production**

(multimedia/events/cinema & TV/anim & vfx)
AFDAS - Cifap (Montreuil 93)

1996 • **Multimedia Designer-Director**

(ESRA Paris / level 3, equivalent BTS)

1992 • **CG Animator 2D** software ToonBox

(INA Bry-sur-Marne)

1990 • **Maquettiste PAO** (Illustrator, Photoshop, XPress)

Infoconseil Paris XXème

1988 • **CG Animator** software LABEL 35 (Créteil)

1984 • **École des Beaux-Arts, Fine Arts** (Tours)

1983 • **Secondary school - option G** (Tours)

(management-accounting-IT computing)

LANGUAGES

French: mother tongue

English and Spanish: fluent

Portuguese (Brazil): confirmed

Dutch: basic knowledge

POINTS OF INTEREST

Music from the age of 12 (guitars, bass, double bass)
> performing with groups and orchestras

Volleyball since secondary school (coach for 3 years)
Leisure+ level now. A bit of 4-a-side beach in the summer...

Reading: novels, fiction, life stories, comics, poetry,
newspapers and magazines...

Lectures: linguistics, semantics, history, sociology

Travel and discovery, preferably by bike, or by train...

FREELANCE

Invoicing via SMart Productions Associées

YB Studiolab - activity 26624 - VAT N° BE0896755397

Possibility of fixed-term or permanent contracts.

To be considered...

Eligibility screen.brussels

ACTIVA advantages for employers in Brussels-Capital Region

<https://www.actiris.brussels/fr/citoyens/activa-brussels/>

TECHNICAL AND SOFTWARE EXPERTISE

Environment: Mac Os X, Windows, (Linux)

Anim 2D cut-out: ToonBoom Harmony, Animate, After Effects + Duik, Moho under study...

Anim Stop-Motion: Dragonframe, making puppets, armatures and all kinds of scenic stuff and gizmos...

Storyboard & Animatic: TB Storyboard Pro, Animate...

Layout & Previz: TB Harmony, After Effects, Animate, under study : Blender (Grease Pencil), Unreal (+ EPOS)

Compo & Editing: Adobe After Effects, Premiere Pro...

Production follow-up: Acrobat Pro, Word, Excel, Teams, Zoom, (or other), Shotgrid, Kitsu and Ramses (demos)...

Graphic design, layout : Adobe InDesign, Acrobat, Illustrator, Photoshop... (books, comics, tutorials, production files, graphic bibles, catalogues, etc.)

I follow the development of new tools with interest.

I have no difficulty in obtaining training (tutorials, training courses).

