

Vincent Koopmans

Rough Layout/Previz Artist

About me

As long as I can remember I've always been fascinated by stories and storytelling. Either visual, written or spoken; a good story can capture the imagination of thousands, millions even.

I still have to write a lot of chapters in my story, and I hope to help write many stories in the process.

Education


- 2012-2013 Syntra Hasselt

3D Animation Artist
3D Artist


Contact Me

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 Kessel-dorp 97A 001,
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Belgium

Technical Skills

- Maya 
- Python 
- Shotgrid 
- Unreal 
- 3DS Max 

Languages

- Dutch (Flemish)
- French
- English

Work Experience

- *Layout Artist*
Macguff, July - August 2023
 - Short term cooperation to help out on rough layout visualization of feature film
 - Emulated 80s horror and b-film style in animated contextShows:
 - Night of the Zoopocalypse (Unreleased)
- *Rough Layout Artist*
DNEG Animation, Oct 2021 - May 2023
 - translate 2D storyboards into 3D environments;
 - build on ideas and emphasize story points through solid cinematography and film language
 - apply feedback to improve quality of sequences
 - collaborate closely with supervisors and directors in creating high quality workShows:
 - *Nimona* (2023)
 - *Garfield* (unreleased, 2024)
 - *That Christmas* (unreleased, TBA)

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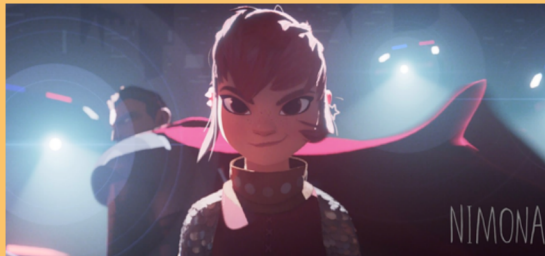
Reels

[2020 Layout Reel](#)

[2017 Layout Reel](#)



Snapshots



Work Experience

- **Lead Layout Artist**
DreamWall, March - Oct 2021
 - spearheaded a team of four artists in a fast-paced TV series production
 - assisted in creation of layout pipeline workflow
 - worked directly with partner studio (Ellipsanime Productions)
 - layout and animprep

Shows:

- *The Fox-Badger Family, vol. 2 (2022)*

- **Layout Artist**
Creative Conspiracy, Jan - Feb 2020
 - layout for TV series

Shows:

- *Ninja Express, season 1 (2021)*

- **Layout Artist**
MPC, January - Nov 2019
 - layout for two films and their promotional posters
 - delivered high quality sequences on tight deadlines
 - live action shots and full CG shots

Shows:

- *Dolittle (2020)*
- *The Call of the Wild (2020)*

- **Various roles**
Grid bvba, 2015-2018
 - *Wrangler (Jan 2017-June 2018)*
 - *Assistant CG Supervisor (Oct 2015 - Dec 2016)*
 - *Stereoscopic Layout Artist (Sept - Oct 2015)*
 - *Layout Artist (Aug - Sept 2015)*
 - *Internship: Layout Artist (May - Aug 2015)*

Shows:

- *Marnie's World (2018)*
- *Little Luke and Lucy (2017)*
- *Ziggy and the Zoo Tram (2016-)*
- *Harvie and the Magic Museum (2017)*
- *Deep (2017)*