le cnam
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École nationale du jeu et des médiasinteractifs numériques

ART TEAMS IN BIG STUDIOS

Yan Shu - Senior VFX Artist at Gearbox Studio

Yan will share his experience about how to work in different aspects and with members in art teams and in various projects from mobile titles to AAA titles.

/**/ #bandeau{ display:none; } body.fiche .contenu .toolbox ul li::before, body.consultation .contenu-fiche ul li::before, body.consultation .element_deco ul li::before, body.consultation .encadre-contenu__liste ul li::before, #encadres .toolbox ul li::before, body.consultation .encadre_auto_liste ul li::before, body.consultation .encadre_contenu ul li::before, .popupAide ul li::before, .contenu-fiche__element-valeur ul li::before{ content:"\e904"; } body { background:grey; } #banniere{ background:grey; } #menu_secondaire { background: #c1002a; } #menu_secondaire > li::after { backgroun #c1002a; } #menu_secondaire a { color:white; } #menu_secondaire > li.menu_secondaire-actif { background: #c1002 #contenu-encadres{ background:#eeeeee; } #pied_page { display:none; } #body ul.objets .vignette_deco, #body ul#liste_resultats .vignette_deco{ background-size:contain; } /*/

Yan Shu is an experienced Artist in several studios including Spicyhorse, Dontnod and Ubisoft. He also worked as a Senior VFX Artist on Borderlands 3 as recent shipped title at Gearbox Studio .

18 décembre 2019
14h - 14h45