



YB STUDIOLAB

DIRECTION • ASSISTANT • BOARD-LAYOUT-ANIMATICS • SUPERVISION

l'image animée

Yann Bonnin

Freelance

invoicing via SMarT activity - 26624
TVA N° BE0896755397

Fixed-term or permanent contract to be discussed...
ACTIVA card possible for employment in the Brussels-Capital Region

BE: +32 455 10 16 55
skype = Yann Bonnin

studiolab@yann-bonnin.net
www.yann-bonnin.net
[demo-reel](#)

Languages:



Hobbies: Music (*double bass, guitar, ukulele*), volleyball, swimming, shows, exhibitions, literature, cinema, cooking...

Digitals knowledges

- Os X, Win11, (*Linux Ubuntu*)
- Adobe CC (*mastering pack*),
- Bibles, story-board, animatic, Photoshop, Animate, InDesign, Acrobat, Blender (*Grease Pencil*), Unreal + EPOS, Storyboarder, TB Storyboard Pro...
- Rig/build, layout, anim 2D cut-out Animate, TB Harmony, AE+Duik...
- 3D layout: Blender, Unity, (*Unreal*)
- Compositing & Editing: Premiere Pro, Audition, (*Avid, Da Vinci, FCP*)...
- Stop-Motion: Dragonframe, (*TVPaint*)
- print, web and animated pictures



35 years of audiovisual experience, mainly in animated images. It's hard to summarise here. My first professional steps as a CG animator date back to 1988. Then: colouring sets and characters, storyboard, layout, animatics, editor... to become an assistant director, and later a freelance writer-director.

To vary the pleasures, I give courses, develop my own ideas, and exchange my expertise and my know-how with studios, agencies, production houses... in exchange for freelance contracts, and for variable durations.

The visual and script writing is by far what fascinates me the most during all its development. Building the action, the dialogues, the handout of the storyboard, etc. A fertile imagination and a sense of rhythm acquired at a very young age (*music*), allow me to elaborate **super optimized animatics** for animation, which later favours the finalization work in compositing and editing. All this upstream work is really my "*dada*".

Downstream, I like to work in a fluid and coordinated way with an experienced production, and in a team, with talented people of **a middle/senior level**. I can then operate in a well-defined position, and why not, occupy a Lead or Supervisor position.

I have a soft spot for layout management. This is a crucial step in ensuring that **the framing is perfect and tells the story**. It is essential to ensure the final quality of a film; and during the whole image making process, to facilitate the difficult work of the animator and the compo, who inherit it directly.

On the anim side, this is within my capabilities for 2D cut-out or stop-motion. My skills must correspond to the technique and style required by the director and the production.

Each film is a human, budgetary and professional adventure to be studied very closely. For this reason, I can assist a production with **recruitment**, and advise it on the development of an **efficient pipeline**. Let's talk about it...

MAIN REFERENCES

NextFrames Animation: 2D Animation supervisor/ 3D Assitant Director...

Digital Graphics Studio: CG supervisor, Episode director...

Dreamwall-Dupuis: Production manager...

Arizona films: Director, animator, motion designer, editor & CG compositor...

Emakina: Director, motion designer, 2D cut-out & stop-motion animator...

Zorobabel: Feature movie technical development, direction, puppets, stage design, stop-motion, compositing...

Technifutur: 2D cut-out with Adobe Animate (*board-animatic, layout, rig/build, anim*)

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

Ateliers de Sèvres: Teaching and supervision stop-motion workshop...

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

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

Genao (*Timoon Animation*): assistant director, animatics, storyboard follow-up...

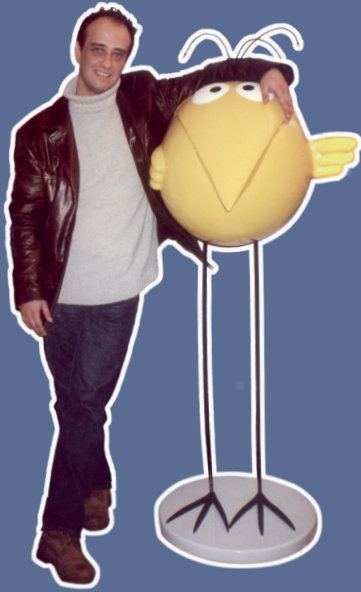
Moonscoop (*France Animation*): assistant director, storyboard follow-up...

INA: CG animator, research betatester, editor, direction, animation training...

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

Festivals: Annecy, Anima, Zinebi, Stop Trik... (*selections, awards & special mentions*)





Formations et diplômes

2023 > ToonBoom Harmony (Rigging)

2023 > Grease Pencil, Unreal + EPOS

2022 > ToonBoom Harmony (compo)

2021 > ToonBoom Storyboard Pro

2020 > Blender, Maya, Unity, Skecthup...

2017 > ToonBoom Harmony (anim)

2016 > **Équivalence niveau Master**

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

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

2003 • **Line Producer**

Audiovisual, Cinema, Animation, VFX AFDAS - Cifap Montreuil

1996 • **Designer-Director Xmedia:** 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**

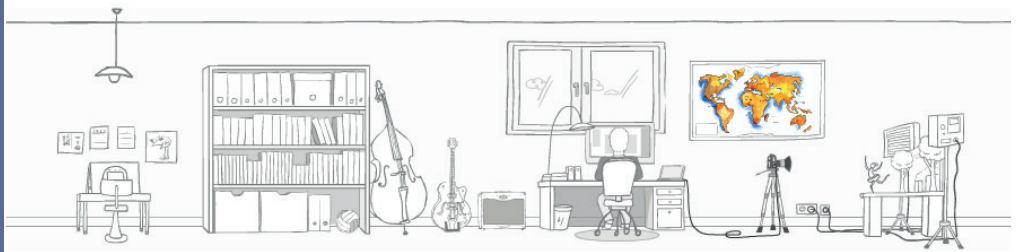
Software LABEL 35 - Créteil

1984 • **Arts High School**

Section Plastic Arts - Tours

> 1984 • **Seconde G**

Accounting - Computing and Company Management - Trade



MAIN PRODUCTIONS: direction, supervision, board, animatics (optimised for anim), layout, colours and BGs, 2D cut-out anim... (To learn more, see my [website](#))

Animation Series: Billy the Hamster Cowboy (s1), Momolu & Friends (s1), Little Furry (s1), Scary Larry (s1), Tootuff (s 2/3), The Shadoks & The Big Blank (s4), Waiting for Christmas (s1)...

Web Series & TV Shows: When I was a kid, I believe that..., Bob & Scott (s7), Jimmy the Fizz, TV on-air designs and credits...

Features movies: Rufus (prod & development), Lilly (dialogue continuity, development and scenographic tests in progress...), Le Marronnier (process development + teaser), Tchoupi...

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

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

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

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

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

Documentary films: Benjamin Rabier, Heard Mongolians, Eco-Logis, Laetitia Casting, Algerian Tearing, Belleville-Another look...

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

Captation & Editing: Jazz, Modern & classical music shows and festivals, clips...

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

Shadoks Design and Merchandising: Catalogue, Textile industries, Objects, Figurines...

Comics: "La Course à la Lune" and "Le Désordinateur" - © Jacques Rouxel / aaa

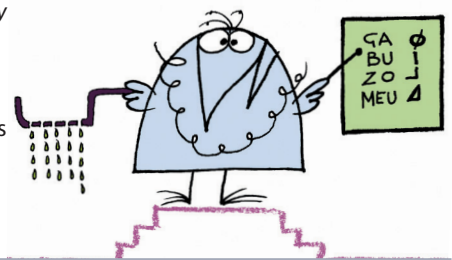
Writing: Comics: Dhijad Blues (pseudo)

Book: "Born under the sign of the Shadok! A joke by Jacques Rouxel!" (incoming last 2023)

Publishing and merchandising:

Design and illustrations, books, production guides and bibles, tutorials, user guides and handbooks

LE PROFESSEUR SHADOKO



MAIN COURSES & WORKSHOPS

2D cut-out animation: Adobe Animate, Toonboom Harmony, After Effects + Duik

Stop-motion: Puppet making & set design, animation & filming,

2D-3D compositing: Adobe After Effects

Editing: Adobe Premiere Pro, Apple Final Cut Pro, Avid Media Composer

Line Production: (VFX and animation module): breakdown, estimate, planning, follow-up...

Lectures and conferences: History and techniques of animated film

References:

Technifutur (PIL-Liège), Ateliers de Sèvres (Paris), Gobelins, l'école de l'image (Paris), CTA-Institut Marie-Thérèse (Liège), INA-Institut National de l'Audiovisuel (Bry-sur-Marne), ESRA (Paris/Bruxelles), Zorobabel (Bruxelles), Cifap (Montreuil/Marseille), Lycée Technique des Arts et Métiers (Luxembourg), Paris-Ateliers (Paris)