



# Yann Bonnin

FILM MAKER • ANIMATION • PRODUCTION • POST-PRODUCTION



## Freelance (SMart activity)

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skype = waiby66

[courriel / mail](#)

[Demo-Reel](#)

[web : responsive design](#)

[web : classique](#)

## Additionals Informations

Born in 1966, april 10th in Tours (Fr)  
54 years - B driving license

CARTE ACTIVA : 175375

### Languages :



### Hobbies :

Music (guitar / double bass), volley, swimming, shows, expos, read, cinema, cooking...

## Digital knowledge

Mac Os X, Windows, Linux (Ubuntu)  
ADOBE CC (professional license)  
Master user : print, web design  
video & animation 2d cutout :  
Animate, After Effect + Duik Bassel

ToonBoom Harmony, Blender...

### Open Source :

LibreOffice, Scribus, Inkscape...

### Technical control :

audio-video, hardware, software...



## MORE THAN 25 YEARS AUDIOVISUAL AND ANIMATED EXPERIENCE

My experience has been crafted by multiple experiences in audiovisual, multimedia and animation movies.

CG designer & 2d animator in my early stages, I became a director.

During these years, I experimented a lot, worked, produced, and met some celebrities, who have all my gratitude to have taught, encouraged and trusted me.

In directing and production experience, I worked with live action films, CG pictures, mixing both, and in various fields : dramas , short films, documentaries, music videos, entertainment, advertising, communication, corporate, pedagogy, institutional ...

Broadcasted : television, cinema, print, web, various multimedia platforms and devices...

Aside from my activity, I am a teacher for animation in higher education. I also lead workshops for both, kids and adults.

Sharing knowledge is a crucial human value for me.

## OBJECTIVES AND MOTIVATION

With my builded experience, I wish today to turn more to supervision and production of broader projects. Being an attentive observer of the evolution of methods and technologies, I can ensure a consistent and adapted supervision of productions. Both in terms of adapting to a budget as well as creating the ideal conditions of production to the crew.

Having said that, my creative desires in directing animated films are very alive and shall remain so as it is part of me.

I write, evolve and direct personal works from various inspirations.

## MAIN EMPLOYERS AND DISTRIBUTORS

**Digital Graphics** : CG supervisor on 2D/3D cut-out production...

**Dreamwall-Dupuis** : production 2D cut-out...

**Arizona films** : direction, animation, motion design, compositing, editing...

**Emakina** : direction, animation motion design and stop - motion ...

**Zorobabel** : direction, puppets, stage design, stop - motion, compositing ...

**Gobelins-l' École de l'image** : Teaching and training Flash, After Effects ...

**INA** : animation, computer graphics, editing, direction, training ...

**Studios aaa (The Shadoks)** : direction, animation, compositing, design, print ...

**Paris-Ateliers** : workshops of animation-computer graphics and stop - motion ...

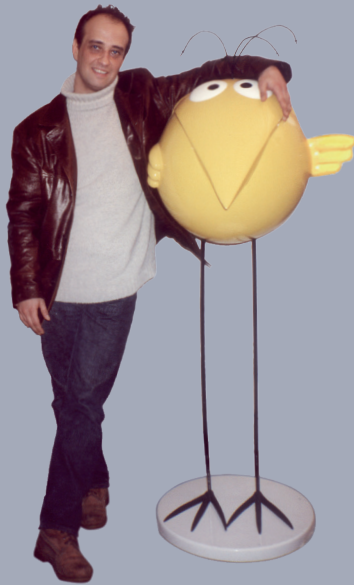
**Timoon Animation** : 1st AD, animatics, follow up of story-boards ...

**Moonscoop (France Animation)** : 1st AD, story-board checking...

**Marathon** : 1st AD, animatics

**Broadcasters** : France TV, TF1, M6, Arte, RTBF, VRT, Canal+, Canal Jimmy, Comédie, Youtube, Dailymotion...





## Trainings & Certificates

**2020 - 3D : Blender, Maya, Unity...**  
Training (3 months aug > oct 2020)  
others softwares to follow :  
Sketchup, Adobe Dimension...

**2017 • ToonBoom Harmony**

**2016 • Equivalence**  
Recognition of Useful Experience  
and Fame - French Community of  
Belgium.  
Certificates delivered by the ministry  
of the Higher education.

**2009 >2017 • Free web training :**  
Joomla!, Wordpressse...

**2003 • Line Producer**  
Audiovisual, FX & Cinema  
AFDAS - Cifap Montreuil

**1996 • Designer-Director**  
Multimedia : Cif AFDAS (level 3) -  
ESRA Paris

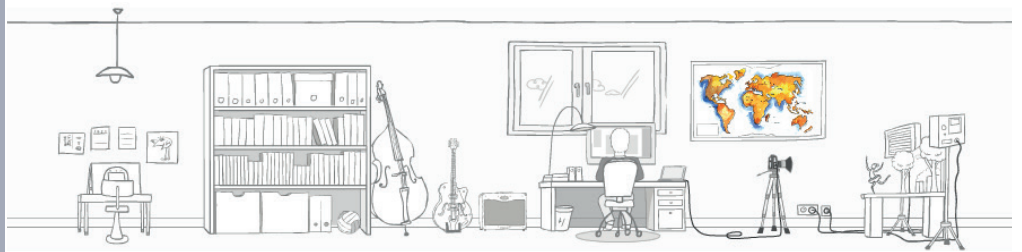
**1992 • CG Animator**  
Soft Toonbox - INA Bry-sur-Marne

**1990 • CG Designer & Layoutman**  
Illustrator, Photoshop, XPress, Word,  
Excel - Infoconseil Paris

**1988 • CG Animator**  
Software LABEL 35 - Créteil

**1984 • Arts High School**  
Section Plastic Arts - Tours

**> 1984 • Seconde G**  
Accounting - Computing and  
Company Management - Trade



## MAIN ACHIEVEMENTS AND PARTICIPATIONS

**Features movies :** Le Marronnier (*développement process + teaser*), Tchoupi...  
Lilly (*continuité dialoguée disponible , développement et tests scénographiques en cours...*)

**Short films :** COLLAPSE, The Watcher, KL, Scraps, Inhibitum, No-Go Zone, Deja Vu...

**Animation Series :** Little Furry, Scary Larry, Tootuff (*season 2 & 3*), The Shadoks & The Big Blank...

**TV Shows & Programs :** When I was a kid..., Top of the Fizz, Sponky Show, Bob & Scott (*7th season*), Calendario Pirelli 2001...

**Captation & Editing :** Modern & classical music shows and festivals...

**Set video design :** Animated visuals for live performance (*theatre, open stage, etc.*)

**Advertising films :** Lampiris, Immoweb, Fortis, iRobot, TOTAL "Shadoks and the Euro", Belin ...

**Trailer & teaser :** Folon "Imaginary travel agency", Robotix (*Pass - Mons*), Francofolies of Spa ...

**Corporate films :** Bénélux-promotion vélo, JMD ventilation, VEGA Caisse d'Épargne, Orange, Galaxia (*esa*), Capgemini, Fostplus, Batibouw, Post office ...

**Institutional films :** EU commission, Les Conseils du Prof. Chimico. INA 2000 ...

**Documentary films :** Benjamin Rabier, Heard Mongolians, Laetitia Casting, Algerian Tearing ...

**Serious game and pedagogic support :**  
Essentials (*CANOPÉ*), L'Oréal, Sanofi, Shadoks and Regional Languages, EuroDelphes ...

**Publishing and merchandising :** Design and illustrations, books, production guides, syllabus,  
user guides and handbooks

**Shadoks Design and Merchandising :** Catalogue, Textile industries, Objects, Figurines ...  
Comics: "Le Désordinateur" and "La Course à la Lune" - © Jacques Rouxel / aaa

**Writing :**  
Comics: Dhijad Blues (*pseudo*)

Book: "Jacques Rouxel, brilliant creator of the  
Shadoks, but not only" - (*Writing in progress*)



## MAIN COURSES & WORKSHOPS

**Teaching :** History and techniques of the cartoon and animation movies

**2d Animation cut-out :** Adobe Animate CC), Toonboom Harmony, Duik

**Stop-motion :** Building puppets and scenography, shooting with DragonFrame

**Compositing 2d-3d and Editing :** After Effects, Premiere Pro, Final Cut, Avid Media Composer

**References :**

Gobelins, l'école de l'image - Paris

LTAM (Lycée Technique des Arts et Métiers) - Luxembourg

Paris-Ateliers (ADAC) - Paris

Institut National de l'Audiovisuel (INA) - Bry-sur-Marne

Cifap - Montreuil

ESRA - Paris & Bruxelles

Zorobabel - Bruxelles