

Ersan MUSA

PREVIZ · LAYOUT · CG SUPERVISION

LIVE-ACTION · ANIMATION · IMMERSIVE

I work across indie and international films, animation and immersive experiences.

My focus is the moment where ideas become shots: shaping staging, rhythm and camera language with directors, through CG, previz, motion capture and realtime.

I co-founded *Level Up*, an association for VFX, animation and realtime creators, to support the people and craft behind the images.

TEACHING

École Georges Méliès SINCE 2018

4th year — graduation films supervision
Master 2 — Mocap & Previz intro · Unreal Engine
Mocap intro for virtual-stage supervisors

L'INA GUEST

Unreal Engine · Previz · Course digitalization
Jury member

Louis-Lumière GUEST

Intro to 3D & Blender

EDUCATION

MASTER DEGREE — 2016 ART PREPARATORY — 2010

École Georges Méliès Atelier Hourdé

Animation 2D & 3D, art history, sculpture. Technical illustration, art fundamentals and color.
Short film: "Kebab Romance".

SKILLS

REALTIME Unreal Engine 5 · MetaHuman

3D / ANIM Maya · Mobu · Blender

COMPO / EDIT Nuke · After Effects · Premiere

2D / TEXTURE Substance · Photoshop

LANGUAGES French **native** · English **fluent** · Spanish **conv.** · Serbian / Bosnian

EXPERIENCE

MAY 2023 — APR 2024

SMALL CREATIVE

PARIS, FRANCE

CG Supervisor / Mocap Supervisor

— Worked closely with the director, shaping staging and finding visual ways to bring his ideas to the screen.

— Leading the team (15 members) on all CG aspects: from modeling to animation and integration in Unity.

— Internalized the full Motion Capture pipeline — body, fingers, and facial.

— Supervised the entire chain: from Mocap shoots and on-set sessions to data prep and integration in Unity.

— Recruiting team members, client meetings.

▶ **Versailles: Les Jardins Disparus VR** by Stéphane Landowski

▶ **Louvre Abu Dhabi VR** by Andrés Jarach

▶ **NDA project**

APR 2022 — AUG 2023

MPC FILM & EPISODIC

PARIS, FRANCE

Previz Supervisor / Artist

— Previsualization and tech-viz; Maya and Unreal Engine.

— Live client sessions, on-set sessions.

▶ **Emilia Pérez** by Jacques Audiard

★ CANNES JURY PRIZE · 7 CÉSARS INCL. BEST VFX · 13 OSCAR NOMINATIONS, 2 WINS

▶ **Dracula: A Love Tale** by Luc Besson

▶ **C'est le monde à l'envers** by Nicolas Vanier

▶ **The Nun II** by Michael Chaves

MAR 2022 — JUN 2022

MADO XR

PARIS, FRANCE

Trailer Director

— In charge of re-writing the script.

— Creating all the characters and their backstories, building backgrounds with teams of concept artists / interns.

— Client meetings, team meetings. Leader of the Art Team (8–11 members).

▶ **Life Beyond: NFT Trailer** — *Darewise*, by Ersan Musa

JAN 2022

DARK MATTERS

PARIS, FRANCE

Previz Artist — Shot Creator Senior

— Setting up a virtual production pipeline: Blender and Unreal Engine, customizing MetaHuman rig.

SEP 2021 — MAR 2022

MATHEMATIC STUDIO

PARIS, FRANCE

Previz Supervisor / Artist

— Camera and character animation, lighting; AE, Premiere Pro.

▶ **IGA: "The Trophy" & "Olympic Games"** by B. Bey & M-J. Dallaire

▶ **Neom: "Mountains"** by Ian Ruschel

▶ **Assos** — commercial by We Are From LA

JAN 2021 — SEP 2021

FRAMESTORE

LONDON, UK

Shot Creator Senior

— Camera and character animation, lighting; MASH, FX, AE. Tech-viz.

▶ **Wonka** — Warner Bros., by Paul King

▶ **Slumberland** — Netflix, by Francis Lawrence

▶ **The School for Good and Evil** — Netflix, by Paul Feig

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TALKS & VOICES

– Paris Digital Summit · School Programme

"How to Create an Animated Movie"

"How to Choose Your Path"

– Level Up · Conférence

"La Prévisualisation au Cinéma"

– Générisk · Podcast · 2025

"Qu'est-ce que l'invisible au cinéma ?"

with Looky

– CNC & Capricci Films · Paris

"Green Screen Story"

HOBBIES

- Cinema, photography
- Archery, basketball
- World music
- Art exhibitions

SIDE / STUDENT JOBS

2014 – 2015

Private Teacher

Giving After Effects & Maya lessons.

2011 – 2014

The Lego Group & CPM France

– Assistant Event Manager: KidExpo Paris.

– Managing the team (15–20) over 4 days.

World Record Oct. 2011: built the tallest Lego tower (31.60 m).

2011 – 2014

Hewlett-Packard, Inc.

Commercial demonstrator.

INVOLVEMENT

Département des Yvelines & PMI: created a workshop for abused children visiting doctors in the presence of their parents.

EXPERIENCE – CONTINUED

JAN 2020 – JUN 2020

KOALABS

PARIS, FRANCE

Cinematic Artist Senior

– In-game cinematics, Unity; Cinemachine.

- ▶ **Syberia: The World Before** – *Microïds*, by *Benoît Sokal*

NOV 2019 – JAN 2020

THE THIRD FLOOR, INC.

LONDON, UK

Shot Creator / Previz Artist

– Cinematic previs under VFX Sup. Christian Manz; Maya, Unreal, AE.

- ▶ **Fantastic Beasts: The Secrets of Dumbledore** – *Warner Bros.*, by *David Yates*

OCT 2019

ELLIPSE ANIMATION

PARIS, FRANCE

Layout 3D / Previz Supervisor

– Setting up a VR pipeline between Maya and Unreal Engine.

– Camera and character animation; Maya, AE.

– Recruiting team members, client meetings.

JUN 2019 – OCT 2019

THE SPA STUDIOS

MADRID, SPAIN

Layout 3D / Previz Senior

– Camera and character animation in Maya.

– Camera mapping / projections in Maya & Nuke.

– Supervising the Shot Prep team to deliver shots to Compositing.

- ▶ **Klaus** – *Netflix*, by *Sergio Pablos* ★ **OSCAR NOMINEE · 7 ANNIE AWARDS**

FEB 2019 – MAY 2019

LES ANDROÏDS ASSOCIÉS

PARIS, FRANCE

Previz Artist

– Early previs phase: camera layout, rhythm and action blocking; MotionBuilder, Maya.

- ▶ **The Elder Scrolls Online: Elsweyr** – **E3 Trailer** – *Bethesda*

JUN 2017 – NOV 2018

THE THIRD FLOOR, INC.

LONDON, UK

Shot Creator / Previz Artist

- ▶ **Spider-Man: Far From Home** – *Marvel*, by *Jon Watts*

- ▶ **Artemis Fowl** – *Walt Disney Pictures*, by *Kenneth Branagh*

- ▶ **MIB International** – *Sony Pictures*, by *F. Gary Gray*

- ▶ **Fantastic Beasts: The Crimes of Grindelwald** – *Warner Bros.*, by *David Yates*

MAY 2017

DAREWISE ENT.

PARIS, FRANCE

Cinematic Artist

– Worked closely with Bradley Jeansonne (Art Director); Unreal Engine, Premiere Pro.

- ▶ **Life Beyond: Landing Page Trailer** by *Viktor Antonov*

MAY 2017

LA RUE IMAGES

PARIS, FRANCE

Cinematic Artist

– Trailer delivered in 2 weeks using Unreal Engine.

- ▶ **Rokh: Launch Trailer** by *Viktor Antonov*

JUL 2016 – DEC 2016

SOLIDANIM

PARIS, FRANCE

Mocap Operator / Compositing Artist

– Motion capture (cleaning, retargeting), surfacing & compositing; Motion Builder, Substance, Nuke.

- ▶ **White Fang** by *Alexandre Espigares*

- ▶ **Invisible Hours VR** by *Tequila Works*