



NICOLAS CADORETTE VIGNEAU

SENIOR FLAME ARTIST • VFX SUPERVISOR • SENIOR COMPOSITOR

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PROFESSIONAL PROFILE

Award-winning Senior Flame Artist, VFX Supervisor, and Lead Compositor with over 25 years of international studio and onset supervision experience across feature films, episodic television, and major commercial campaigns. Specializing in Autodesk Flame finishing, complex 3D visual integration, pipeline architecture, and creative visual direction for elite global studios and brands.

CORE TECHNICAL COMPETENCIES

Primary Software:	Autodesk Flame, Foundry Nuke, Adobe Photoshop, Generative AI Image Tools.
VFX Expertise:	Onset Supervision, Senior Compositing, Flame Finishing, Look Development, Visual Effects Supervision, 2D Team Leadership, Color Grading, Beauty & Retouching, Pipeline Management.

CAREER HISTORY & MAJOR CLIENT COLLABORATIONS

Freelance Senior Flame Artist, Compositor & VFX Supervisor 2020 – Present

Independent Client & Studio Contracting

- Provide high-end Autodesk Flame finishing, compositing, and visual effects supervision for top-tier global studios, agency clients, and streaming platforms.
- Contracted by prominent studios and agencies including: **A52, Zoic Studios, MPC, MELS, Film Factory, Logan, The End VFX, Ethos, Raynault VFX, Mathematic, Sid Lee, Folks, SHED, Modern Logic, Archetype, Impossible Object, Carbon, Publicis.**

VFX Supervisor & Senior Compositor Jan 2019 – Mar 2020

Hydraulx / Mr. Wolf (Vancouver, BC)

- Supervised complex visual effects shots and led senior compositing pipelines for feature film and television projects.

Senior Compositor Aug 2017 – Nov 2018

Raynault VFX / Digital District / Electric Theatre Collective

- Executed high-complexity shot compositing for tentpole feature films (*Solo: A Star Wars Story*, *A Quiet Place*, *The Greatest Showman*) and high-end series (*Too Old to Die Young*).

Senior Compositor & Flame Artist Nov 2015 – Jun 2017

ILM Vancouver / Cinesite Montreal / MPC New York

- Delivered senior-level feature compositing on blockbuster titles including Marvel's *Doctor Strange*, *Teenage Mutant Ninja Turtles*, and premium television series *American Gods*. Lead commercial Flame finishing at MPC NY.

2D Supervisor & Lead Senior Flame Artist Jul 2012 – Apr 2018

Hydraulx / Rodeo FX

- Led 2D teams and executed lead Flame finishing on major Hollywood features including *X-Men: Days of Future Past*, *Fast & Furious 6*, *San Andreas*, and *The Secret Life of Walter Mitty*. Worked on *Black Sails* and major commercial campaigns for Rodeo FX.

Lead Flame Artist & VFX Supervisor (International) Dec 2005 – Jul 2012

Smoke & Mirrors Shanghai / MPC Shanghai / Eight VFX

- Headed onset supervision and lead Flame finishing for major commercial studios in Shanghai and international markets, driving campaigns for Coca-Cola, Johnnie Walker, BMW, HP, T-Mobile, and PlayStation. Feature work included *Knight and Day*.

Lead Compositor, 3D Artist & Onset Supervisor Mar 2002 – Nov 2005

Fake Studio / Buzz Image

- Managed compositing teams and onset supervision for high-profile feature films including Martin Scorsese's *The Aviator*, Darren Aronofsky's *The Fountain*, and premier Super Bowl commercial spots (Budweiser).

KEY PROJECT CREDITS & PORTFOLIO HIGHLIGHTS

FEATURE FILMS & TELEVISION:

- *Solo: A Star Wars Story*
- *Doctor Strange* (Marvel)
- *Thunderbolts** (Marvel)
- *X-Men: Days of Future Past*
- *The Twilight Saga: Breaking Dawn – Part 2*
- *Fast & Furious 6*
- *The Aviator*
- *The Fountain*
- *A Quiet Place*
- *The Greatest Showman*
- *San Andreas*
- *American Gods* • *Lost in Space* • *Black Sails*

MAJOR COMMERCIAL CAMPAIGNS:

- Apple
- Coca-Cola
- Toyota
- Dove
- Acura
- Budweiser (Super Bowl)
- Johnnie Walker
- BMW
- HP
- PlayStation
- T-Mobile
- Baileys • Philips • Coors Light

EDUCATION

NAD Center (National Animation and Design Centre) — Diploma in 3D Animation & Visual Effects for Film & TV	2001
College of Sherbrooke — DEC in Applied Sciences / Graphic Design	1997 – 2000