

Omada

Eric GERVAIS-DESPRÉS

VFX Supervisor

Experiences

- 2025 - Now **ANIMATION CONSULTANT**
Animation producer
Creative & Technical Strategist
Business development
Animation Pipeline development
Conference speaker
- 2023 - 2024 **HEAD OF RND AND PIPELINE DEVELOPMENT - *Tonic DNA***, Montreal
Design and develop production pipeline and RND procedures
Develop mixed media techniques for 2D and 3D integration.
Supervisor for innovative workflow and AI implementation in animation.
- 2016 - 2023 **PRESIDENT AND CO-FOUNDER - *nGenious Studio***, Montreal
Lead-management overseeing studio.
Business development initiatives to attract animated feature film projects.
Design and implement the production pipeline and RND procedures.
Provide interim supervision for the Layout and Effects departments.
- 2014 - 2016 **DIRECTOR OF TECHNOLOGY - *Singing Frog Studio***, Montreal
Responsible for the RND
Design and develop production pipeline.
Create all visual effects in Houdini for the animated feature *Snowtime (La guerre des tuques 3D)*
- 2013 **RND TECHNICAL DIRECTOR - *Vision Globale / MELS***, Montreal
Contracted to implement various tools for the VFX studio.
Build the Alembic transfer pipeline between platforms and software.
- 2012 - 2013 **DIRECTOR OF TECHNOLOGY - *Digital District / L'Atelier***, Montreal
Design and implement the initial pipeline for studio's first CG
Feature, *Leap (Ballerina)*
- 2012 **RND TECHNOLOGY AND INNOVATION - *Moment Factory***, Montreal
Develop a 3D point cloud scanning pipeline with the Faro Lidar Scanner
to enable projections of content.
Apply techniques for high-profile events: Madonna Super Bowl Halftime Show,
the Sagrada Familia light show in Barcelona, the Atlantic City boardwalk, and
the Jay-Z Carnegie Hall concert in New York City.

- 2011 - 2012 **EFFECTS SUPERVISOR - *Modus FX***, Ste-Thérese
Supervise, design and create effects in Houdini for the animated feature *Sarila*.
- 2010 - 2011 **CG SUPERVISOR AND STEREOGRAPHER- *Boogie Studio***, Montreal.
Oversee all technical aspects of VFX production (bidding, pre-production, RND, depth-script, on-set supervision, and post-production).
- 2008 - 2010 **EFFECTS SUPERVISOR - *Starz Animation Studio***, Toronto
Supervise the effects for the animated Feature Gnomeo & Juliet
Work with key stakeholders to design and improve efficient workflows
Assist Effects team members in resolving technical issues.
Create schedules and staffing models.
Collaborate with the Director, Art Director and the Lighting Supervisor to create the aesthetic "look" of the film.
Train technical staff on stereoscopic workflow.
- 2006 - 2008 **CONSULTANT IN PIPELINE DEVELOPMENT AND IMPLEMENTATION**
Design and implement production pipelines for studios worldwide to increase efficiency and cost-effectiveness
Develop stereoscopic tools and pipeline.
Recognized as a leader in stereoscopic production in Canada,
(All stereoscopic pipelines for projects nominated for the 2007 Special Venue VES Awards were designed by me)
Collaborate with major studios such as Ubisoft, Modus FX, Mokko Studios, DamnFX, Meteor Studios, Coast2Coast, Laika, Starz.
Teach part-time VFX at Cégep du Vieux Montréal.
- 2004 - 2006 **PIPELINE MANAGER AND RND SUPERVISOR - *Meteor Studios***, Montreal
Manage a team of pipeline developers, RND developers and Technical Directors.
Create a production pipeline to streamline workflows and increase productivity.
Apply these techniques to feature films including *Fantastic Four* (2005), *300* (2006), *Final Destination 3* (2006), *Slither* (2006), and for Discovery Channel projects *Alien Planet* (2005) and *10.5 Apocalypse* (2006)

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- 2003 - 2004 **LEAD TECHNICAL DIRECTOR - CORE Feature Animation**, Toronto
Design and develop procedural techniques in Houdini and Renderman to create natural effects such as oceans, grass, and jungle for the Disney-distributed animated feature *The Wild*
Created custom software to improve the camera, set dressing and compositing pipeline.
- 2001 - 2003 **TECHNICAL DIRECTOR SUPERVISOR- Meteor Studios**, Montreal
Supervise the Technical Director team.
Develop techniques and production pipelines for character set-up, muscle system, fur, water and crowd simulations in 3D for visual effects in documentaries.
Provide solutions and technical support to assist various artistic departments within the studio
- 1999 - 2001 **SCENE PLANNER - Walt Disney Feature Animation**, Burbank
Plan and build the animation scenes in CAPS and Maya
Set scanning resolutions and create camera movements on Disney animated features *The Emperor's New Groove* (2000), *Atlantis: The Lost Empire* (2001) and *Treasure Planet* (2002)
- 1998 - 1999 **TECH LEAD LAYOUTS AND BG - Walt Disney Feature Animation**, Burbank
Coordinate technology of the Layout and Background departments across all studio locations the entire studio (Burbank, Orlando and Paris).
Represent these departments on technical matters in meeting with the developers, producers and directors.
- 1996 - 1998 **ANIMATION TECHNICAL DIRECTOR - Walt Disney Feature Animation**, Burbank
Develop techniques to support the animation process.
Write over 60 software tools to assist 2D and stop-motion artists in transitioning to 3D animation
Design tools used on major productions including *Mulan* (1998), *Tarzan* (1999) and *Dinosaur* (2000).
- 1995 - 1996 **TECHNICAL DIRECTOR AND RND - TerraGlyph Interactive Studios**, Chicago
Oversee software management for production software in both traditional 2D and 3D animation departments.

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Write tools and animate complex effects scenes for CDROM games (Hansel & Gretel, Rumpelstilskin, TinyToons Buster and the Beanstalk, Kidsongs and Beowulf).

Conduct research to improve technology for traditional animation and 2D-3D integration.

- 1993 - 1995 **ANIMATOR AND DEMO ARTIST - *Softimage***, Montreal
Serve as the main demo artist for all Softimage products across headquarters, Eastern Canada, and major international trade shows.
Support clients in Canada and abroad with technical issues, training, and production services.
Act as the lead technical consultant and demo artist for the ink & paint software Toonz.
- 1992 - 1993 **COMPUTER GRAPHICS ARTIST - *Freelancer***, Ottawa
Direct, animate and edit several computer animations for Canadian businesses, such as Election Canada, Post Canada, Telesat, Bell Canada and Air Canada.
- 1991 - 1992 **JOURNALIST - *Freelance***, Ottawa, Mexico and Central America
Freelance reporter on parliament hill in Ottawa, and war correspondent in Southern Mexico, Guatemala and El Salvador