

# CORENTIN LIGOT

## Virtual Spaces Architect

- Environment concept artist
- Architecture & environment designer
- UE5 environment 3D artist

«I design fictional places for memorable films, games and experiences.»

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## SKILLS

### Environment concept art

- Mastery of architectural design
- Perfect knowledge of architectural trends, history and forms
- Perfect knowledge of composition, perspective and lighting.
- 3D environment concepts
- Communicative concepts (design, story, atmosphere, lighting ...)
- Sketching

### Real-time environment - Unreal Engine

- Environment set dressing & world building
- Lighting & rendering
- Level prototyping and greyblocking
- PBR Texturing
- 3D asset creation
- Retopology & baking

## SOFTWARES

- 3D Studio Max
- V-Ray
- Unreal Engine
- Quixel Mixer
- Photoshop
- Blender
- Substance Designer/Painter

## LANGUAGE

### English

Full working proficiency

### French

Native

## WORK EXPERIENCE

### ENVIRONMENT CONCEPT ARTIST

Concept & environment designs for exhibitions, games, films and experiences

**Employer:** Freelance - Remote

**Date:** Apr. 2023 - Present  
Sep. 2019 - Sep. 2021

- Nissan champions league's idents, film. *Studio: Woodblock*
- «The art of James Cameron», exhibition. *Studio: Réciproque*
- Chanel SS 2025 Haute Couture, fashion show. *Studio: Diorama*
- Philippe Pareno at haus der kunst, exhibition. *Studio: Visu Visu*
- «Voices», Art installation. *Studio : Philippe Pareno*
- Cumulus virtual studio, VR experience. *Studio: LIV3*
- Venice art gallery, 3D web experience. *Studio: Peach Studio*
- Bissfest website visuals, illustration. *Studio: Bissfest*
- «Fall of Enchantment», film. *Studio: Obsidian Magic Productions*
- «Panoptikon», landscape design. *Studio: Rudérales*

### LEAD ENVIRONMENT ARTIST

Concept & environment designs + UE5 environments creation & supervision for metaverse projects

**Employer:** House of Kibaa - Remote

**Date:** Sep. 2021 - Feb. 2023

- ZED run, metaverse
- Gutter Cat Gang, metaverse
- GenX, NFT collection & GenZeroes, Live-action series
- Pocket Dimensions & Origin, metaverse

### ARCHITECT & SCENOGRAPHER

Buildings & scenography designs

**Employer:** Projectiles - Paris

**Date:** Jun. 2017 - Apr. 2019

- «Sensory Odyssey», exhibition. *Traveling exhibition*
- «Robots», exhibition - competition. *Cité des sciences et de l'industrie- Paris*
- «Foot et monde arabe», exhibition - competition. *Institut du monde arabe- Paris*
- «Je mange donc je suis», exhibition - competition. *Muséum National d'Histoire Naturelle - Paris*
- L'atelier du parfumeur IFF, interior design. *Grasse*
- Musée d'histoire maritime, architecture design. *St Malo*
- Accueil du Musée des Arts Décoratifs, interior design. *Paris*
- Ecostation bus Chateau de Vincennes, architecture design. *Paris*

## EDUCATION

### STATE ARCHITECT DEGREE

**University:** ENSAB

**Date:** 2012-2017

### DRAWING & PAINTING

**University:** Rennes School of Fine Arts (evening sessions)

**Date:** 2013-2015