



Team

Longtime friends with different and complementary backgrounds, we decided after several ad hoc collaborations to share our experiences to improve the quality of service we offer to our customers. Years of working in a team as well as a freelancers, we totally control each step of a production scheme.

Mindful of the good progress of projects, we operate and monitor all stages of production. From writing to delivery, from concept to completion we are there to inject a 'je ne sais quoi', our creativity and our responsiveness to your project. With experience dating back to analog devices, we know how to anticipate the unexpected to meet specifications, deadlines and customer expectations.

The core of Bones Lab is composed of three senior artists with a common experience and knowledge of broadcast market. Our team works in osmosis, enabling seamless communication.

Our specialists, and founding members.

creation and design, strategy and customer relations archimede@boneslab.com février 1971

lighting, render and compositing, project manager ben@boneslab.com février 1973

modeling animation and camera, team managing wako@boneslab.com mars 1977

> analysis, development, IT project managing nicolas@boneslab.com juin 1975

adidas hq gmbh Adonis création Avid | Softimage BTs. Italy Bouygues Cermex Danone **Direction Constructions Navales** Divineo Edition TH8 Elipse Emotion. Italy Fssilor Euro RSCG |Canal + Française des Jeux France Telecom Krups Mutualité Française Oxford Automotive OPH 21 PEPSICO Publicis Conseil Laboratoires URGO Lyonnaise des Eaux Mars Nielsen Radiance Rentrak corporation Rowenta Schneider Electric Siemens Groupe SEB SFR Groupe Sidel Tefal TF1 Pub Thomson Wam 7oozen

#### **Engineering**:

HTML|XHTML|PHP|Ajax|Javascript|.NET coding. Database : MySQL | SQL Server | Oracle. Flash and 3rd party modules design. Dynamic content integration.

Projet management, general management, customer management. Audio editing, original soundtrack recording. Hardware specialist, Techhnological Survey.



# **References** Skills

#### 2D graphics :

Graphics standards elaboration, logotype. User interface design, ergonomy & website Promotional leaflet design.

Print & packaging graphics.

#### 3D graphics :

Modeling, shading, lighting, animation and rendering.

Characters, prototyping, special effects.

Architectural rendering, virtual sets, simulation.

10+ years of knowledge acquired during the elaboration of various state of the art projects.

### **Digital Production & Post-production :**

Digital shooting (static & dynamic shot). Tracking, compositing & movie editing. Avid movie editing, fusion compositing. High Definition Television knowledge.

## And also :

