Julien Stiegler

CINEMA-THEATER DIRECTOR

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Born december 18th 1974 in Villeneuve-sur-Lot, France (47)
Driving licence holder
49, quai de Seine, central gate (ring the bell), 77670 Saint-Mammès, France

Profile

After a career as an animation film director and supervisor, 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, from the concept to the finishing. I also teach music, cinema and drawing, and I can help you to develop your creation projects.

Employement history

Cinema-Theater Director, freelancer
August 2015 – today
- Music, cinema (stroy-board and direction) and drawing teacher
- School teacher (film writing, story-board, animatic, direction)
- Animation movie creation
- Music writing
- 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
- Conception, shooting and post-production
- Real time cinema development : the Dream Machine.

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

2d/3d graphist and film director, Freelance, Paris
Septembre 2000 – Juillet 2007

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

Assistant director degree, Conservatoire Libre du Cinema Français, Paris
September 1991 – July 1993

Links
website 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, poemes, 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
Digital cinema, special effects, Duboi, Levallois-Perret
July 1996 – August 1997
Argentic 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
Centre International de Musique, Paris
September 1985 – July 1987
Guitare (Louis Winsberg, Gilles Renne), harmony and improvisation

Languages
French (native langage), English (good working knowledge)