



# Julien Stiegler

CINEMA-THEATER DIRECTOR

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## Profile

After a career as an animation film director, then as a 3d supervisor, since 2015 I have created a real-time cinema device, thus adding the performing arts to my field of image creation, and allowing me to transmit the cinematographic practice in a very concrete way.

## Employement history

### Cinema-Theater Director, Provincial Service for the Performing Arts of the Province of Hainaut - La Fabrique de Théâtre, Frameries

August 2015 – August 2022

- Creator of cinema-theater shows
- Inclusive workshops, cultural mediation
- Image, sound and light creations
- Professor of video creation at the stage management school of La Fabrique de Théâtre
- Shooting and post-production
- Development of the dream machine (c++, ) thanks to the financial support of the Digital Belgium Skills Fund, aiming to put digital technology at the service of social ties

### 3d Supervisor, Cube Creative, Paris

September 2007 – July 2014

- Supervision of animated films and special effects
- 2d/3d artistic and technical direction (Maya Arnold Yeti Nuke)
- lookdev, lighting, grooming, compositing, tools dev, 3d generalist, fx, vfx
- cinema/tv/special formats

### Animation Film Director, Freelance, Paris

September 1996 – June 1999

- Traditional animation films, mixed techniques (stop motion, pastel, cartoon) - La cinquième, Sombrero Productions, Disney Channel
- Traditional 2d animation and digital cinema special effects – Duboi (Levallois France)

## Education

### Bachelor, Conservatoire Libre du Cinema Français, Paris

September 1991 – July 1993

## Links

website [www.cinema-theatre.org](http://www.cinema-theatre.org)

## Skills

Director (animation movies, music video, tv idents, live performances)

Project coordination (budget, planning, monitoring, stage management, artistic and technical direction)

Teaching (image creation technics, anthropology, graphics arts, writing)

Workshops (professionnals, vulnerable people, general public)

Writing (scripts, short stories, poems, application and technical files)  
Creative Problem Solving  
Shooting (GH5, alpha7, atomos)  
Lighting (films, 3d, live performances)  
3d (maya, arnold, yeti, blender)  
Compositing (nuke, fusion, after effects)  
Editing (premiere, resolve)  
Color grading and color management (resolve)  
Matte painting & texture (photoshop)  
Backgrounds and illustrations (drawing, colored inks, miniatures)  
Traditional animation (mixed technics)  
Film conception (storyboard, colorscript, layout)  
Shows creations and cues (isadora, Qlab, touchDesigner, inhouse softwares)  
Software development (c++, openframeworks, Qt)  
Actor (animation voiceover, short movies, live performance)  
Musician (guitar, bass and vocal, writing, jazz, baroque music)  
Post-production workstation (decklink video cards, 128Go RAM, RTX3060)

## **Internships**

**Argent film grading and processing, Telcipro film laboratory, Levallois-Perret**

July 1992 – August 1993

**Film editing (16/35 mm), Atria, Paris**

September 1991 – June 1992

## **Courses**

**Davinci Resolve color grading and workflow, Videodesign formation, Paris**

July 2022

**Drawing and painting, ENSAD, Paris**

September 1995 – July 1997

## **Languages**

French (native language)

English (good working knowledge)