

# 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



Shooting of No-Go Zone  
Selected and awarded in several festivals  
Broadcasting of "Court-circuits" and 1000 Jours on Arte.tv

## DIRECTOR - FIRST ASSISTANT DIRECTOR - GENERALIST 2D ANIMATION

- 2023 • Film maker-author** (YB studiolab)  
Lilly (feature film, stop-motion) script writing, puppet making, and animation tests
- 2022 • Technical director** and line producer (NeXtFrames)  
Creation of the studio in La Hulpe, technical set-up, recruitment of teams: prod, admin, IT...  
Rufus (3D feature film) development, pre-production, team recruitment: storyboard, modelling, rigging, layout, anim, **creation of PDF graphic bibles**  
Billy le Hamster Cowboy (Series 2D season 1)  
**Supervisor anim**, lead anim, Technical director
- 2021 • CG Supervisor 2D** (Digital Graphics)  
Billy the Hamster Cowboy, 2D cut-out, TB Harmony, prepa compositing and animation  
Momolu & Friends (2D cut-out, Adobe Animate) lead rig, layout, training anim and layout teams, **co-director** of 17 episodes, daily contact: Finland and Canada (Vancouver)
- 2020 • Co-director**, motion designer (Kaos films)  
Bénélux-cycling promotion (animatic teaser 2D)
- 2019 • Co-director**, post-production (Zorobabel)  
La Vigie (short film, pixilation)  
animatic, editing, color grading, DCP
- 2018 • Technical Director**, lead layout & compo (Zorobabel)  
Le Marronnier (feature film, hybrid: rotoscopy, 2D cut-out and tradi)
- 2017 • Co-director**, compositing (Zorobabel)  
KL (short film, pixilation) (selected and awarded)
- 2016 • Co-director**, scénariste (Zorobabel)  
Inhibitum (short film, stop-motion)  
Scraps (short film, stop-motion)
- 2016 • Dir. Assistant, anim & compositing** (Zorobabel)  
No-Go Zone (short film, stop-motion) + puppet making and set design (selected and awarded)
- 2013 • Director**, supervisor anim (Magicworld)  
Abracadabra (pilote Series 2D)
- 2013 • Director**, motion designer (Arizona films)  
Fostplus clip (Series FR/NL, motion design)
- 2012 • Director**, motion designer (Arizona films)  
esa-Galaxia (corporate, animated picture)
- 2012 • Assistant-Director** (Novanima Productions)  
Benjamin Rabier (documentary)
- 2008 • Director** (Goyaves productions)  
Gaggemini (2008, corporate, 2D), storyboard, design, layout, animation supervision, animation, post-prod
- 2008 • Premier Assistant-Director** (Moonscoop)  
Titeuf (Series 2D tradi, seasons 2 & 3, with China)
- 2005 • Co-director** (aaa productions)  
L'Homme est-il bon ? based on the comics by Moebius (short film, animated picture), lead fab. from A to Z
- 2004 • Director, animateur** (Kaos Films)  
Robotix (Le Pass-Mons) (teaser, animated picture)
- 2002 • First assistant-director**, (aaa productions)  
Les Conseils du Prof. Chimico (corporate, cut-out) + storyboard, animatic, layout, animation, post-prod
- 2001 • First assistant-director** (TF1-Protécrea)  
Bob & Scott (Series 3D season 7) animatics
- 2001 • First assistant-director** (aaa productions)  
Kardegic (corporate, 2D), storyboard, layout, anim
- 2001 • First assistant-director** (aaa productions)  
Fortis Assurances (2001, pub), lead BGs & colours
- 2000 • Assistant-Director** (Marathon)  
Martin Mystery (Series 2D, animatic pilote season 1)
- 1999 • Lead backgrounds & colours** (aaa productions)  
Les Shadoks et le Big Blank (Series 2D tradi season 4), editing music over 13 episodes with Robert Cohen-Solal (GRM), supervision of color grading and PAD
- 1998 • Co-director**, CG animator (INA-Special IMAGINA)  
Plan INA 2000 (animated picture), clips presenting the 10 main departments of the National Institute.
- 1997 • Technical director** (aaa productions)  
Les Shadoks et le Big Blank (Series 2D tradi, pilote), CG-animator



## 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), Shotgun, 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).

