

ELIO HUMBERT

ENVIRONMENT ARTIST

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[Website](#) | [Demoreel](#) | [LinkedIn](#) | [Artstation](#)

SUMMARY

Environment Artist specialized in procedural environment workflows and **USD-based** pipelines using Houdini. Combines **technical environment skills with a strong artistic eye**, including drawing, composition, and lighting sensibility, to build readable and stylized cinematic shots. Experience delivering **complete cinematic shots from layout to final image**, with work recognized by **Pixar** and **The Rookies**.

TECHNICAL SKILLS

- **Core Expertise:** Houdini (Procedural Modeling, Solaris, USD), Environment Lookdev & Optimization.
- **Rendering:** RenderMan, Karma, Unreal Engine 5.
- **Surfacing:** Substance Painter / Designer, Mari.
- **Modeling:** Maya, ZBrush, Photogrammetry.
- **Compositing:** Nuke.

PROFESSIONAL EXPERIENCE

Environment Artist at [Hoplite Studio](#) | May 2025 - Present

- Delivered **all exterior environments** for the **MENACE** cinematic trailer (abandoned factories, muddy terrains) in Houdini and Karma, from layout to final image.
- Built **procedural Houdini tools and setups** for structural damage, debris scattering, and road generation to support efficient iteration.
- Implemented **camera-based scene optimization** strategies (instancing, geometry pruning) to manage heavy scene data.
- Contributed to **environment lighting** and coordinated with the FX department for mud and vehicle interactions.

Short Film [Quack!](#) | 2023 - 2024

- Designed and produced **full environment assets** and contributed to character modeling, texturing, and lookdev.
- Developed **procedural scattering setups** (moss, mushrooms, foliage) using attribute painting for controlled art direction.
- Set up a **stable USD pipeline in Solaris** to manage dense forest scenes through efficient instancing.
- Applied **scene optimization techniques**, including environment/character collision management and removal of out-of-frame geometry via camera motion baking.

Look Development Intern | [TexturingXYZ](#) | July 2022 - September 2022

- Performed final **look development** on digital human assets for the **VFace** collection prior to commercial release.
- Participated in **scan cleaning**, texture processing, and technical troubleshooting for photogrammetry-based assets.
- Gained production experience on **industry-standard** assets used by VFX studios worldwide.

AWARDS & ACHIEVEMENTS

2025 - **3rd Place**, [Pixar's RenderMan Art Challenge](#) "First Contact".

2025 - **Finalist**, [Rookie of the Year](#) – Rookie Awards (Short Film: "Quack!").

2024 - **Finalist**, [Meet Mat 4](#) Substance 3D Challenge.

EDUCATION & LANGUAGES

Master's Degree in CG Animation & FX | ESMA, Toulouse (2024).

Titre d'Expert en conception et réalisation Animation 3D et Effets Spéciaux (RNCP Level 7).

- French : Native.
- English: Professional Working Proficiency.