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**Mathieu VENOT**

*mathieuvenot.com*



# Mathieu VENOT

1 Allée Murillo  
44300 Nantes FRANCE

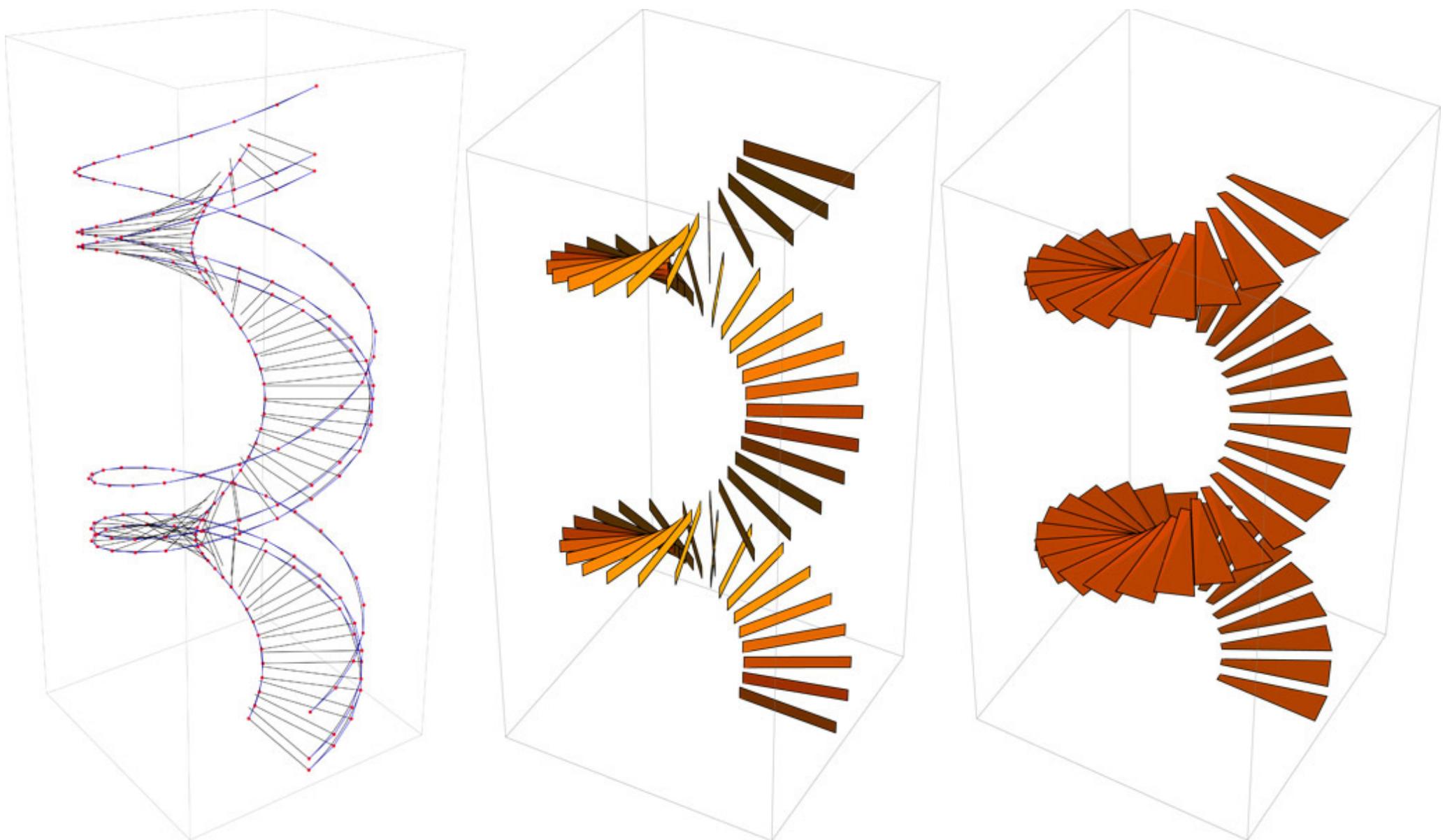
+336 79 33 64 10  
[mat.venot@gmail.com](mailto:mat.venot@gmail.com)

*Naval Architect Engineer, MSc  
Architect, MArch  
Born September 30, 1990*

*[mathieuvenot.com](http://mathieuvenot.com)*

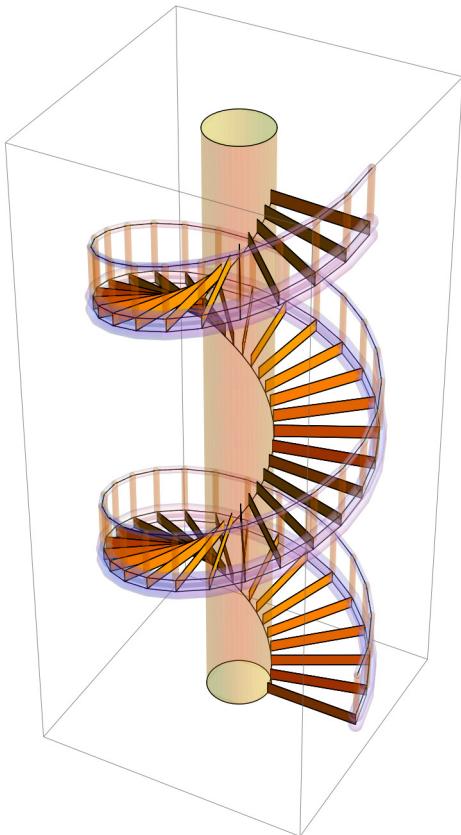
Experience  
Education

- 
- 05/2013 - Now      Mathieu Venot : Consultant
- 10/2015 - 03/2019    Dixie Lab : Co-founder
- 09/2018            ENSTA Bretagne : Naval Architect, MSc
- 04/2018 - 08/2018    ENSTA Bretagne : Intern
- 09/2017            DMS2017 : Workshop leader
- 03/2017            ESBAM : Workshop leader
- 09/2015 - 02/2017    ENSAPM : Workshop leader
- 10/2016 - 01/2017    ENSAM - ENSCI Les Ateliers : Studio tutor
- 11/2016            Dixie Lab : DixieVR publication
- 09/2016            AAG2016 : Workshop leader
- 09/2016            ENSAPM : Master thesis publication
- 09/2013 - 09/2016    ENSAPM : Studio & Workshop tutor
- 06/2016            ENSAPM : Architect, MArch
- 06/2015 - 08/2015    LeFabShop : Intern
- 07/2013            EZCT : Intern
- 07/2011            Port Napoleon : Intern

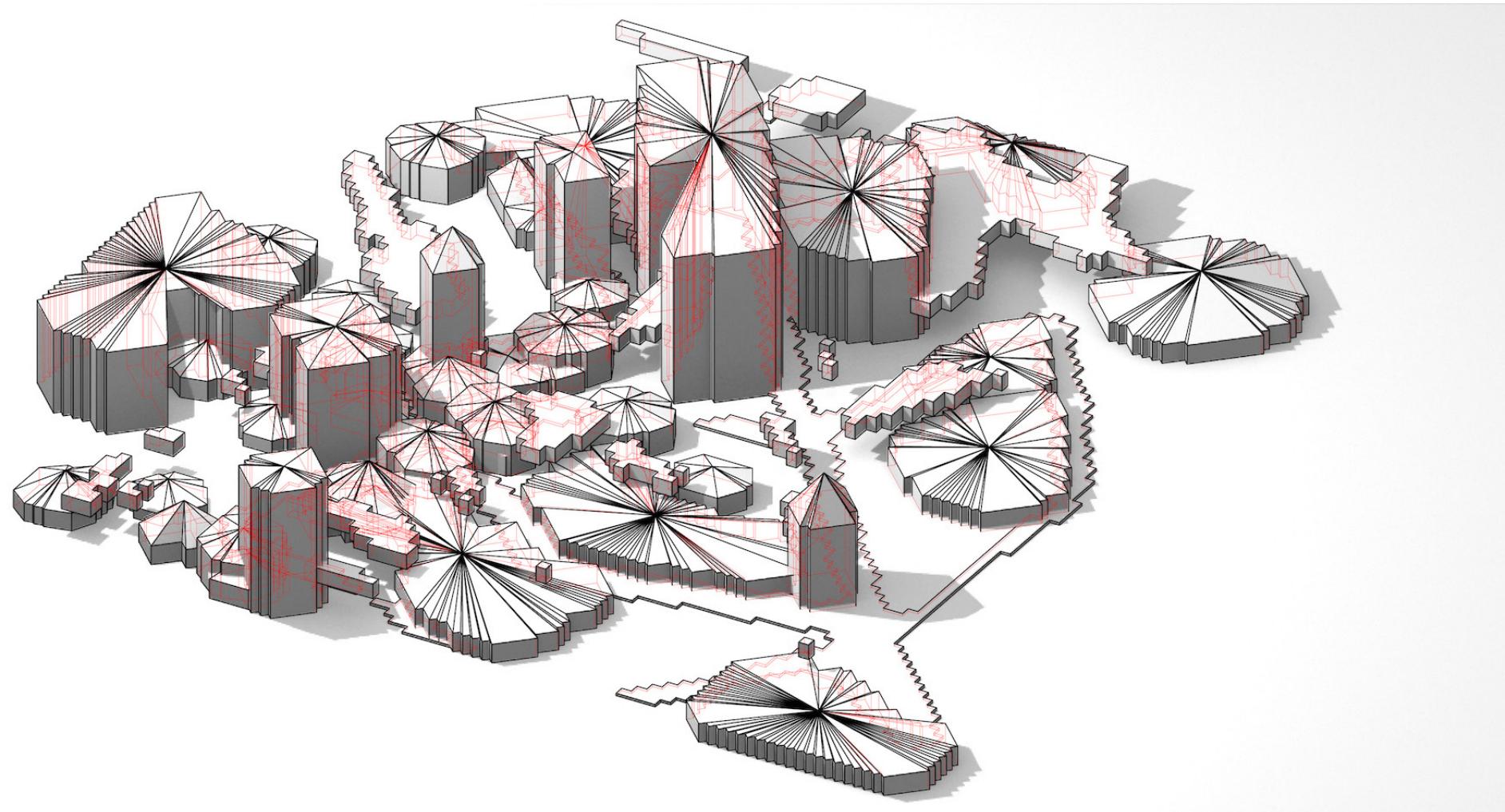


Mathematical programming  
*Helicoidal stair construction by mathematical operations*  
[Academic]

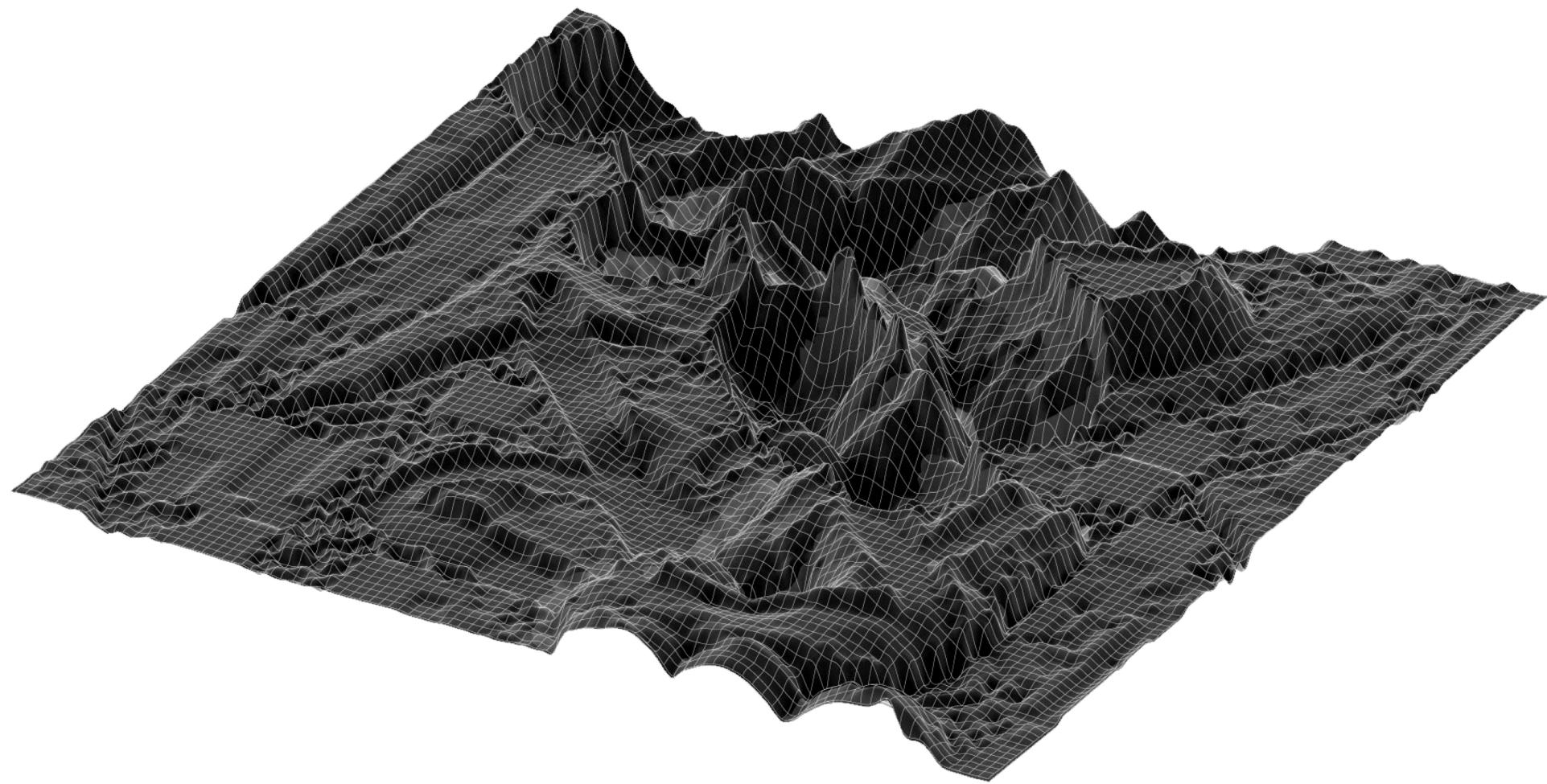
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

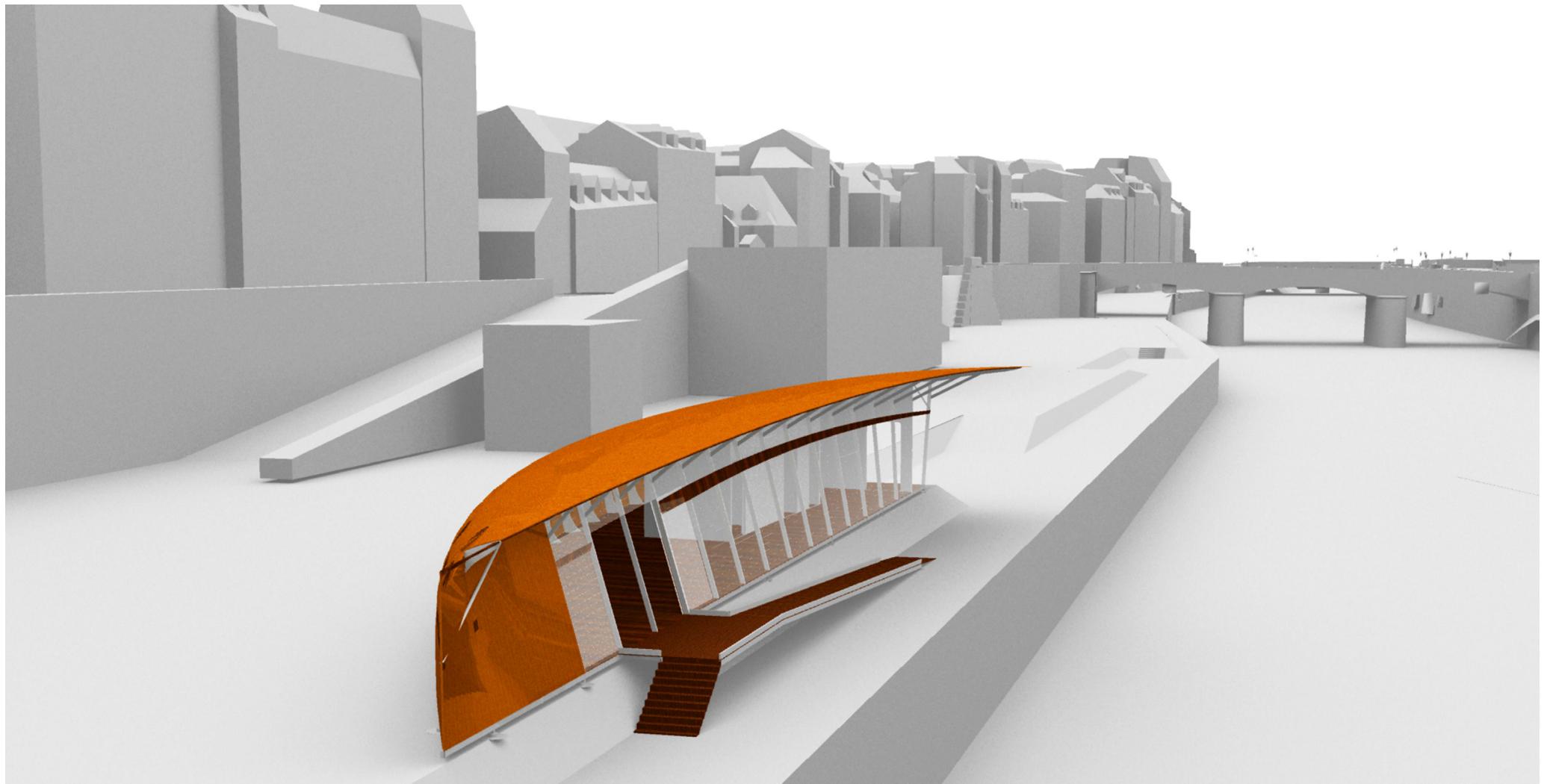


```
pointsSurfMarchel =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarchel, {2}], -1];
```

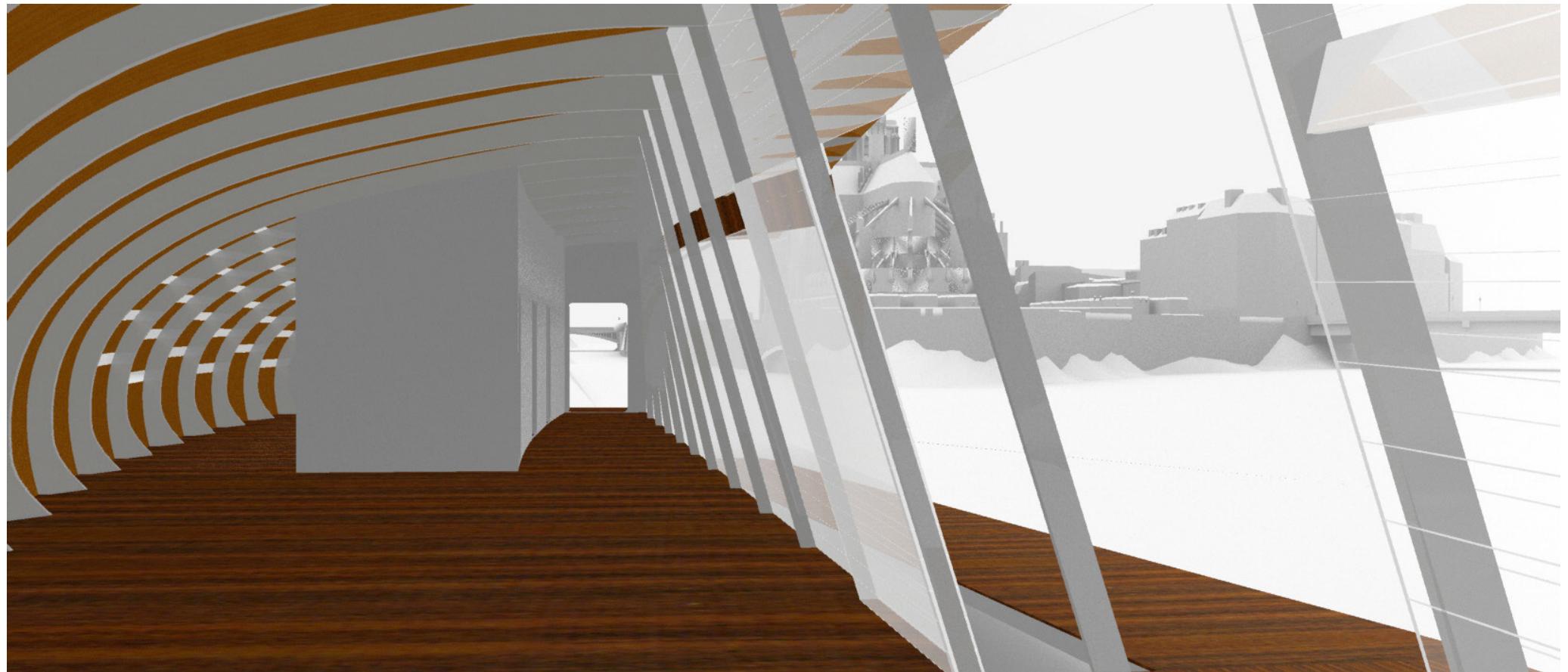


*Generative Landscapes*  
*Shape and color detection for procedural generation*  
*[Academic]*





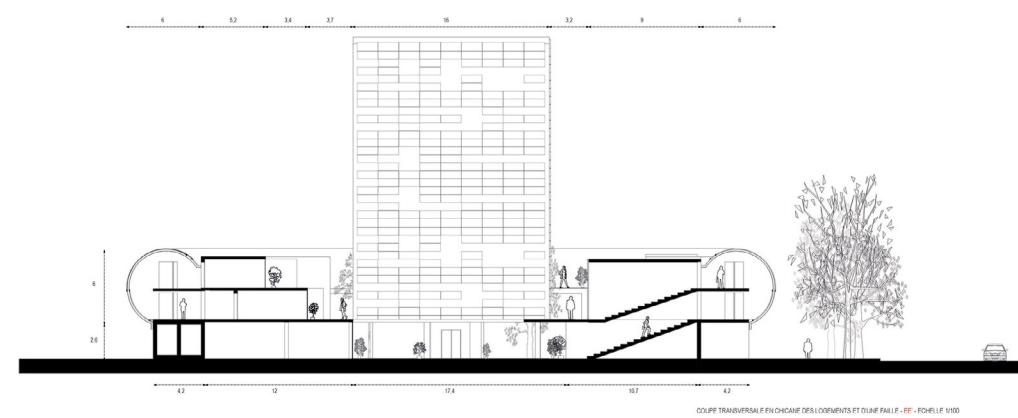
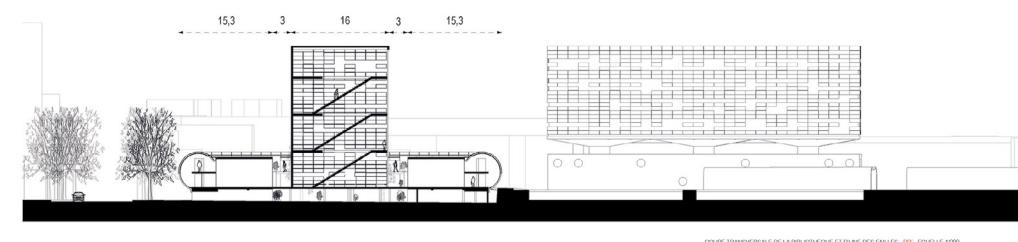
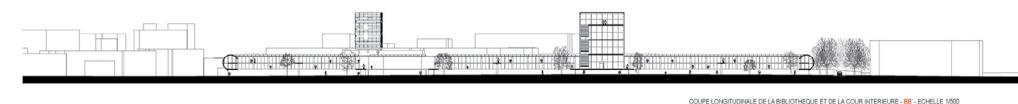
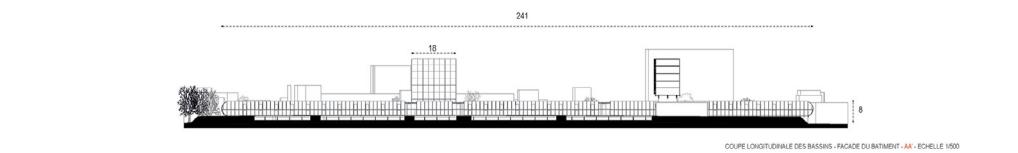
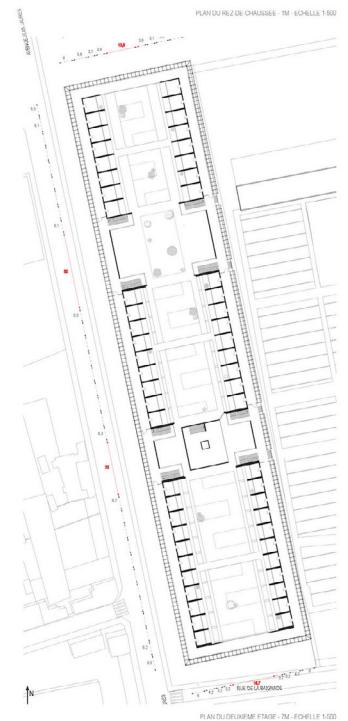
Structural Station Cover  
*Boat station parametric design*  
[Academic]

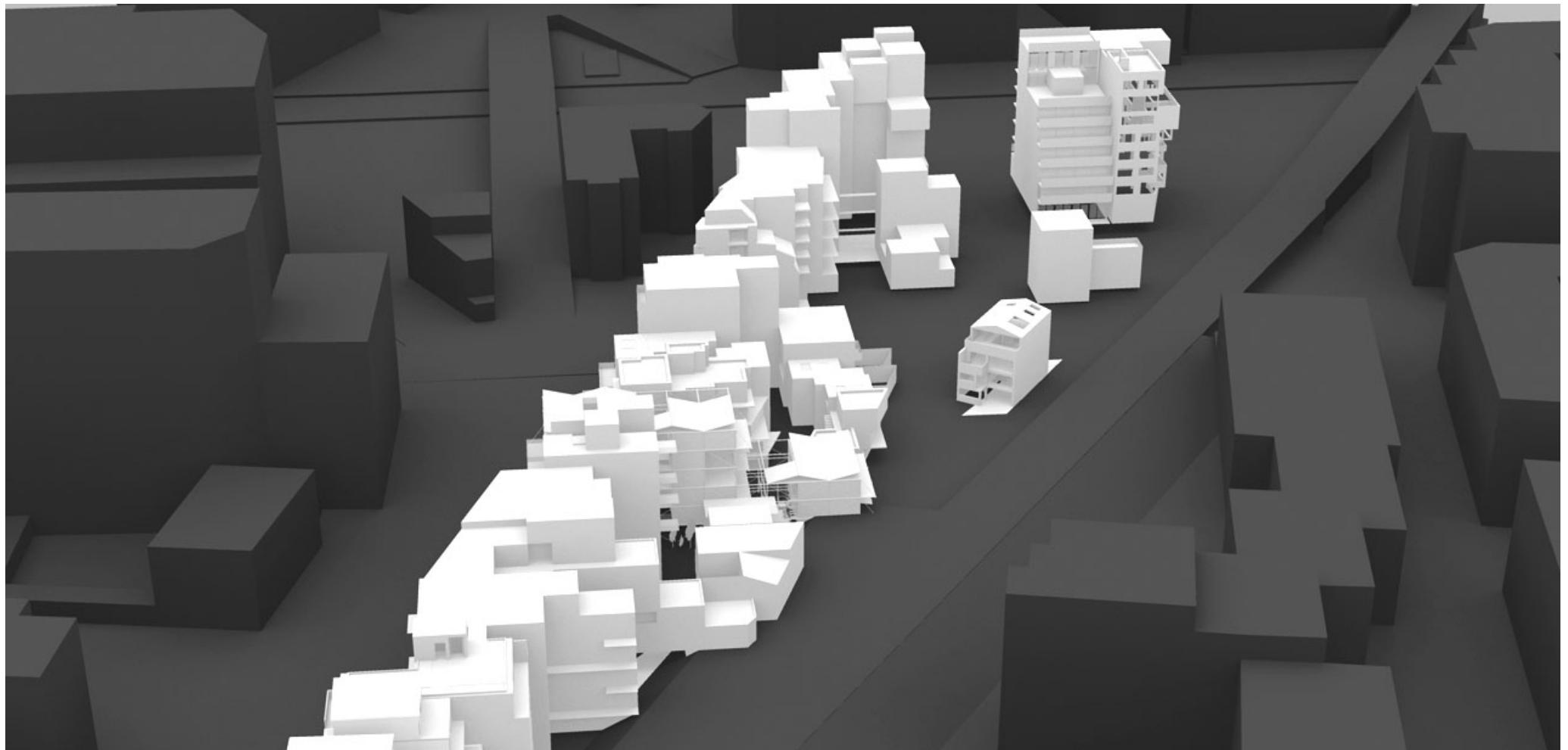




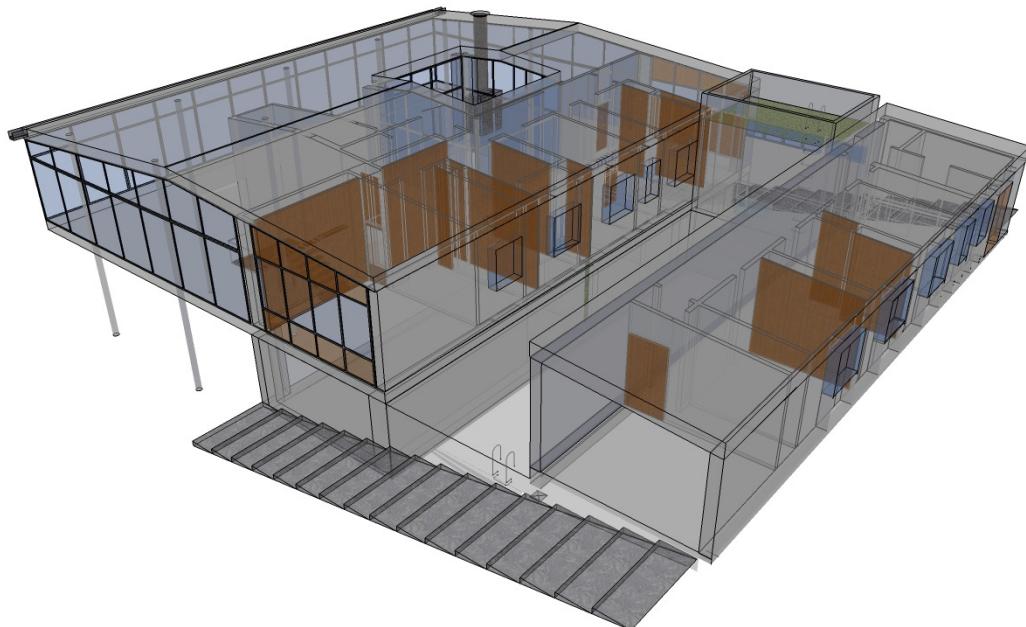
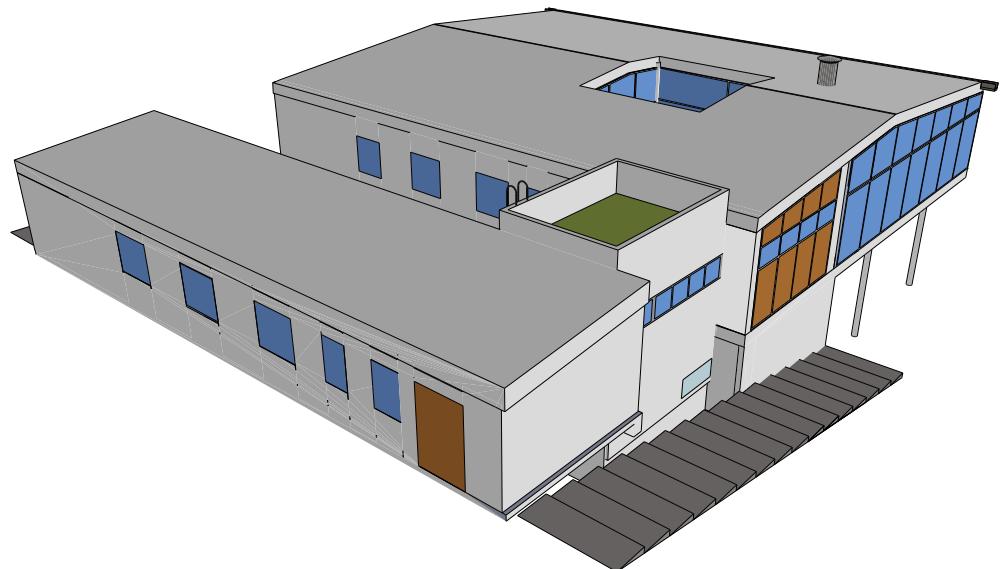
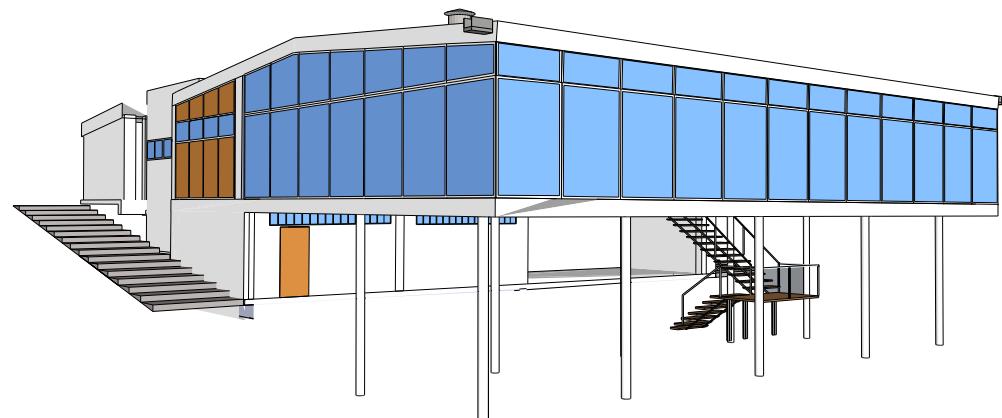
Factory Rehab

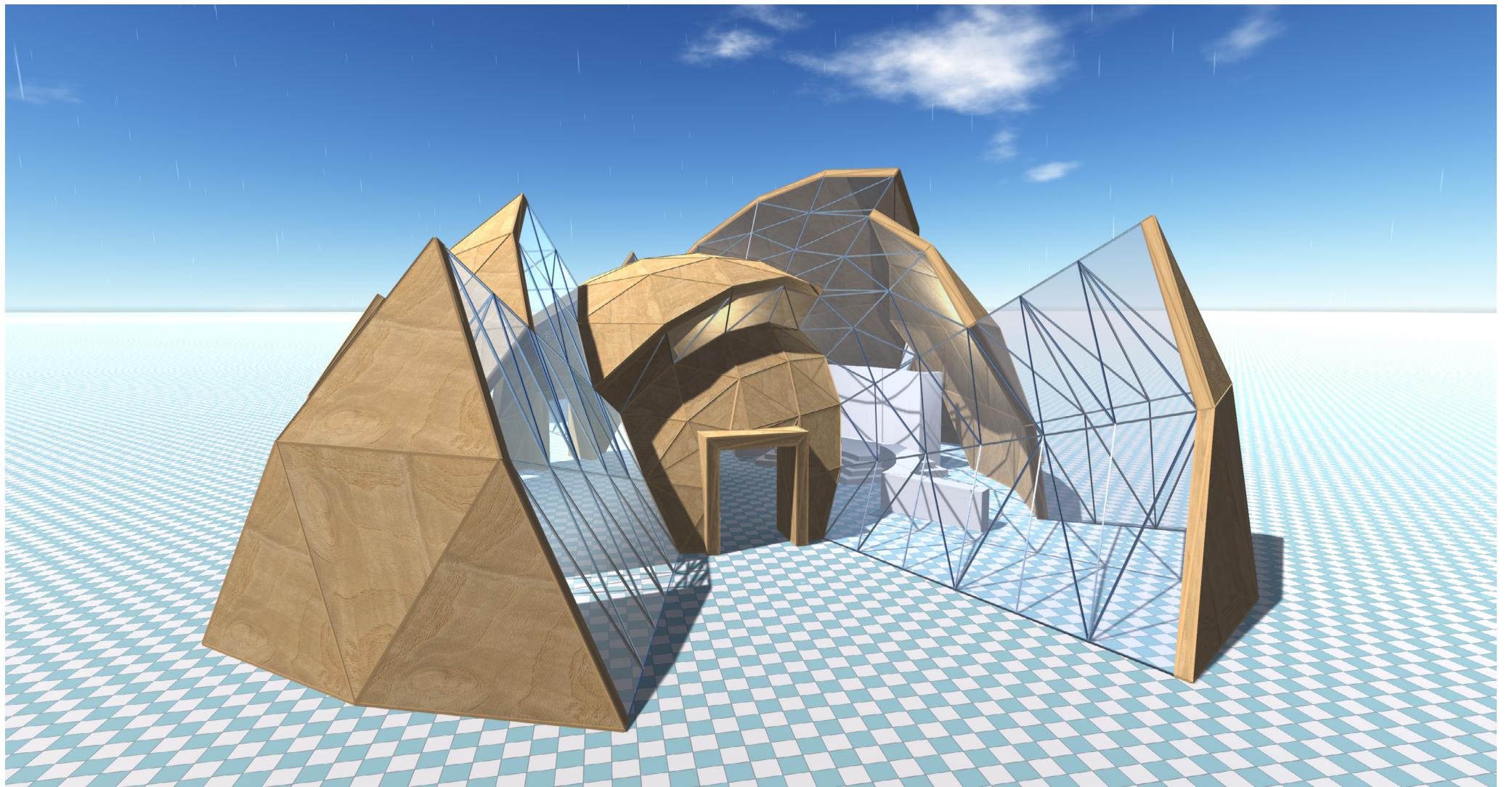
*Rehabilitation of the Ivry's water treatment factory into students complex and housing  
[Academic]*



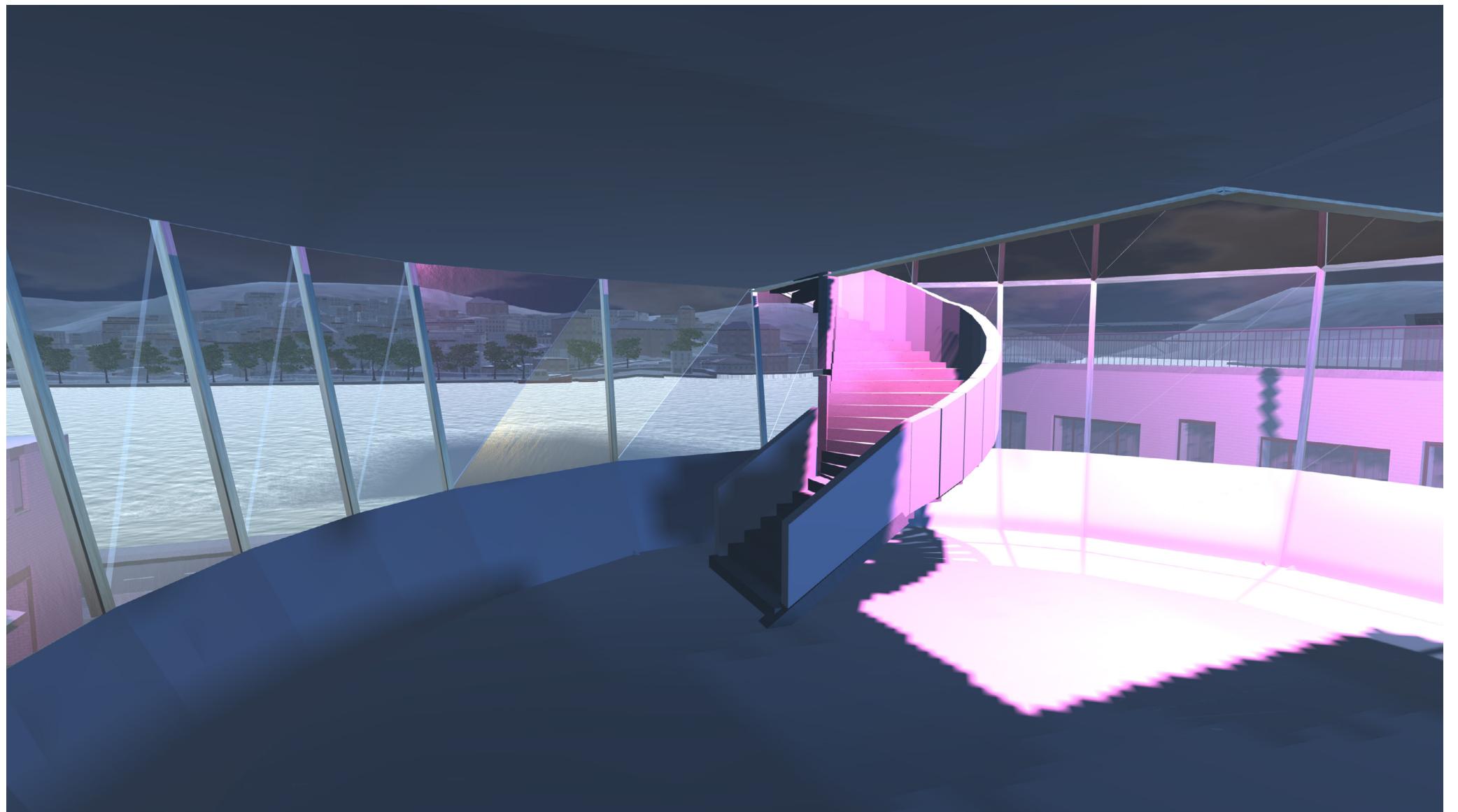


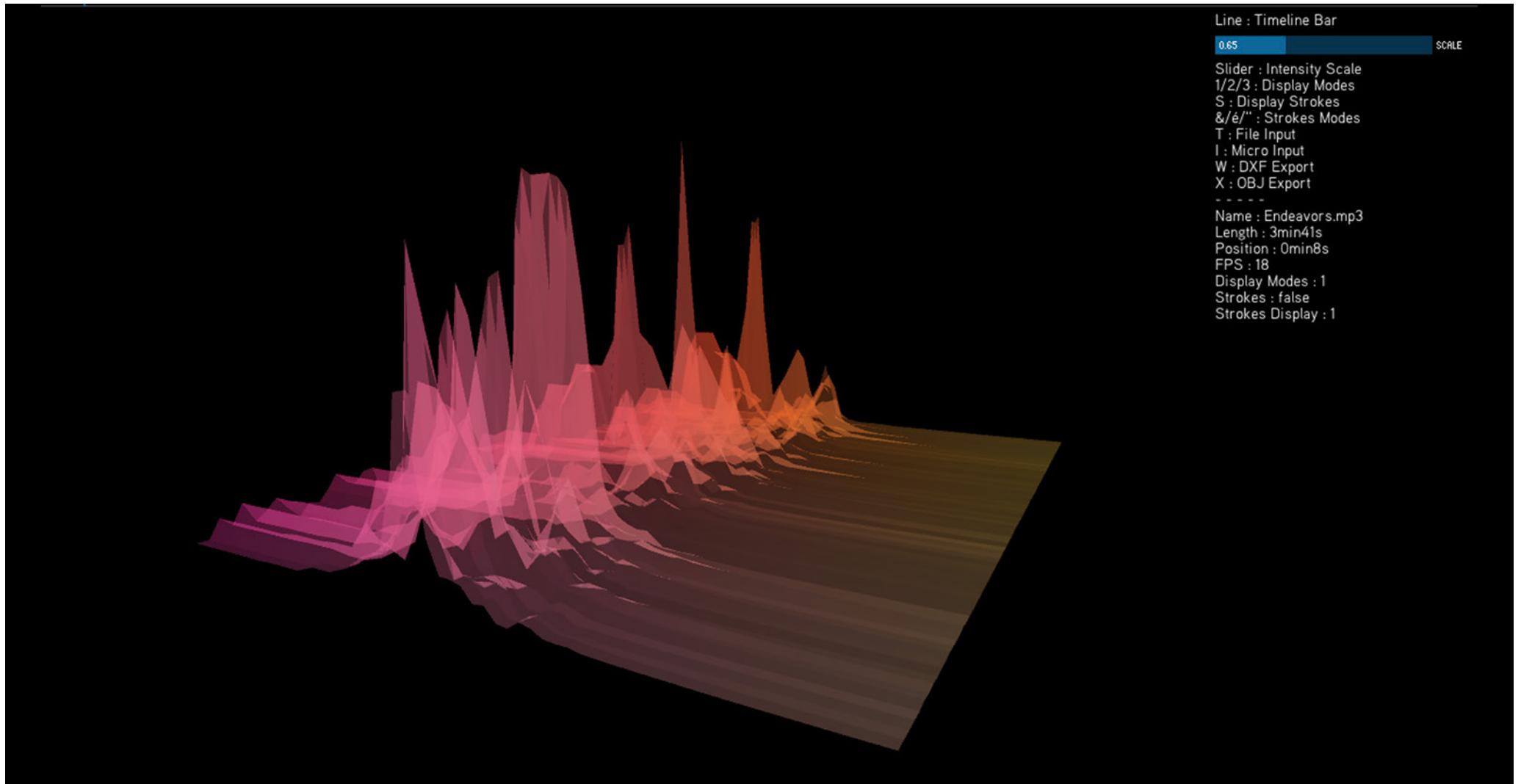
*Urban and Housing*  
*Program redefinition for Paris 19th district and housing analysis*  
*[Academic]*



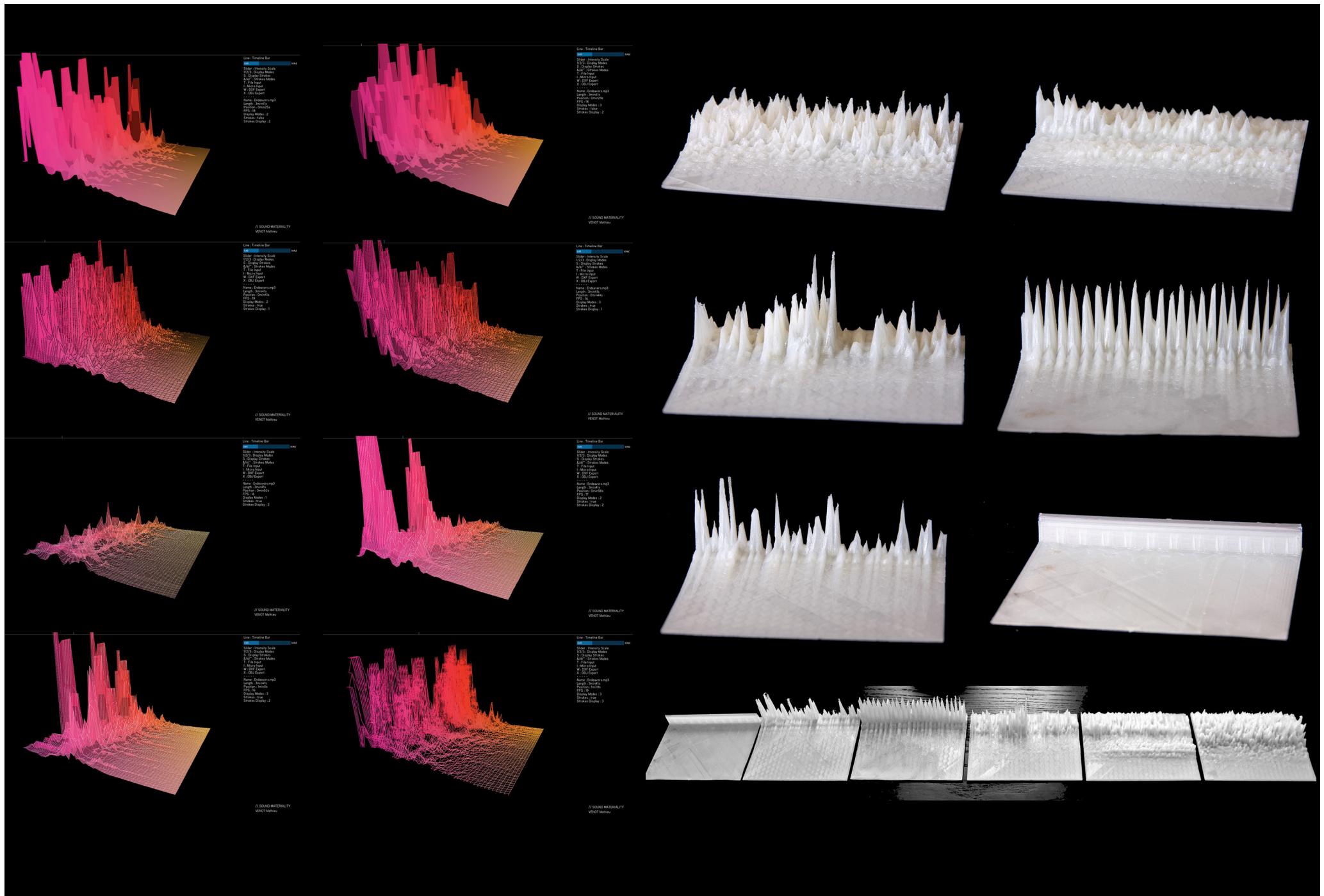


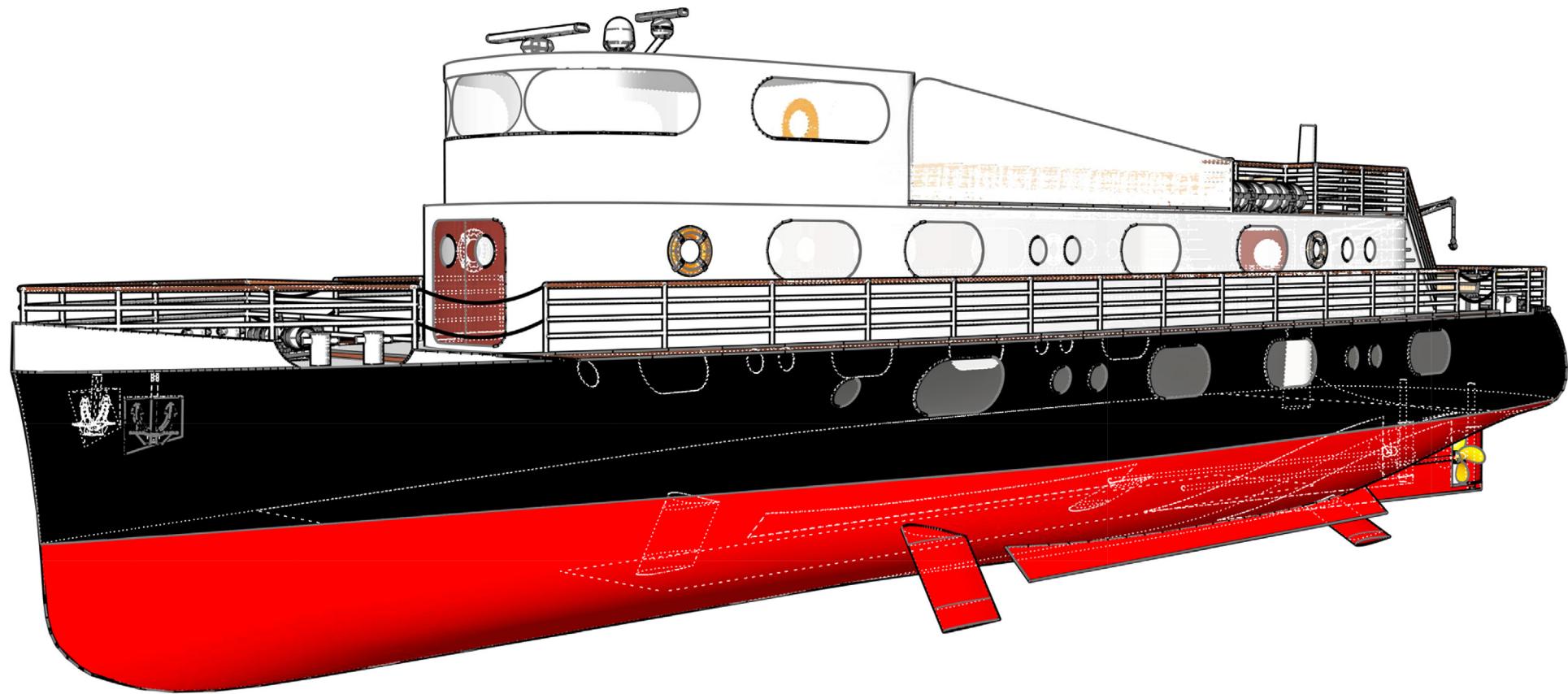
*Virtual Reality Architectural Conception Software*  
*Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration*  
*[Academic]*



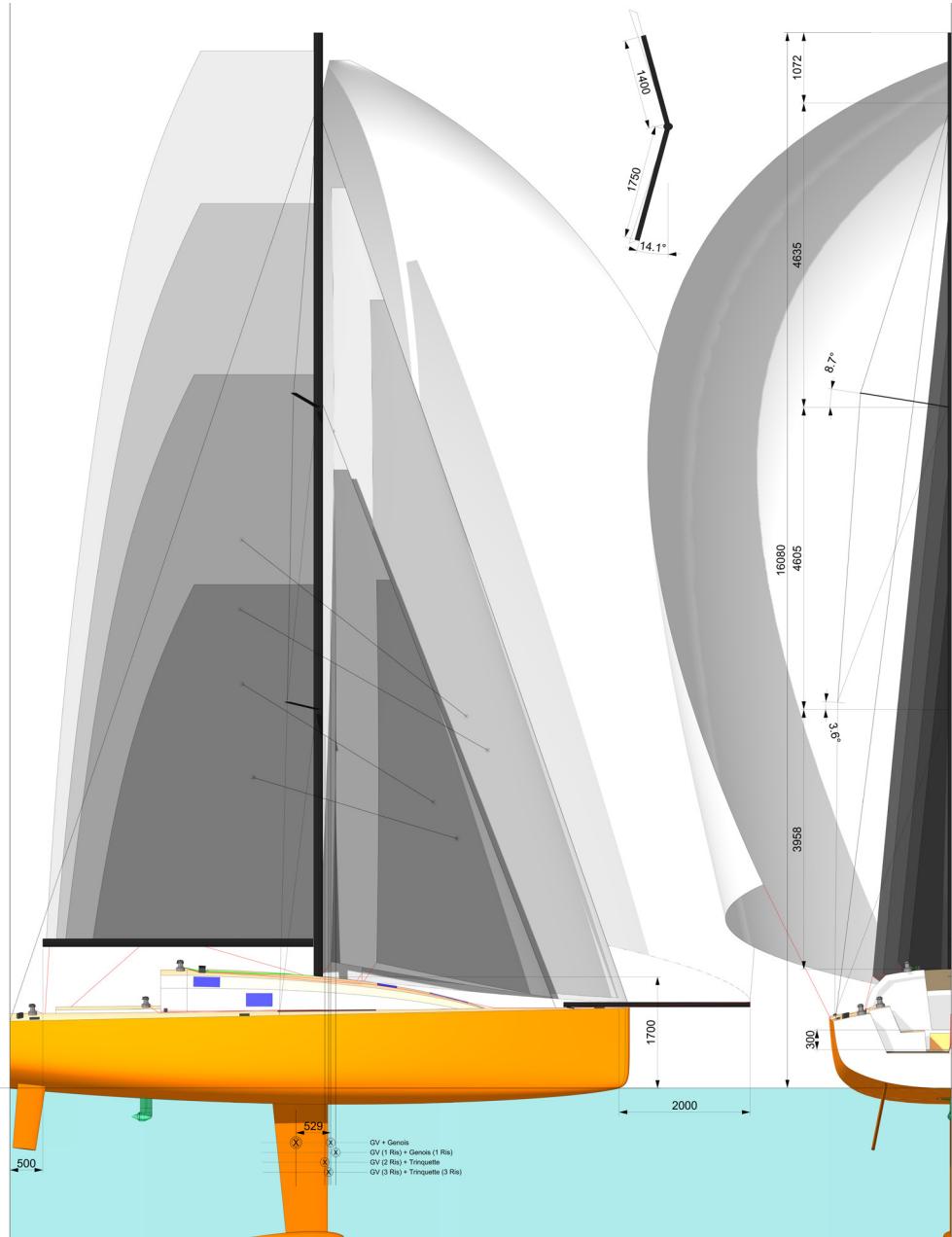


Sound Spectrum Materiality  
Sound analysis and extracting for 3D printing prototyping  
[Academic]



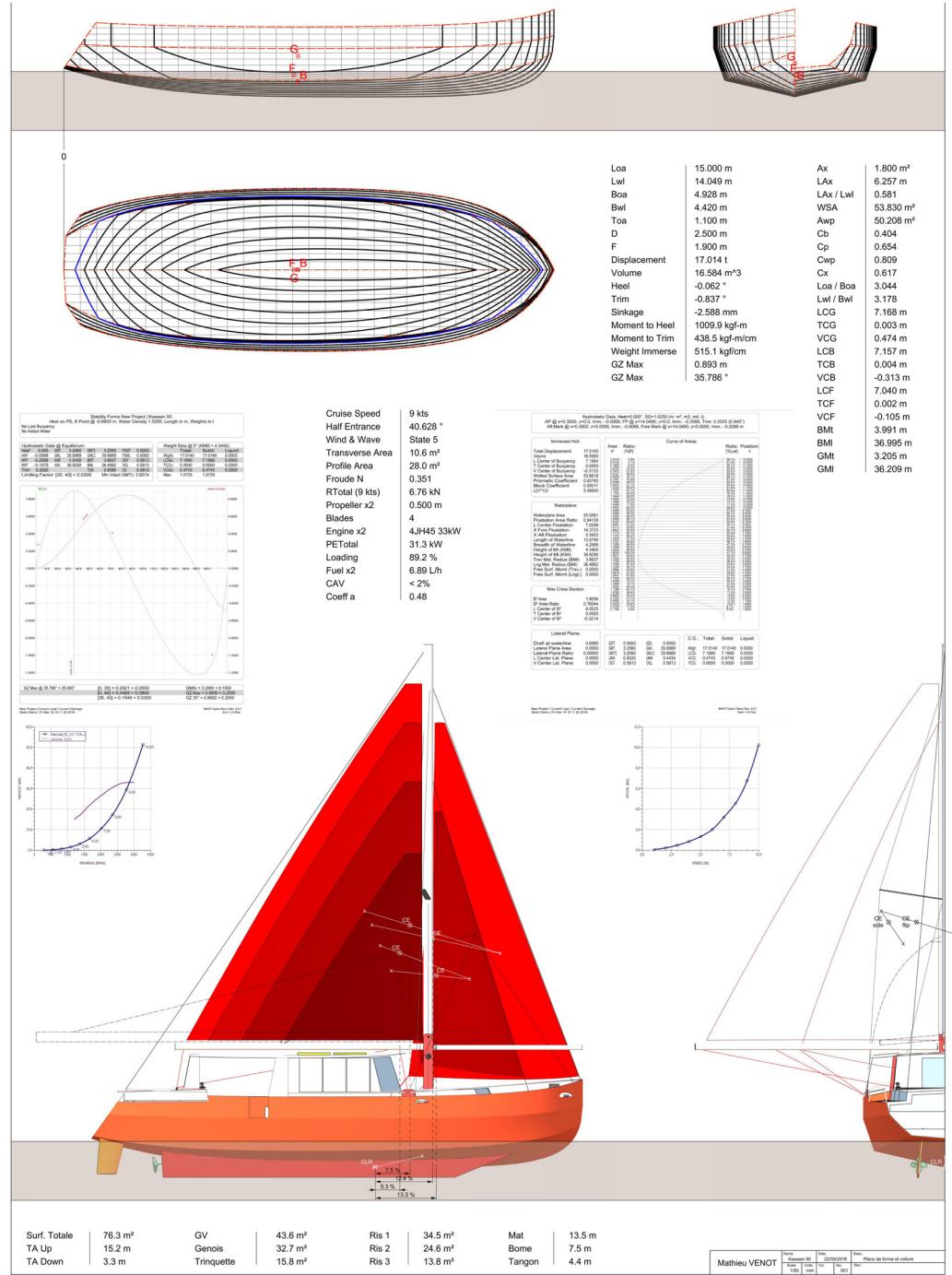


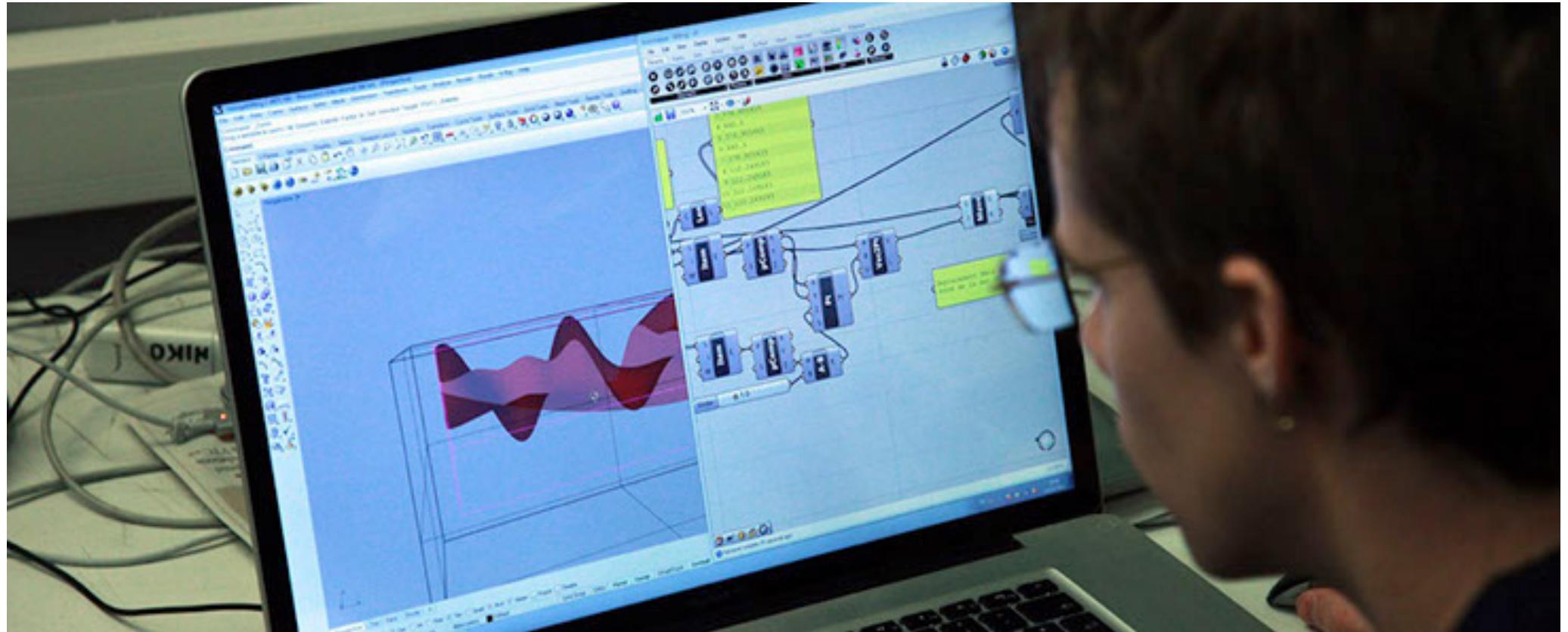
*Ships Design Loops*  
Passenger Transport Ship, Sailing Offshore Racing Yacht and Sea/River Expedition Sailboat  
[Academic]



Surf. Pres	77 m <sup>2</sup>	Main Lead	5.74 % (1/3)
Surf. Portant	160 m <sup>2</sup>	Met	14.38 m
GV	47 m <sup>2</sup>	Bome	4.125 m
Genois	30 m <sup>2</sup>	Bout Dehors	2.89 m
Trinquette	14 m <sup>2</sup>	B. Fletche 1	1.75 m
Spi	113 m <sup>2</sup>	B. Fletche 2	1.4 m

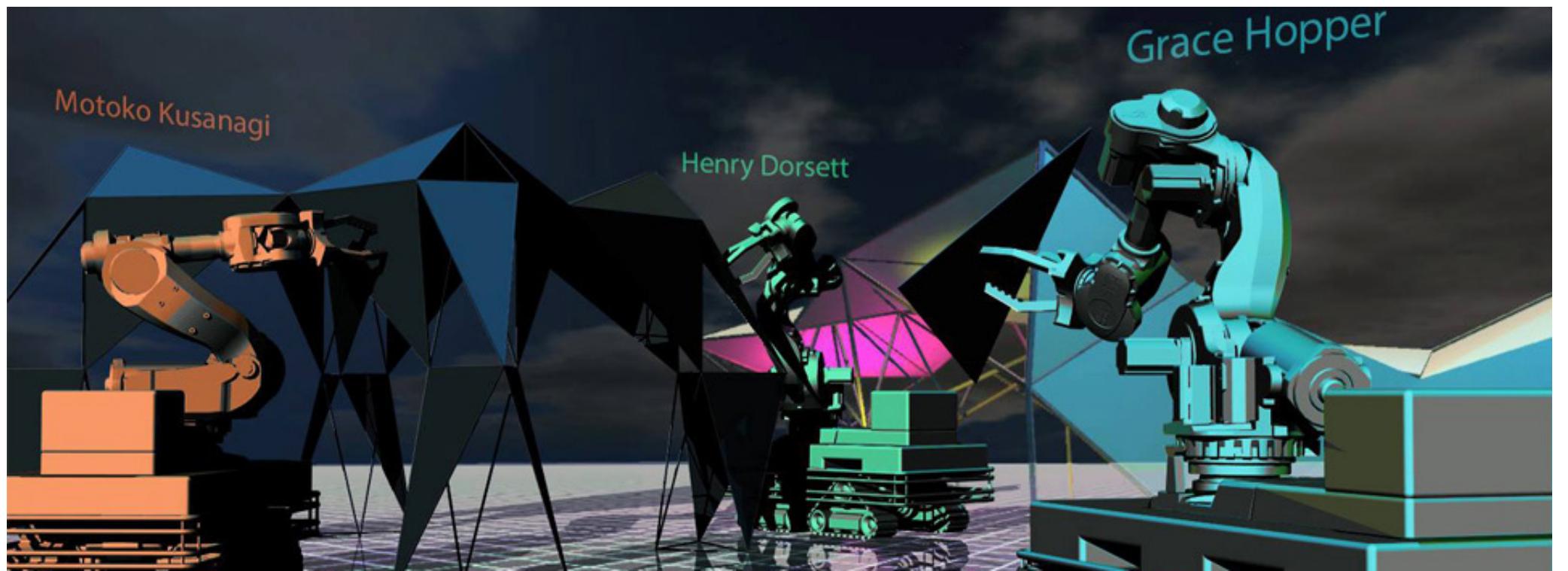
Jérémie LABASSE      JLM 950      Date: 13/02/2018      Desc: Plan de voilure  
 Layout No. 003      Drawn/Checked Rev:  
 Series No. Tol. Rev:  
 Scale 1/50 Units mm Sheet Deg. Sz. Rev:  
 Leïla SALOMON  
 Mathieu VENOT





*Digital Teaching*  
*Robotic control, prototyping, 3D modeling, parametric design and programming softwares*  
*[Teaching]*





*AAG 2016 Workshop  
Multi-User Cobotics Simulation in Virtual Reality applied construction  
[Teaching]*





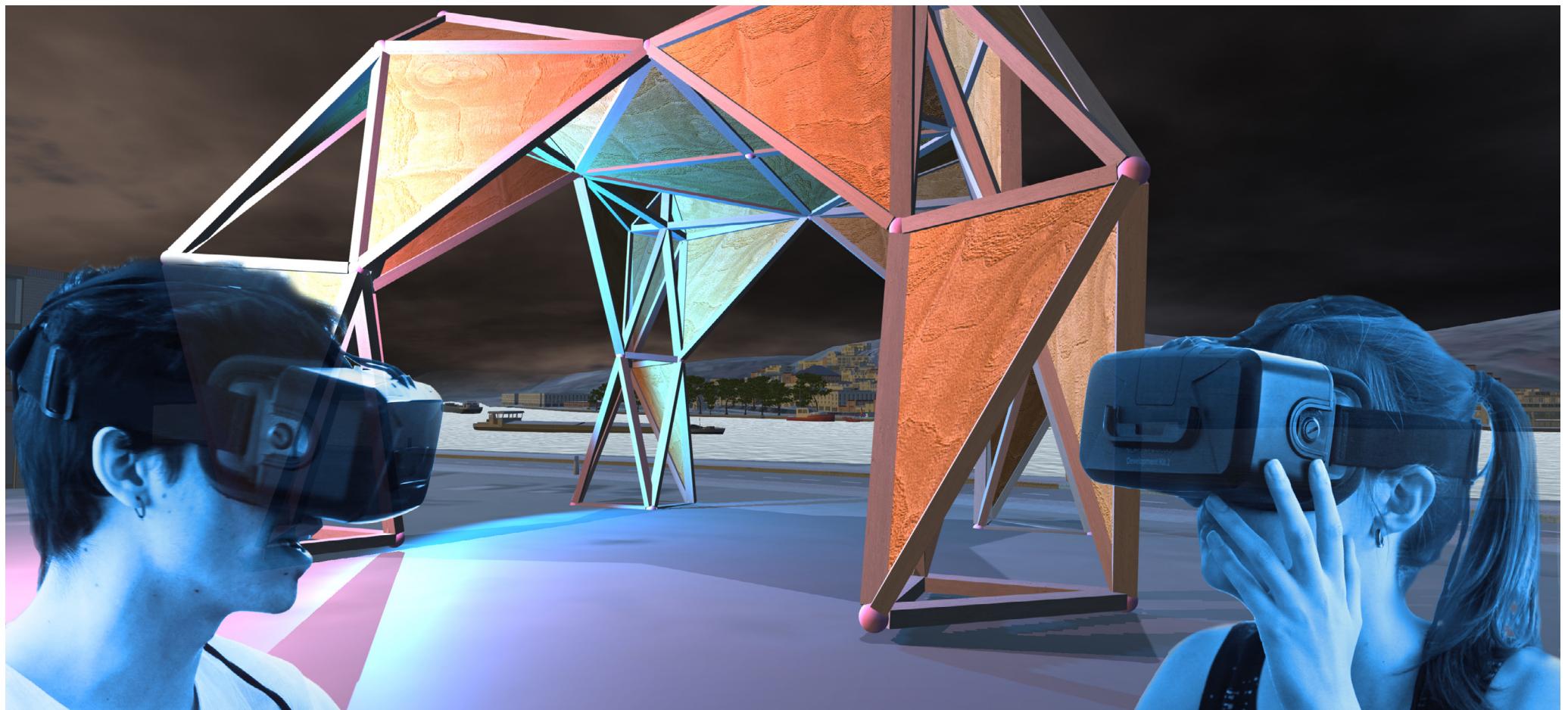
*DMS 2017 Workshop  
Virtual Immersive Architecture  
[Teaching]*



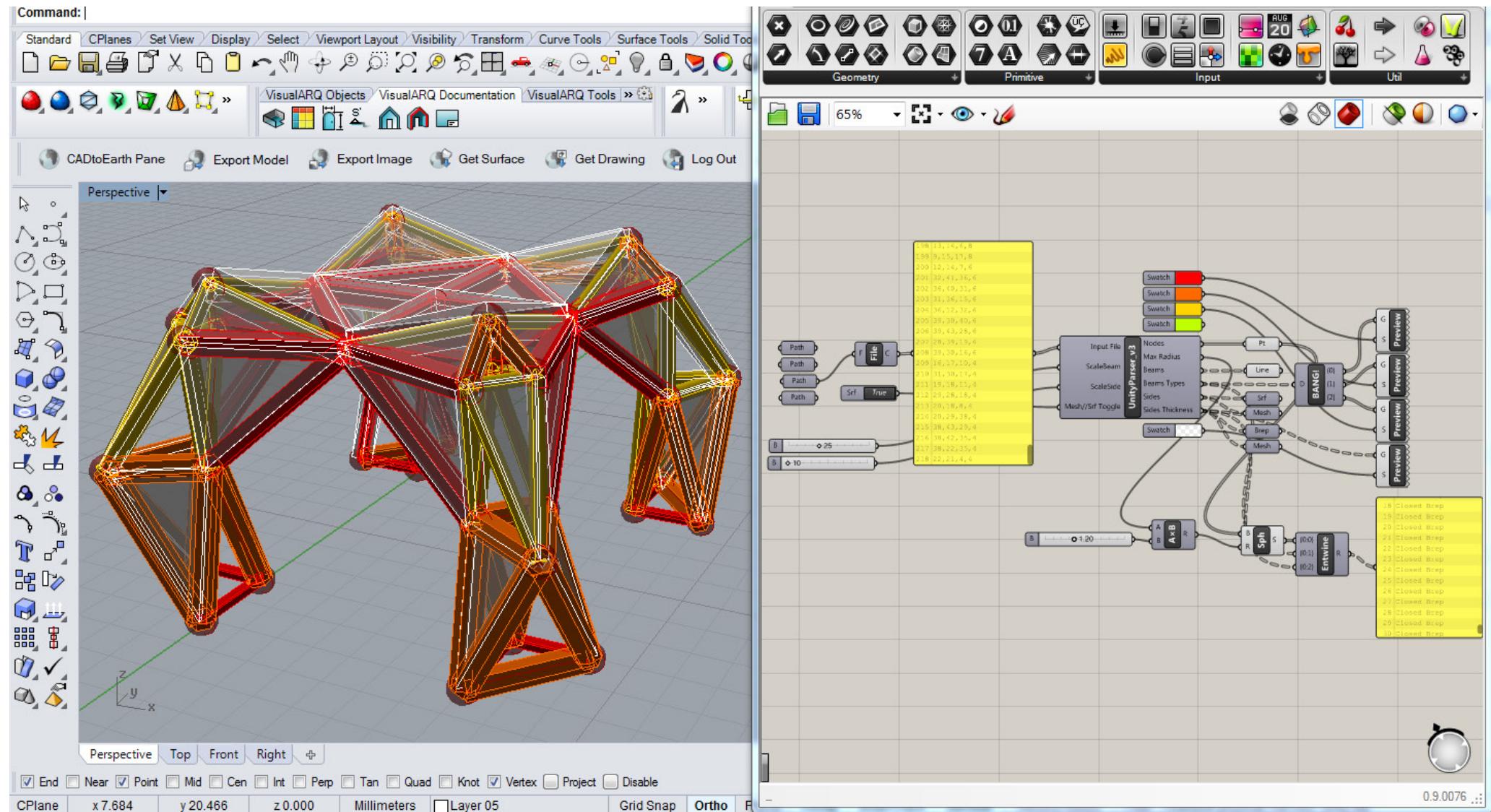


*Virtual Reality Workshops*  
*Architectural and fine arts schools, conventions and events, exhibitions and shows*  
*[Teaching]*





*DixieVR*  
*Immersive Multi-User Simulation for Architectural Conception*  
*[Consulting]*





*Dixie Lab*

*Virtual Reality Experts, Architectural Research, Real-time Rendering  
[Consulting]*

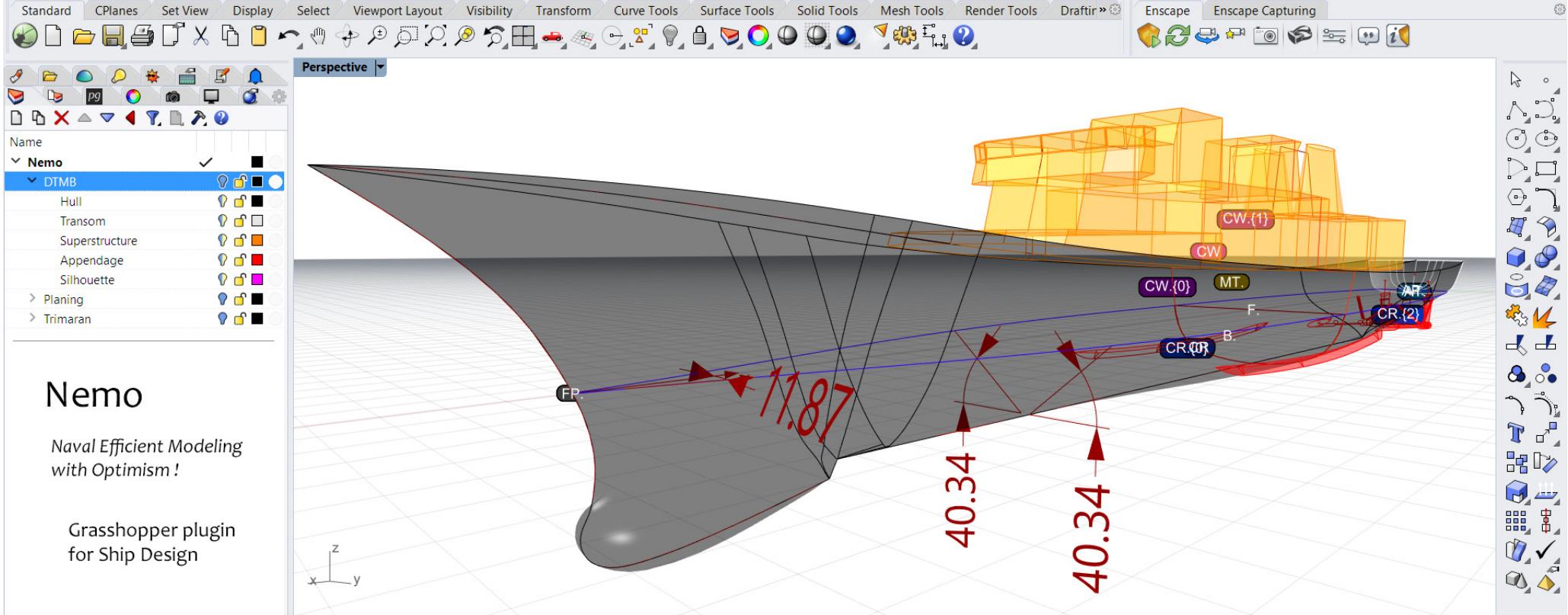
recommended to suppress

1. squash and stretch
2. staging
3. anticipation
4. straight ahead and pose to pose
5. follow through and overlapping
6. slow in and slow out
7. arcs
8. secondary action
9. timing
10. exaggeration
11. solid drawings
12. appeal

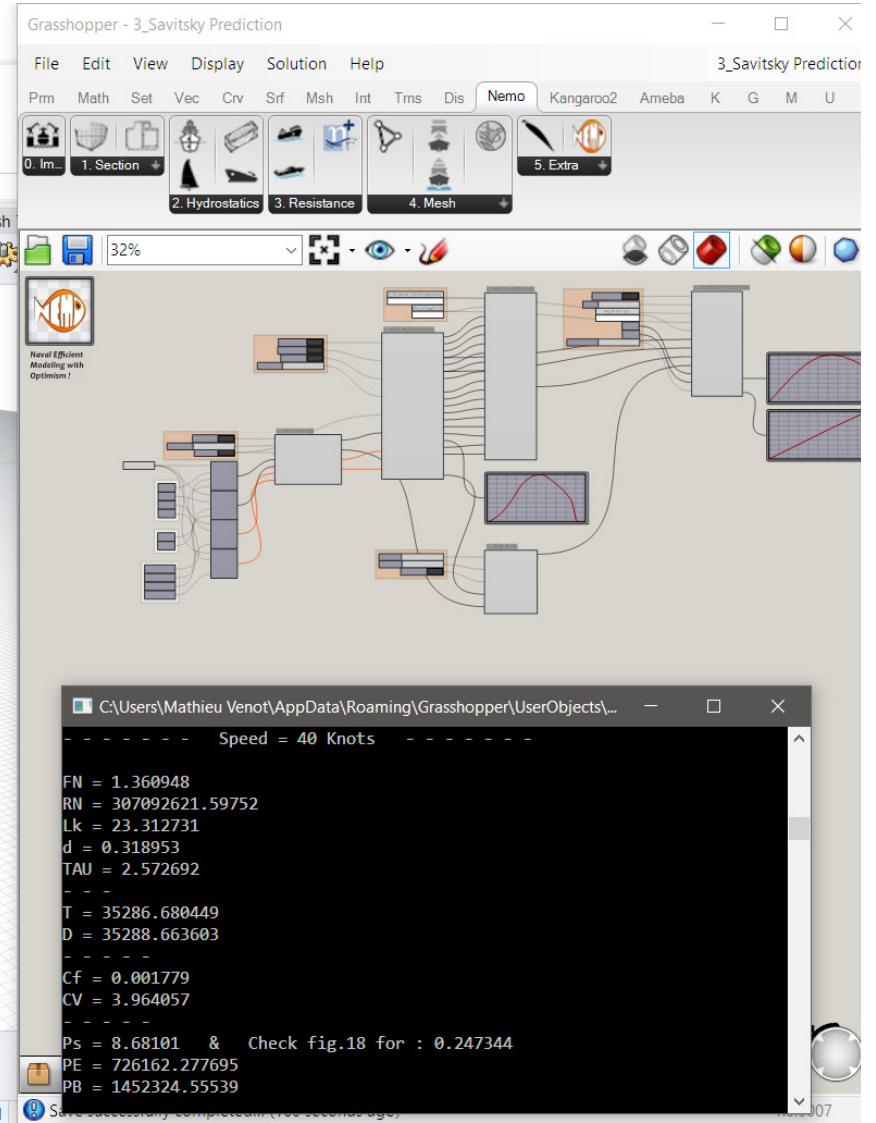
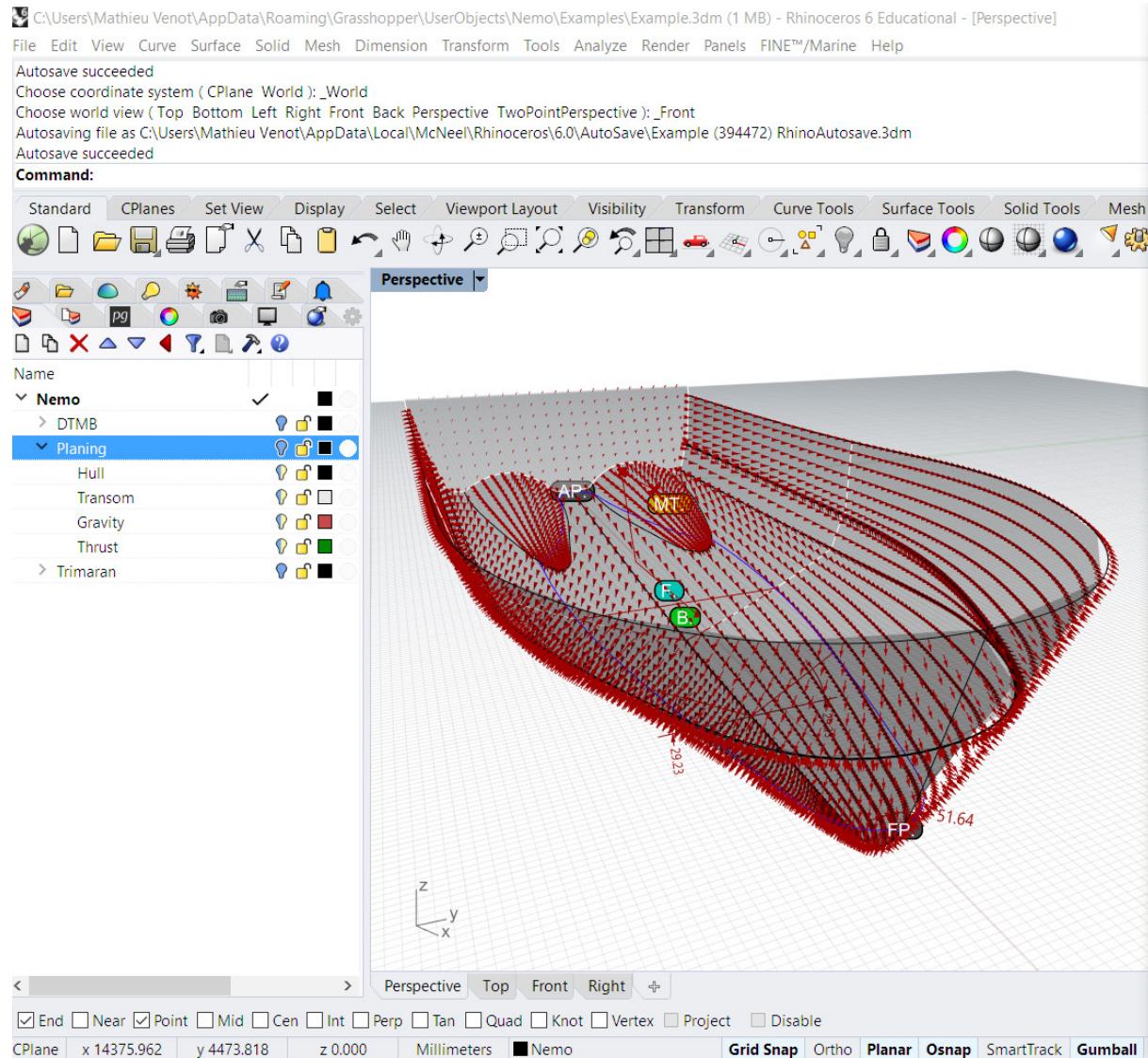


Creating meshes... Press Esc to cancel  
Display mode set to "Mat\_Realistic(Sail)".  
Display mode set to "Wireframe".  
Display mode set to "Mat\_Realistic(Sail)".

Command:



*Nemo*  
Grasshopper plugin for Ship Design  
[Consulting]





*[mathieuvenot.com](http://mathieuvenot.com)*  
*3D Design, 3D Printing, Digital Teaching, Naval Studies, Prototyping, Rendering*  
*[Consulting]*





*Windsurfing  
Sea and lakes  
[Lifestyle]*





RM 1050  
*Refit after struck bottom  
[Lifestyle]*





*First 35*  
*One year around the North Atlantic Ocean*  
*[Lifestyle]*





Coco 650  
*Parents skippers on mediterranean Classe Mini circuit  
[Lifestyle]*





*Freyinet Barge*  
*Home living, handmade interior and equipments installation*  
*[Lifestyle]*



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