Marc Simonetti

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FANTASY & SCI-FI DIGITAL ART ImagineFX
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# CONCEPT

## 4 areas - 4 jobs

Nowadays, digital artists work in a range of industries from the cinema to video game illustrators to comic book authors and require a range of technical expertise such as 2D, 3D, animation and VFX.

## Unite these jobs & artists

IAMAG 's mission is to gather every year, four big industry names to participate in a three-day Master Classes to allow actors in the industry—professional, students or amateurs—to learn, share and network across industries and learn new skill sets.

## Career and Recruitment

During the event, IAMAG is going to dedicate on entire day to Workshops focusing on Career, Recruitment, Schools and Portfolio Reviews.

## A new improved experience for students and Professionals

IAMAG wants to improved the connected experience, with an extra day offering more opportunity for all industry actors to know each others and improve their skills.

*Buzz Dance Pose by Carlos Baena ©Pixar*

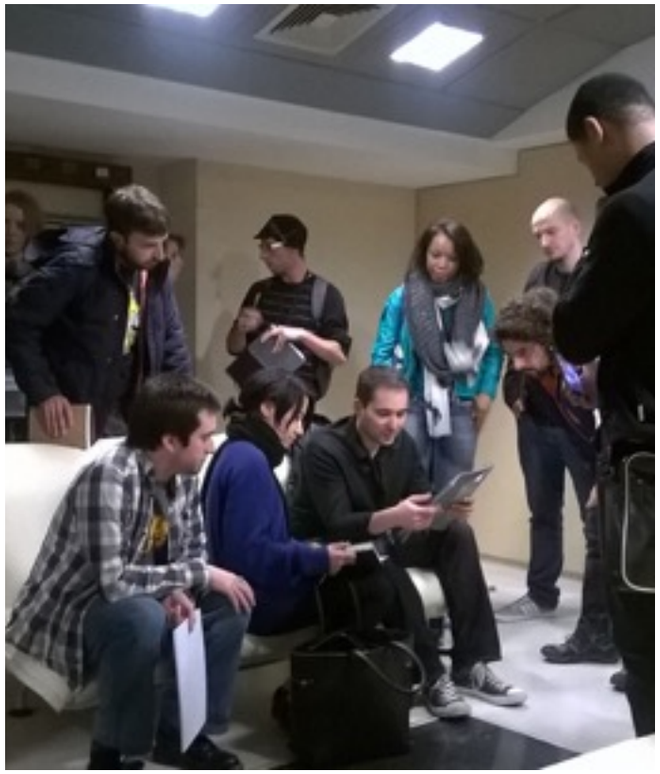
Craig Mullins

# EVENT

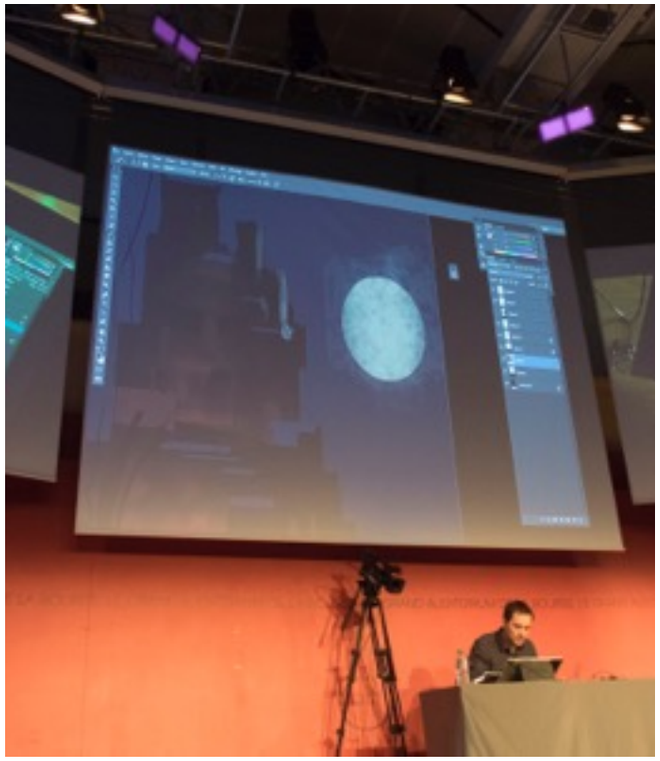
## IAMAG Master Classes

# AROUND THE EVENT

IAMAG Master Classes



MEET THE PROS, GET THE BEST ADVICES FOR YOUR CAREER, GET YOUR PORTFOLIOS REVIEWED BY THE BEST CG ARTISTS. MEET STUDIOS AND SCHOOLS AND COMPANIES



LEARN FROM THE BEST ARTISTS, WITH 3D, 2D, CONCEPT ART, VFX AND ANIMATION MASTER CLASSES.

*Andrew Schmidt - Pixar*

# MASTER CLASSES

IAMAG Master Classes

350+ ATTENDEES

IAMAG Master Classes

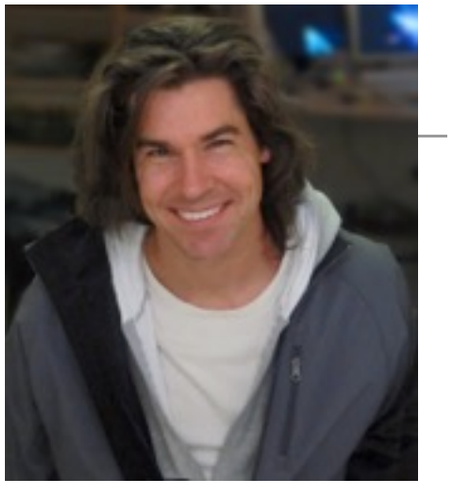
# SPEAKERS

IAMAG Master Classes

# SPEAKERS FROM THE BIGGEST STUDIOS

IAMAG Master Classes

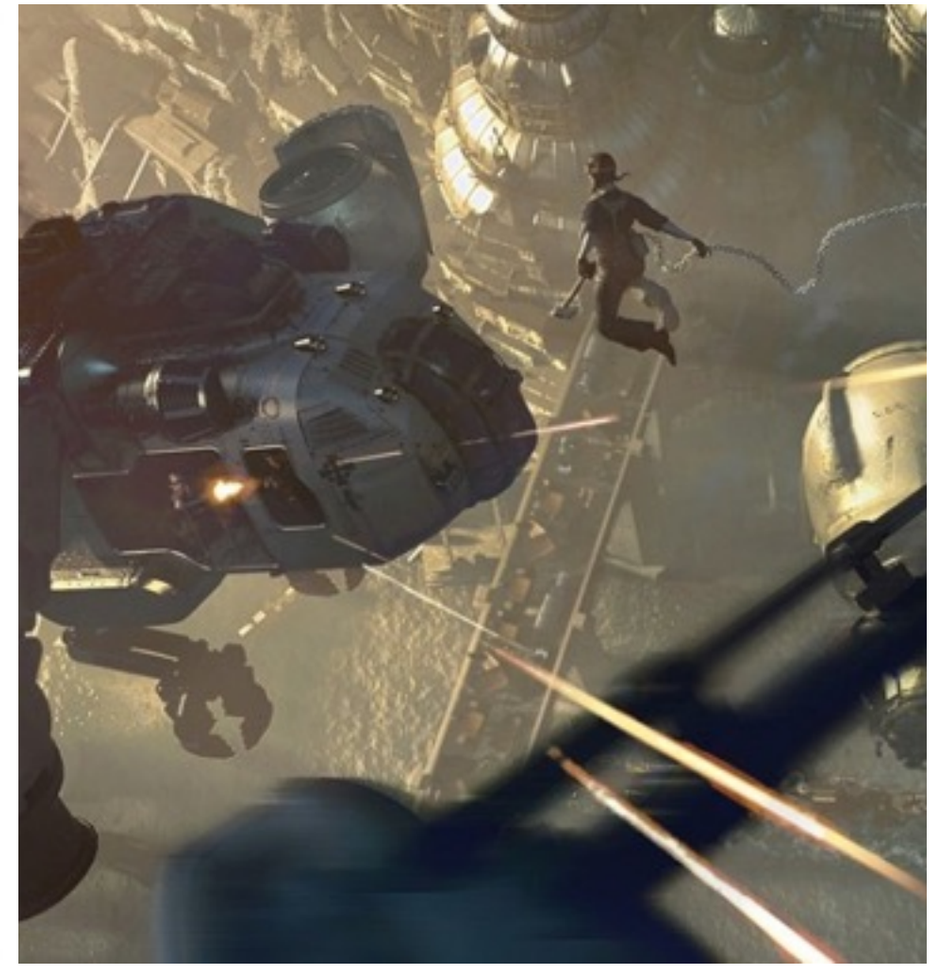
# Aaron McBride



After joining the ILM Art Department in 1998, Aaron McBride worked as a concept artist and designer on A.I. Artificial Intelligence and Minority Report. Since then he has served as designer and art director on The Avengers, Iron Man 1 & 2, Rango, Revenge of the Sith, and the Pirates of the Caribbean films; the second installment of which, Dead Man's Chest, won an Academy Award for best visual effects in 2006.

Aaron's concept design work has been widely recognized by directors like Steven Spielberg, Gore Verbinski, George Lucas and Joss Whedon as well as Oscar-winning Visual Effects Supervisors Dennis Muren, John Knoll and Scott Farrar. His work has been chronicled w various "Art of" books including: Pirates of the Caribbean, Iron Man, The Avengers and many more.

He has illustrated covers for many Star Wars publications including: Star Wars Insider Magazine and The Del Rey Novel Lords of the Sith.

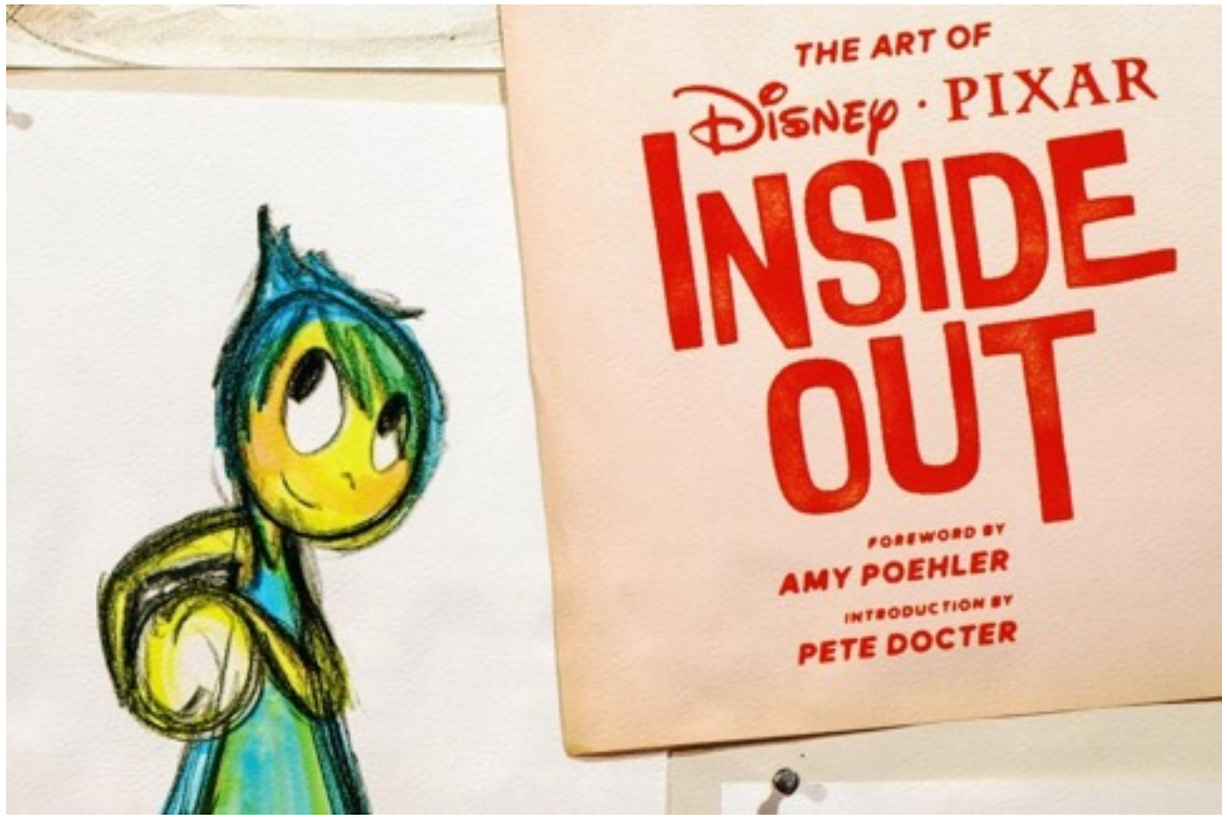


## Daniel Holland : Pixar Sets Art Director

Daniel Holland currently works at Pixar Animation Studios. His latest project was as sets art director on the feature film Inside Out. Dan studied art and film at Brigham Young University and animation at The Vancouver Film School.

He has a BFA in character animation from the California Institute of the Arts.

Dan has worked as an animator, sketch artist, and art director at Pixar over the last 12 years. He has taught and lectured for the past 10 years on character and animation design.



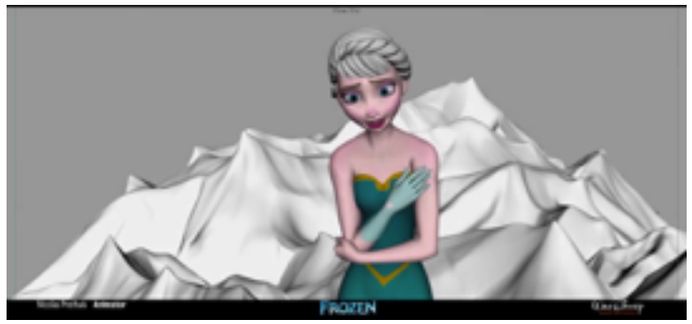
# Nicolas Prothais

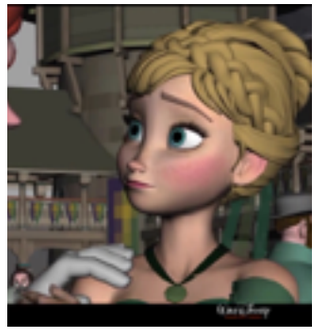
Nicolas Prothais is a CG Animator, working for Disney Animation Studio in Burbank California since 2012.

Self taught trained, he started his career in 1999 as a CG generalist, working on small projects in modeling, rigging, lighting and trying to improve his knowledge, before he later chose to focus exclusively on animation.

As an animator, he worked about 12 years in Paris, madrid and London in studios such as Illumination Mac guff, Ilion, Double Negative, in both VFX and animation feature film.

The list of its projects includes, Dragon Hunters, Planet 51, Despicable Me, Paul, Iron Man 2, John Carter of Mars, Wreck it Ralph, Frozen, Big Hero 6, feast and Zootopia.



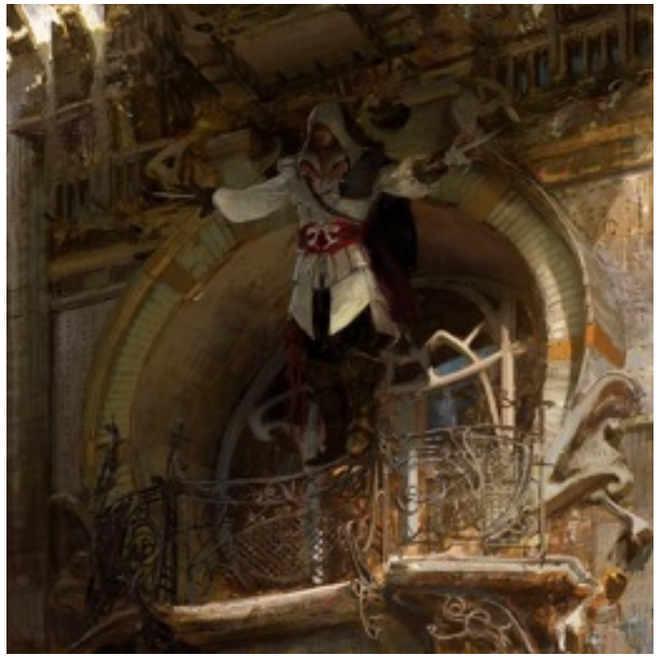



# Craig Mullins

Craig Mullins (born 1964) is an American digital painter, and leading international concept artist. He has created art for books, video games and films.

Craig Mullins was born in 1964 in California and moved at the age of three to Ohio. When he was 18, he went back to California, where for several years he lived in the proximity of Los Angeles. He went to Pitzer College in Claremont, California, for two years, and then studied at Art Center College of Design to study product design and illustration.

He started out as a transportation designer and got a job at Ford in Detroit. There, he discovered that his design sense was a little bit too extreme for the car industry, so he returned to Art Center to study Illustration, where he got his BFA in 1990. Since then, he has worked on many projects as concept artist, illustrator and matte painter. Mullins realized that the digital era freed him from all geographical constraints, so he moved to Hawaii, where he still lives today with his wife, his two daughters, and his cat. He stated that he is trying to stay in as many areas of illustration as possible. His works are inspired by John Singer Sargent and Frank Frazetta



# ANIMATION MENTOR

## Carlos Baena : Director

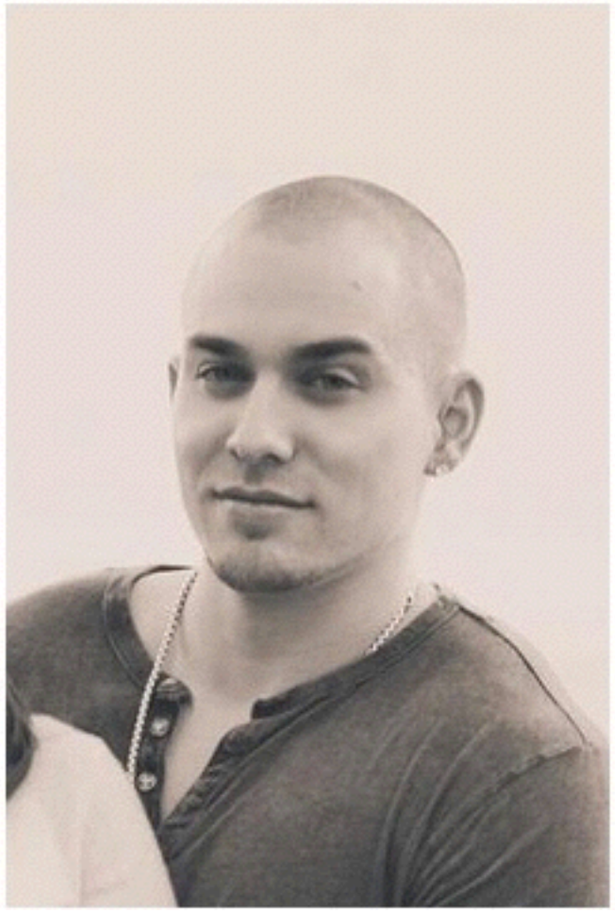
Born on the Canary Islands and raised in Madrid, Carlos Baena came to the United States in 1994 to attend Art School. Upon graduation in June 1998, he landed a job animating commercials at Will Vinton Studios (now LAIKA) in Portland, OR. He then later returned to San Francisco to work on commercials and short films at Click 3X and WildBrain, Inc.

Carlos continued to hone his craft by learning about films and doing character animation tests. The imagery he created helped him secure a position at Industrial Light & Magic (ILM) in March 2001. At ILM, Carlos worked as an animator on *Jurassic Park III*, *Men in Black II* and *Star Wars: Episode II*.

Carlos left ILM for Pixar in 2002 where he worked on the films *Finding Nemo*, *The Incredibles*, *Cars*, *Ratatouille*, *Wall-E* and *Toy Story 3*. For his Luigi/Guido work in the film *Cars*, Carlos received a 2007 Annie Award nomination for Best Character Animation. In the film Ratatouille, he mostly worked on the character of Skinner and in the film *Toy Story 3*, he animated the Buzz Lightyear character in Spanish Mode (Spanish Buzz).

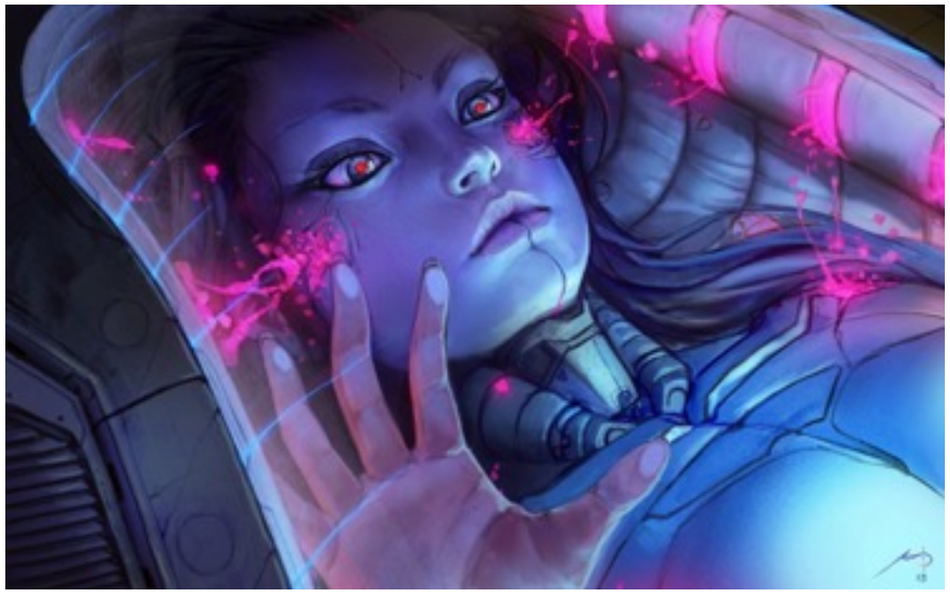
Carlos is also a cofounder of the online school Animation Mentor along side with partners Bobby Beck and Shawn Kelly. Founded in 2005, Animation Mentor has over 800 students from 70 countries. Carlos is helping to bring animation education to students around the world, inspiring them to make films.

## Marc Brunet



Marc is an artist and entrepreneur with 10 years of experience in the video game industry. Originally from Montreal Canada, he migrated to the US at the age of 22 to join Blizzard Entertainment and went on to work on titles such as Project Titan, StarCraft 2 and Heroes of the Storm as both a 3D artist and concept artist.

He is also the CEO and founder of Cubebrush.co, a marketplace that allows users to sell and buy digital art resources such as tutorials, 3D models, textures, brushes and more. In his constant quest to help and contribute to the art world, he produces and sells his own art tutorials, runs a popular YouTube art channel under the same name (cubebrush) and has been mentoring hundreds of artists of all skill levels for a few years now.

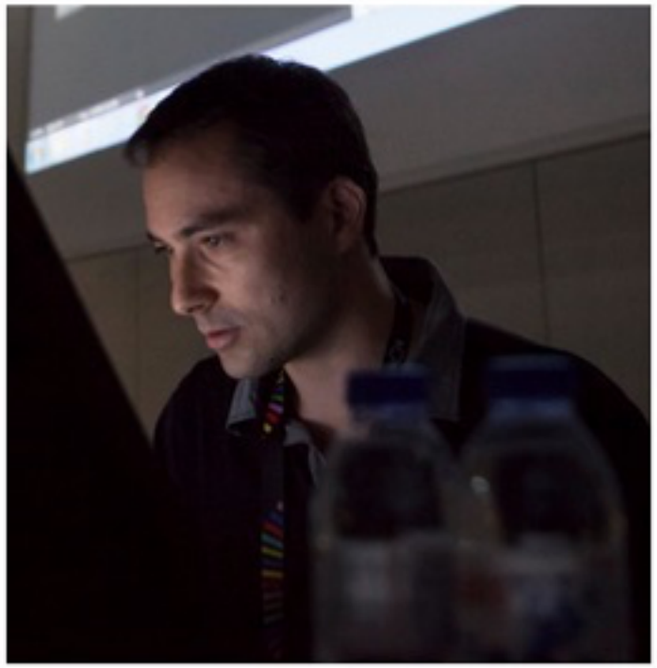


# Ian McQue

Ian is a concept artist/illustrator. He spent over 20 years working in the videogame industry as lead concept artist and assistant art director on the bestselling Grand Theft Auto series.

Now freelance and working mainly in visual development for film, his recent clients include 20th Century Fox, Paramount, Warner Bros and Sony Pictures.

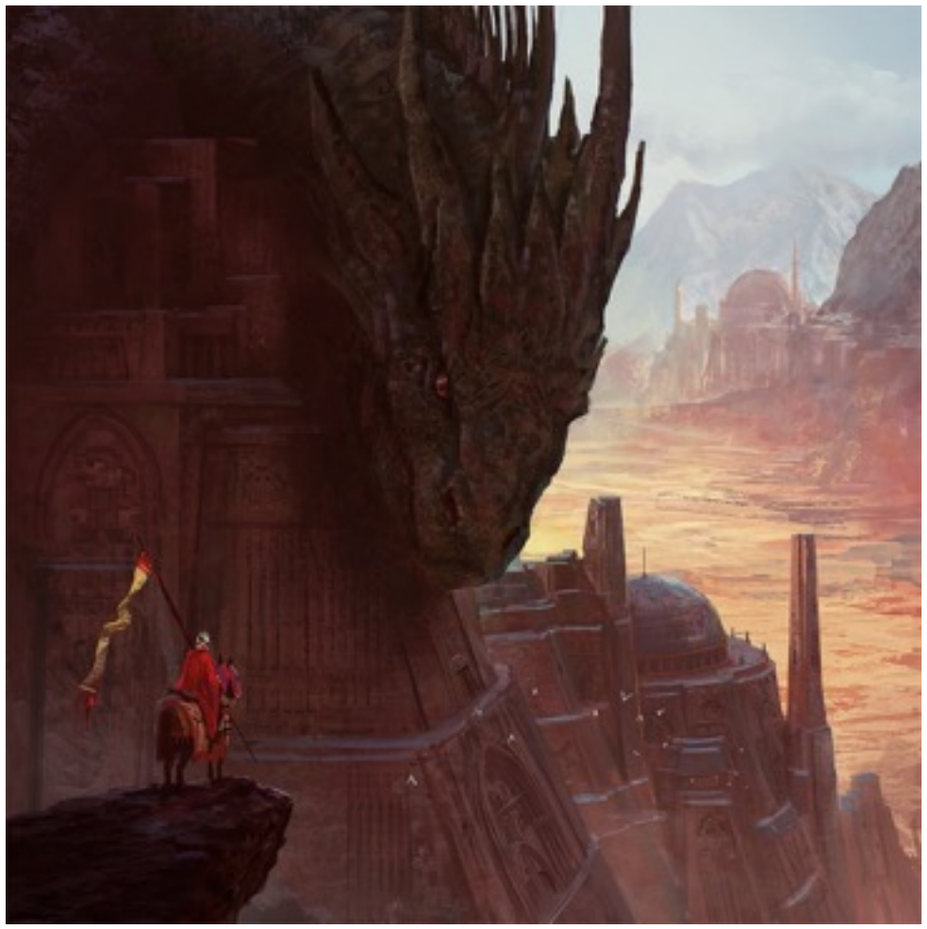
# Marc Simonetti



Marc Simonetti (born in 1977 in France) is a French concept artist/ illustrator. Best known for his work on GRR Martin's books "A song of Ice and Fire", and his Iron throne, he's also illustrated some of the most well known fantasy and SciFi novels, such as the Discworld by Terry Pratchett, The Royal Assassin trilogy by Robin Hobb, Terry Goodkind's "Sword of truth", or Frank Herbert...

He's also worked for many video games companies such as Activision, ubisoft, Magic The Gathering, EA, Square Enix and King Isle Entertainment. He's just released an art book "coverama", and is currently working on several projects such as long feature movies, and doing some concept art for video games, as a freelancer.

Official Website



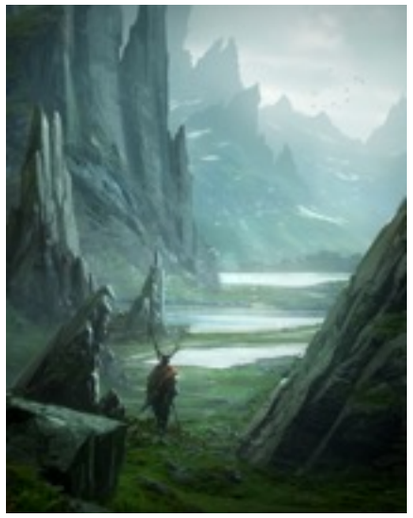
## Raphael Lacoste

Art Director of Assassin's Creed. Sales for this game only are estimated at around 80 million. Raphaël Lacoste was the Art Director of Ubisoft for games like Prince of Persia and Assassin's Creed. He won a VES Award in February 2006 for his work on "Two Thrones" from Prince of Persia.

After this experience, Raphael worked as a Matte Painter and Senior Concept Artist on movies like Terminator Salvation, Journey to the Center of the Earth, Death Race, Immortals 2011, Repo Men, and Jupiter Ascending.

In 2009, Raphael returned to the Video Game industry as a Senior Art Director for Electronic Arts Montreal.

Today, he is the Art Director for the Assassin's Creed games for Ubisoft.

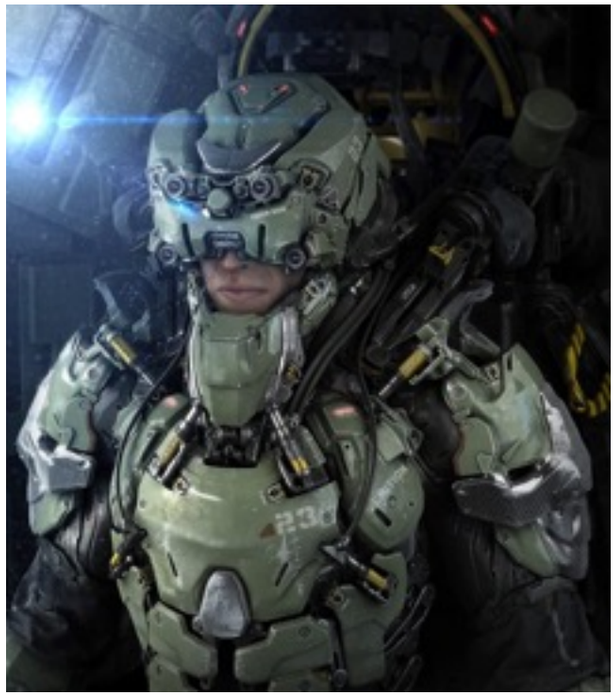


## Fausto De Martini

Fausto De Martini is Concept Artist with great experience in the field of video game Cinematics and recently made a move to work as an Art Department's concept Artist/Illustrator for movies. He started his career as a freelance cg generalist in Sao Paulo, Brazil and moved to US after landing a job at Blizzard Cinematics Dept.

After almost 10 years working at Blizzard he had the opportunity to change careers and started to work as a Concept Artist/Illustrator.

He was fortunate to work along many amazing artists on movies like Robocop, Transformers 4, Terminator:Genisys, Star Wars VII and he is currently on the Avatar Sequels.

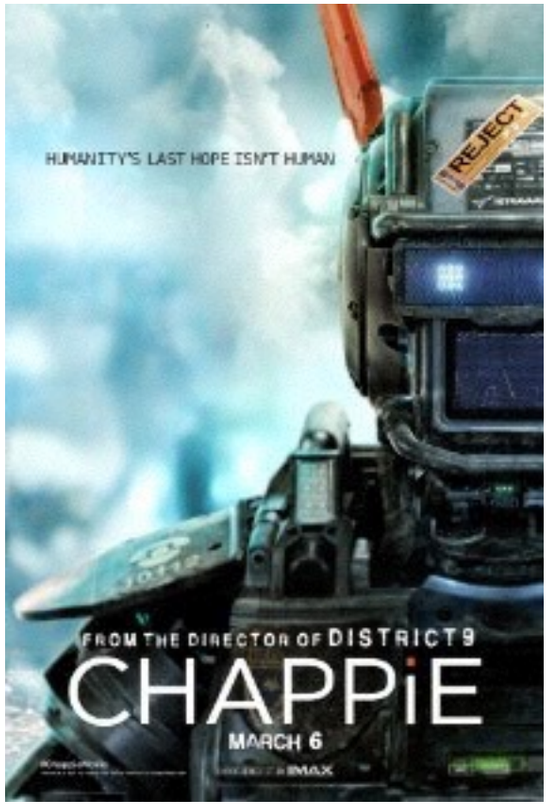


# FREELANCE

## Mark Theriault

Mark Theriault is a Senior FX Artist currently living and working in Vancouver B.C. He graduated from Columbia College Chicago with a BFA in Film. After starting out in commercials he has worked in a lot of different areas of the industry including on-set work, feature animation, video game cinematics, TV, and feature films.

He has worked at a variety of places such as ILM, Image Engine, Dreamworks Animation, Prime Focus, and Blur Studios. His latest projects include FX on Warcraft, The Teenage Mutant Ninja Turtles, Chappie, Rise Of the Guardians, Peabody and Sherman amongst many other.

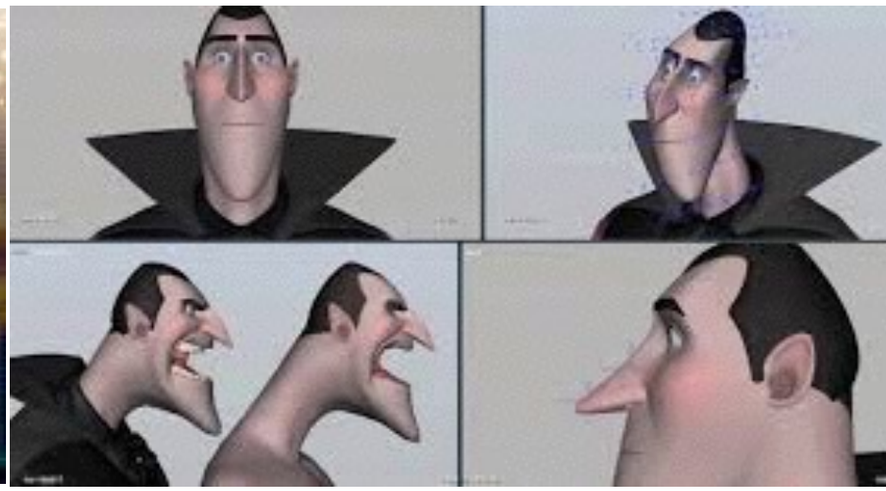


# In-Ah Roediger

Born in Duesseldorf, Germany to a South Korean artist mother and German banker father, In-Ah grew up surrounded by art.

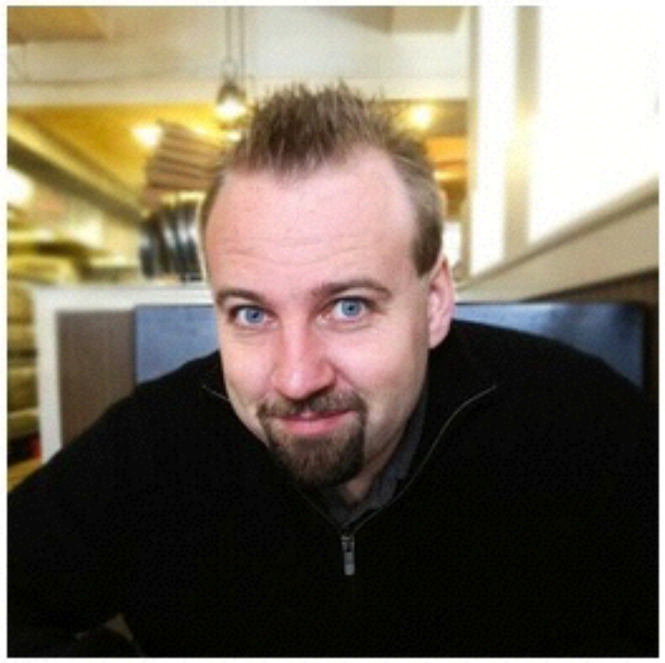
She started animating traditionally in 2D after graduating from 'Gymnasium' (German high school) at the LTAM in Luxemburg which offered a 2 year higher diploma in 2D character animation. After graduating she was offered to join the 2D animation graduation year at the Gobelins, l'ecole de l'image in Paris. Her student film 'Jurannessic' depicting a caveman discovering the joys of animation with cave drawings received numerous awards at animation festivals worldwide. This short was a joint effort between herself, Yann Avenati, Simon Andriveau, Louis Clichy and Herve Barbereau. The Gobelins also offered a 3D animation degree that In-Ah completed in 2003 and led on to a post graduate year at the Filmakademie Baden-Wuerttemberg where she worked on her short film 'Tongue Town' that remained unfinished when she was hired to work on 'Harry Potter, the Goblet of Fire' at Framestore in London.

So began her career in VFX and feature animation which includes work on 'The Tale of Despereaux' (Framestore), 'Where the Wild Things are' (Framestore), 'Iron Man 2′ and 'Paul' (Double Negative, London UK), some freelance in commercials, a year at Guerilla Games in Amsterdam on 'Killzone 2′, and recently led her to Sony Imageworks in Vancouver, Canada where she animated on 'The Smurfs', 'Hotel Transylvania', and 'Cloudy with a Chance of Meatballs 2′ as a senior, and 'Oz the Great and Powerful' as a supervising animator.



# FREELANCE

## Anselm von Seherr-Thoss



Anselm was among Autodesk Artists of the Year 2013 and Artist of the Month in July 2013.

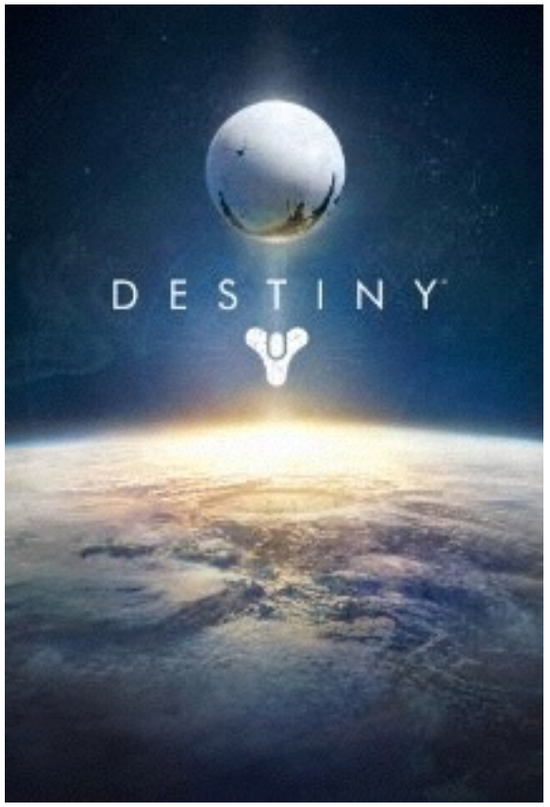
He's an award winning Visual Effects Technical Director and VES (Visual Effects Society) member with emphasis on particle based effects as well as Fluid Simulations, Shading and Post Production.

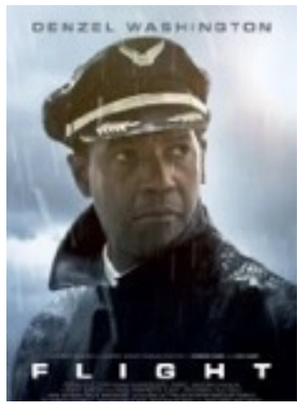
He worked on movies like James Cameron's "Avatar", Transformers 4, Star Trek - Into Darkness, COSMOS: A Spacetime Odyssey, The Expendables 3, Northmen - A Viking Saga, G.I. Joe-Rise of Cobra, The A-Team, Ridley Scott's "Robin Hood", Priest, SuckerPunch(Previz), Beautiful Creatures (R&D), Dragonball: Evolution, Tree of Life(R&D), Clash of the Titans(3D conversion), Niko & The Way to the Stars, "Loewenzahn", Angel Camouflaged, and "Il sogno del Maratoneta" as well as numerous commercials and music videos. I consulted vfx on movies like Gulliver's Travel, Skyline, Moving Day (Shortfilm).

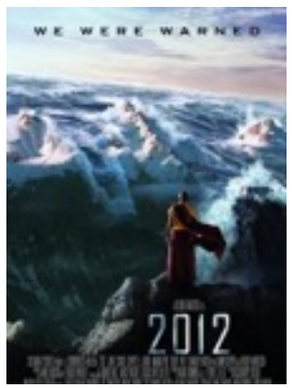
# Allan McKay

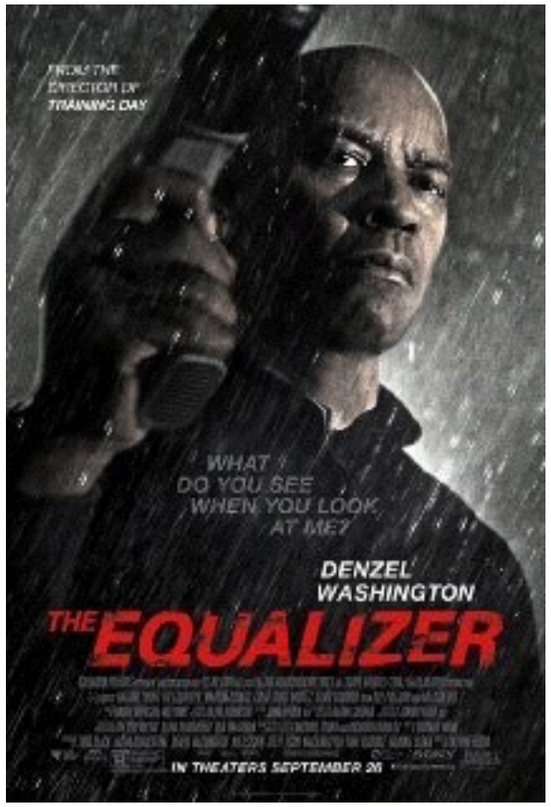
Allan McKay is an award winning Visual Effects Supervisor and Technical Director in Hollywood with over 20 years experience having worked for many leading studios - including ILM, Blur Studio, Psyop, Frantic Films, Pixomondo and Ubisoft, amongst others. Allan has contributed to over 30 Films and Games including Star Trek Into Darkness, Flight, Superman Returns, 2012, The Last Airbender, Daybreakers, Transformers 3 and Beautiful Creatures as well as Halo and Bioshock. More recent projects include the feature length cinematics for Halo 10th anniversary, Denzel Washington's movie the Equalizer, as well as vfx supervisor on Destiny.

Allan works closely with Autodesk presenting and contributing to their Media and Entertainment products Maya and 3D Studio Max. He also specializes in dynamics, fluid simulations (water, fire, smoke), digital demolition and complex particle simulations. He has courses running with Digital Tutors, CG Society, Gnomon and FXPHD as well as recently launching his own course series Technical Director Transformation.







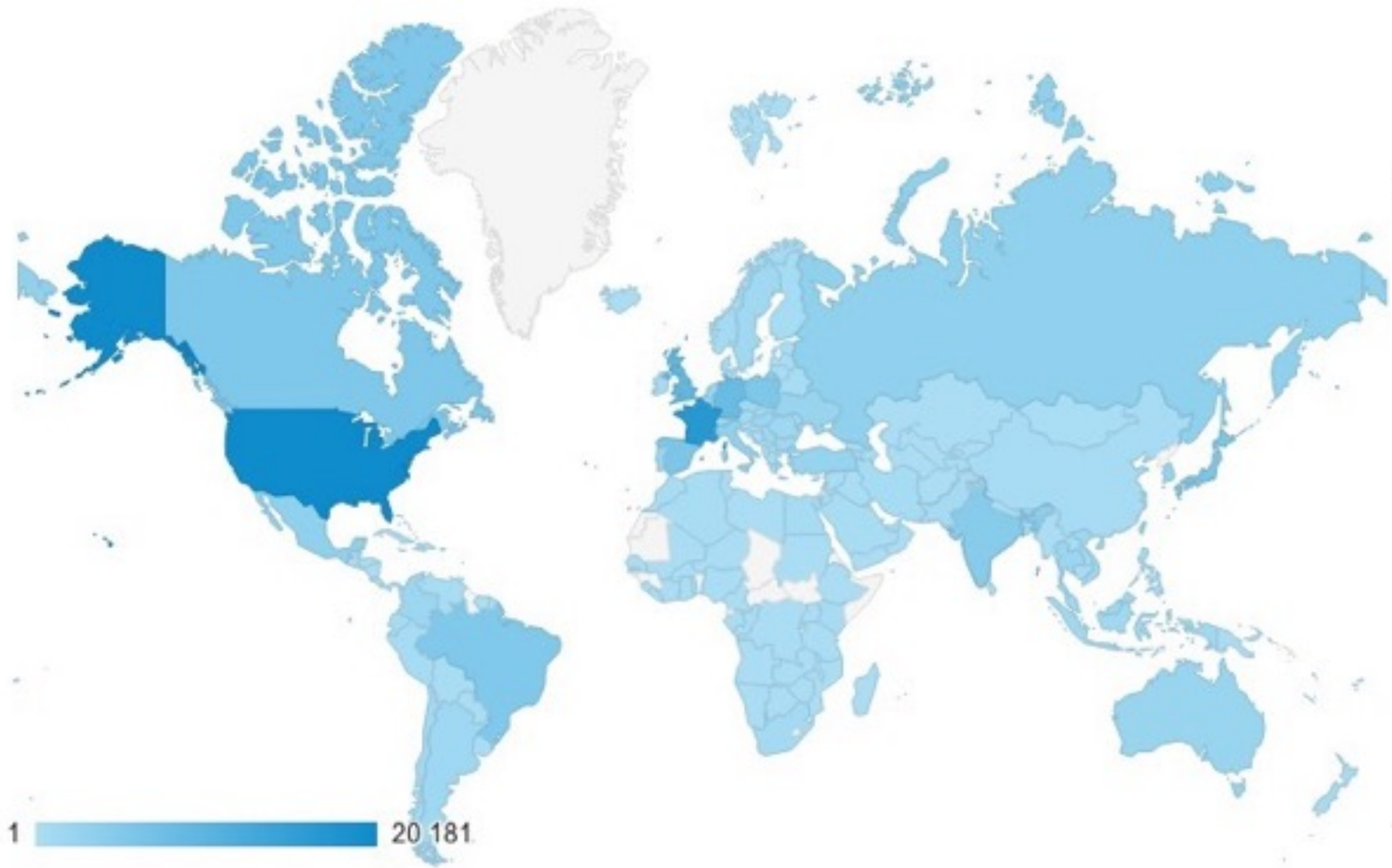


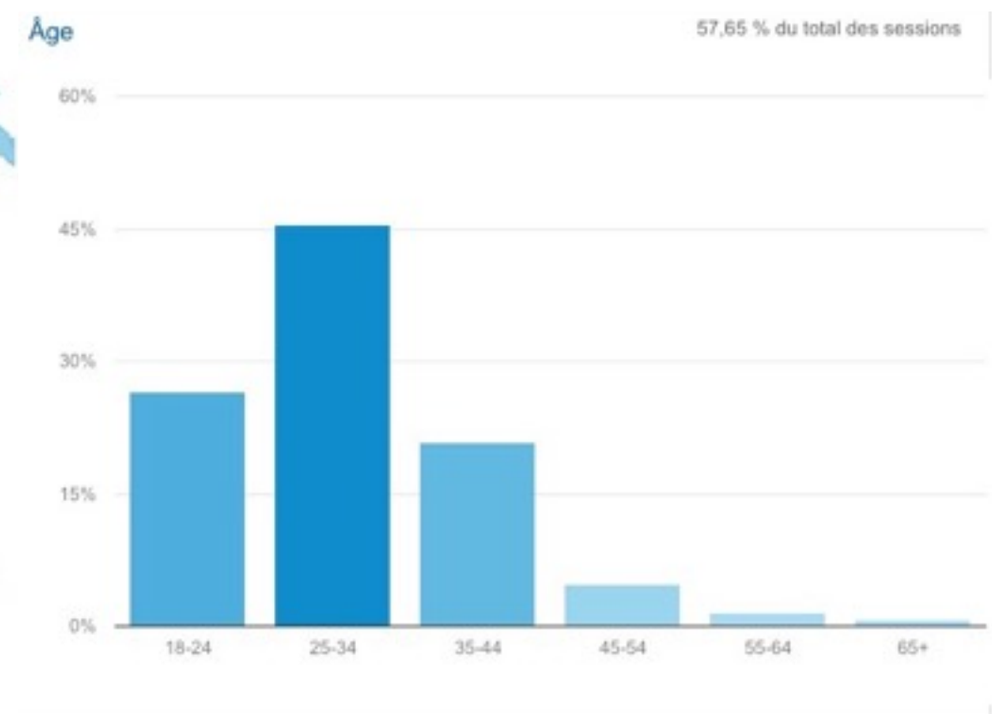
# WEBSITE AUDIENCE

IAMAG Master Classes

# READERSHIP BREAKDOWN

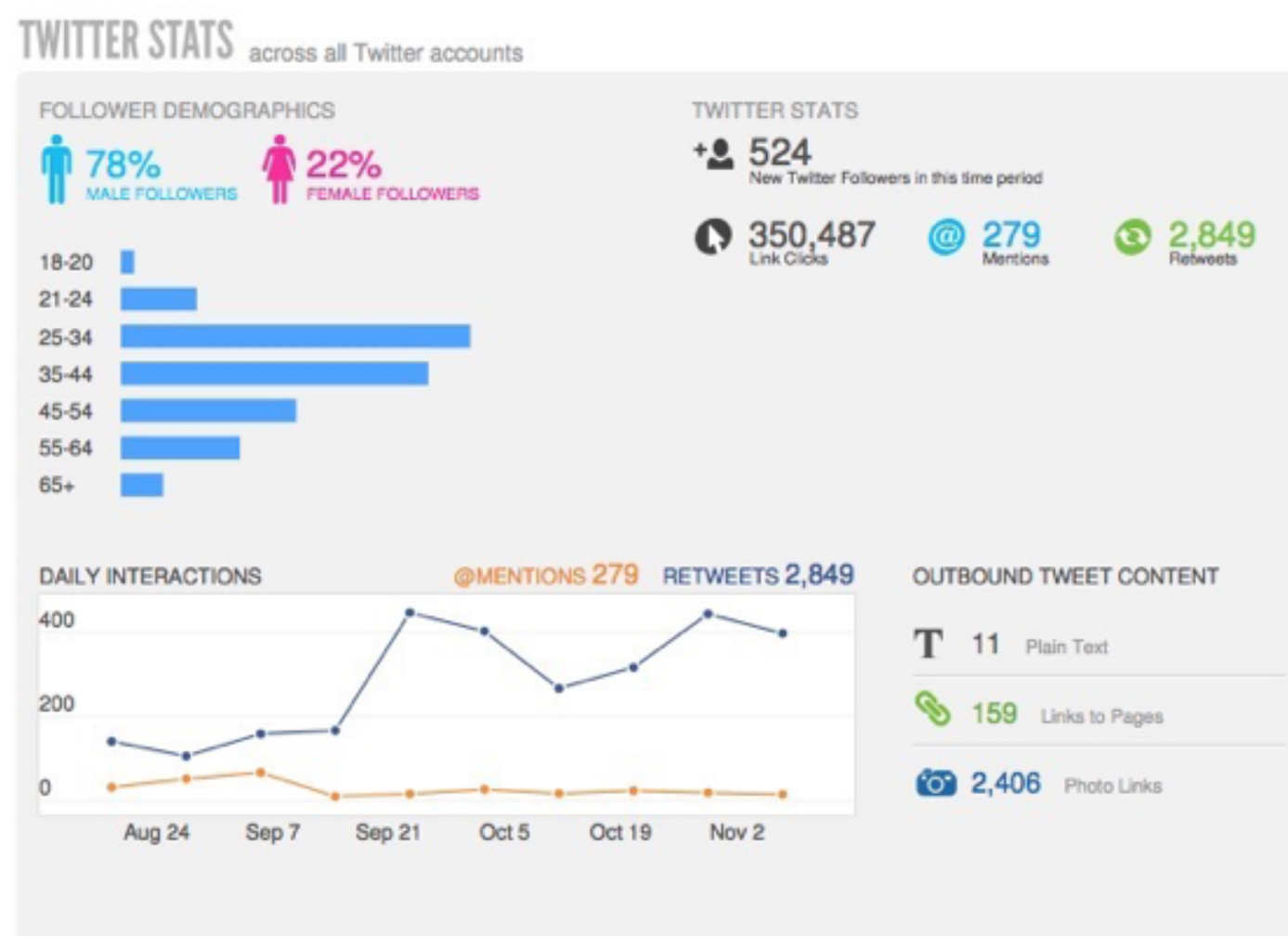
- **1.3M unique Visitors for this quarter**
- **28% of our readership is under 24 years old.**
- **70% of our readership is between 18 to 34 years old.**



# SOCIAL BREAKDOWN

- **Quarterly Report from August 14th to Nov. 11th 2015**
- **184K+ Facebook Fans and 8K Twitter Followers**




## GROUP REPORT from August 14, 2015 - November 11, 2015

@iamagco

@leymariepatrice

iamag.co

## GROUP STATS across all Twitter and Facebook accounts

| | |
|---|---|
| Incoming Messages | 254,194 |
| Sent Messages | 5,769 |
| New Twitter Followers | 524 |
| New Facebook Fans | 7,263 |

257,043 INTERACTIONS

BY 167,436 UNIQUE USERS

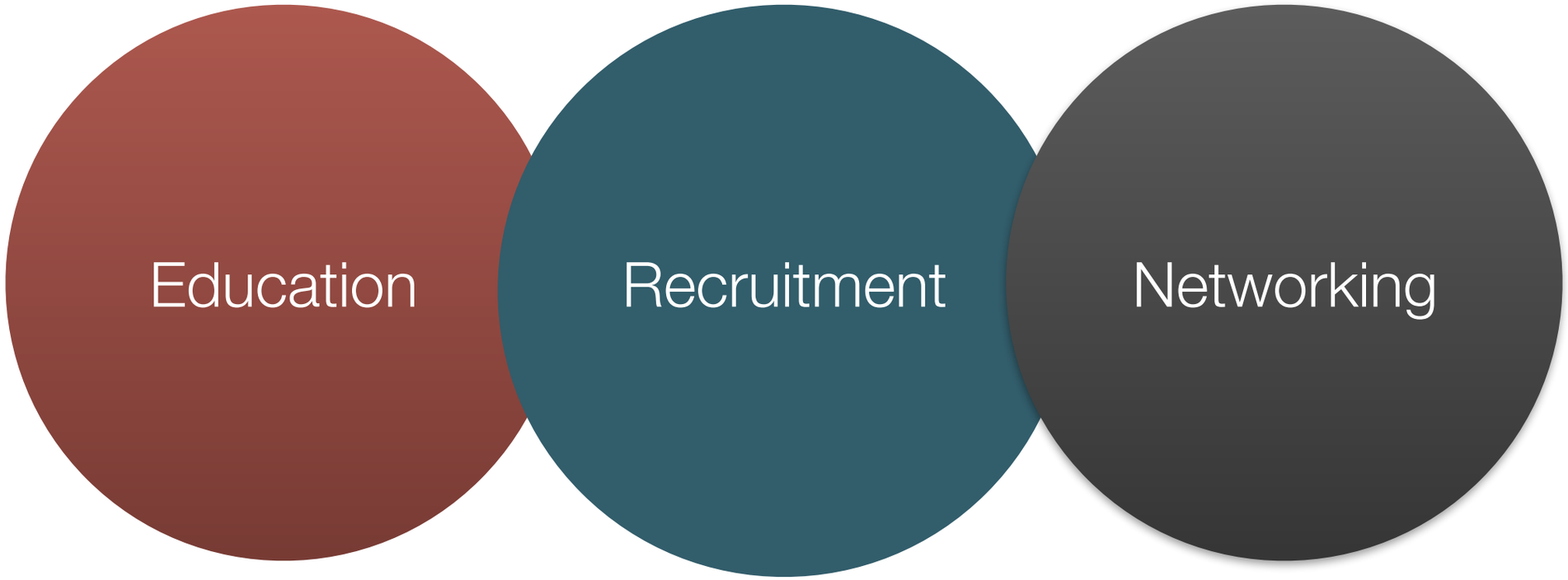
45,666,832 POTENTIAL REACH

# BECOME OUR PARTNER

IAMAG Master Classes

# BECOME A PARTNER

## IA MASTER CLASSES AND IAMAG.CO




CG Events, the company behind IAMAG.CO is looking for strategic and financial partners to become the biggest event in Europe dedicated to the high end digital art market in terms of education and recruitment, for the movie and game industry.

CG Events also provides a priceless networks of artists that can teach and educate students or adults about the latests technologies and tools used in the biggest studios

CG Events connects studios, schools, companies, artists and students through its website and events like the Master Classes

# LOCATION
# B.N.F. PARIS

IAMAG Master Classes

# LINKS

IAMAG MASTER CLASSES / IAMAG.CO / FACEBOOK

# CONTACT

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COURONNE BENJAMIN – BENJAMIN.COURONNE@IAMAG.CO – + 33 (0) 648 072 845