

HUGO HALLE

2D ARTIST

Book

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Contact

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Languages

French
English
German

EXPERIENCE

2016

Team leader & character artist on a 3 months student project : «La Horde» - la-horde.org
Medieval Illustrations for a board game : «Castrum» - Avitus Editions

2015

French comic publication: «L'histoire des bénédictins» - Artège BD
3D views colouring for *Groupe-6 Architectes* - Grenoble (FR)

2013

Collective comic publication : «Projet Bermuda VI» - *Librairie Expérience*
Caricatures & Portraits at *Sacré Coeur's* school fair - St Jean de Moirans (FR)

2012

Collective comic publication : «Projet Bermuda V» - *Librairie Expérience*
Caricatures & Portraits at *Trixell Company's* open day - Coublevie (FR).
Live painting for the *Musée des beaux arts* (Fine arts museum) opening - Chambéry (FR)

2011

Caricatures & Portraits at *Chambéry BD* comic festival - Chambéry (FR)
Live painting for the *Livre en Marches* festival - Les Marches (FR)

2010-2011

Volunteering at the *Anancy International Animated Film Festival* - Anancy (74)

EDUCATION

2016

Gamagora, Lyon 2 University - Lyon (FR)
University degree in 3D graphics

2012

Ecole d'Enseignement aux Arts Appliqués et à l'Image (ENAAI) - Chambéry (FR)
Level III title : «Draughtsman of still and moving images» / International Bachelor in Arts

2009

Pierre Termier college - Grenoble (FR)
A level in Economical and social science - A

SKILLS

2D

Illustration
Concept art
Comic / Story board
Animation

Photoshop
Indesign
Illustrator
Flash

3D

Modeling
Texturing
Animation

Zbrush
Maya
Quixel Suite
Unreal Engine