

Mathieu VENOT

mathieuvenot.com



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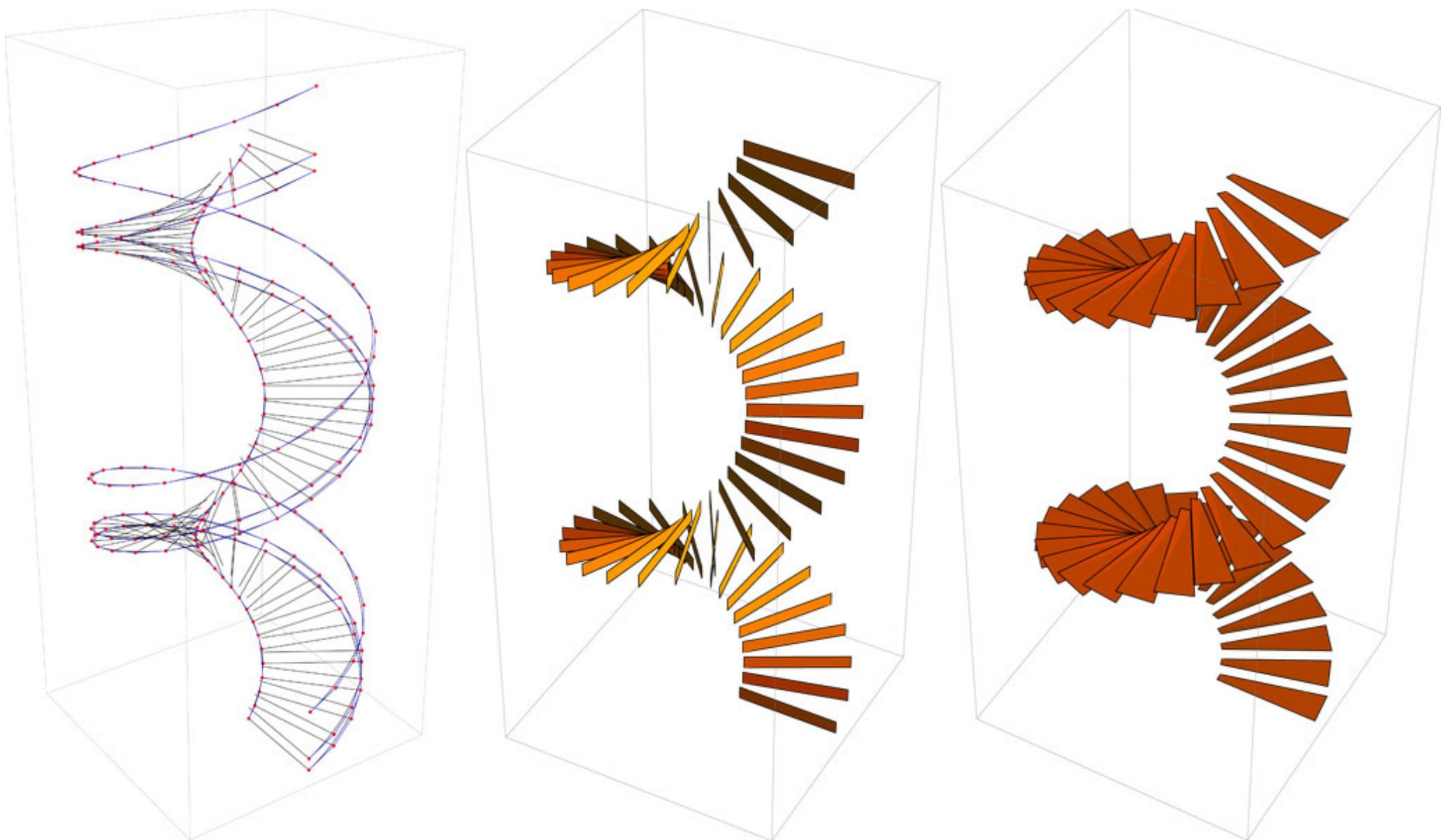
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mat.venot@gmail.com

Architect, M.Arch
Co-founder, Dixie Lab
Born September 30, 1990

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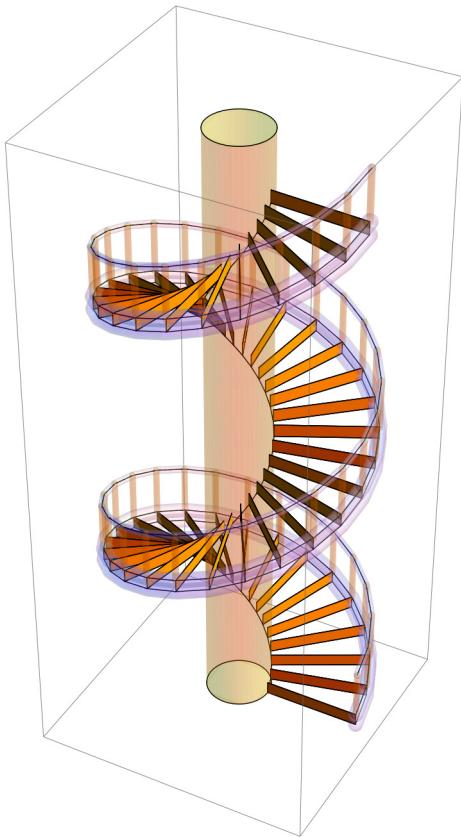
Experience
Education

<i>Actual - 2015/10</i>	▲ Dixie Lab : Co-founder
<i>Actual - 2013/05</i>	▲ Mathieu Venot : Freelancer
<i>2017/03</i>	▲ ESBAM : Workshop leader
<i>2017/02 - 2015/09</i>	▲ ENSAPM : Workshop leader
<i>2017/01 - 2016/10</i>	▲ ENSAM - ENSCI Les Ateliers : Studio tutor
<i>2016/11</i>	▲ Dixie Lab : DixieVR publication
<i>2016/09</i>	▲ AAG2016 : Workshop leader
<i>2016/09</i>	▲ ENSAPM : Master thesis publication
<i>2016/09 - 2013/09</i>	▲ ENSAPM : Workshop tutor
<i>2016/06</i>	▲ ENSAPM : Architect, D.E
<i>2015/08 - 2015/06</i>	▲ LeFabShop : Intern
<i>2014/06 - 2014/02</i>	▲ ENSAPM : Studio tutor
<i>2013/12</i>	▲ EZCT : Freelancer
<i>2013/07</i>	▲ EZCT : Intern
<i>2013/06 - 2013/02</i>	▲ ENSAPM : Laser tutor
<i>2011/07</i>	▲ Port Napoleon : Intern

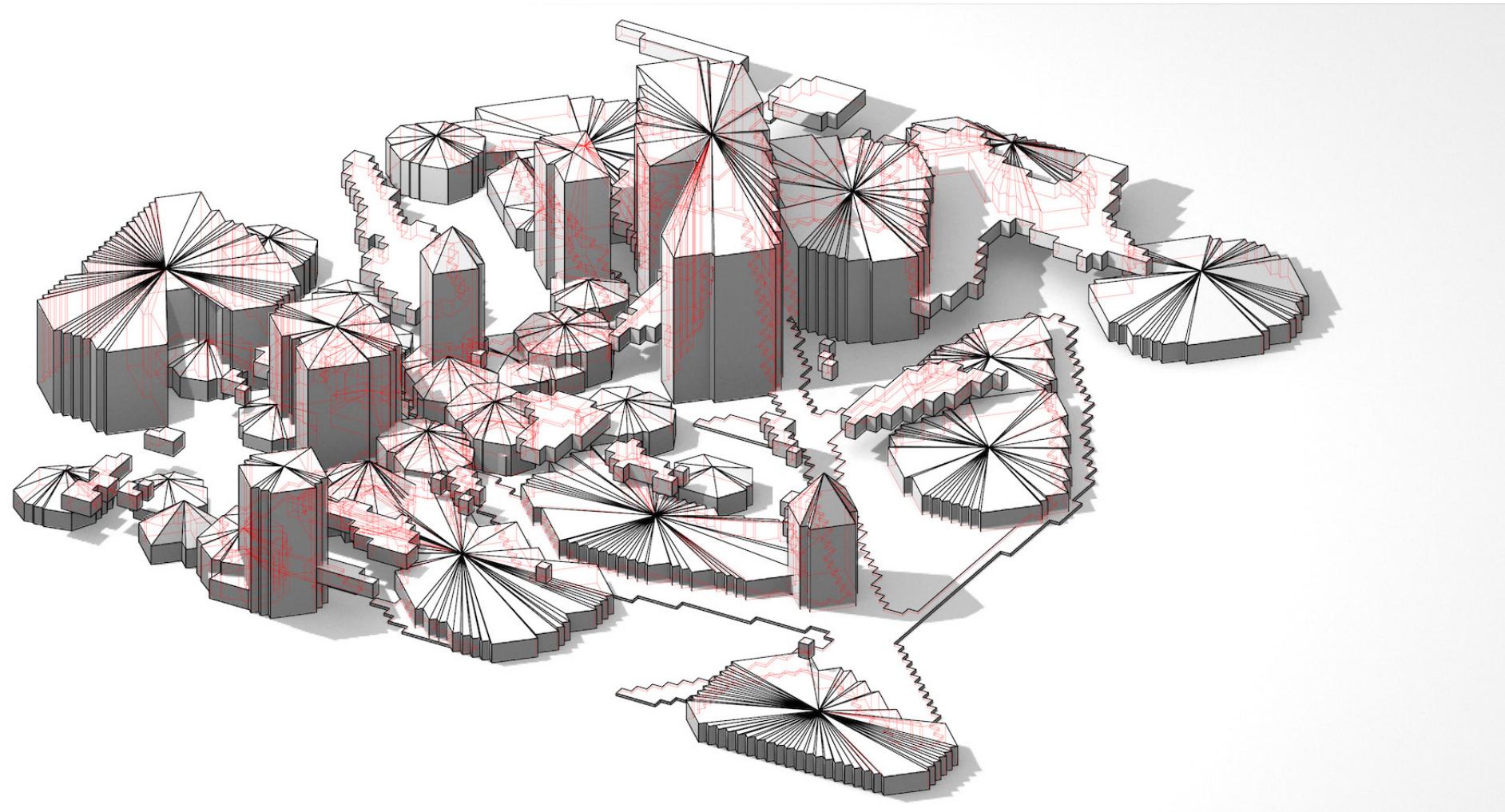


Mathematical programming
Helicoidal stair construction by mathematical operations
[Academic]

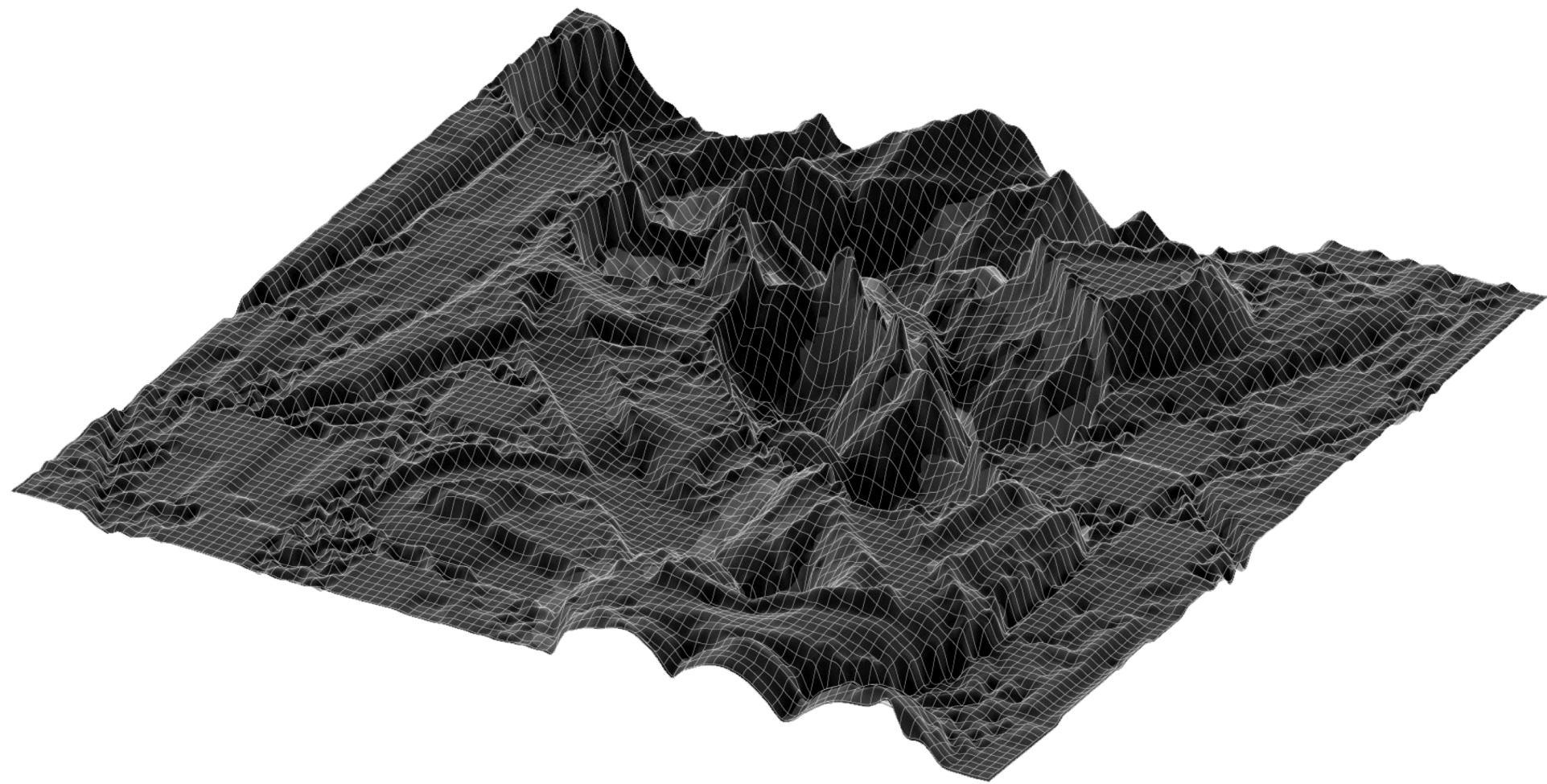
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

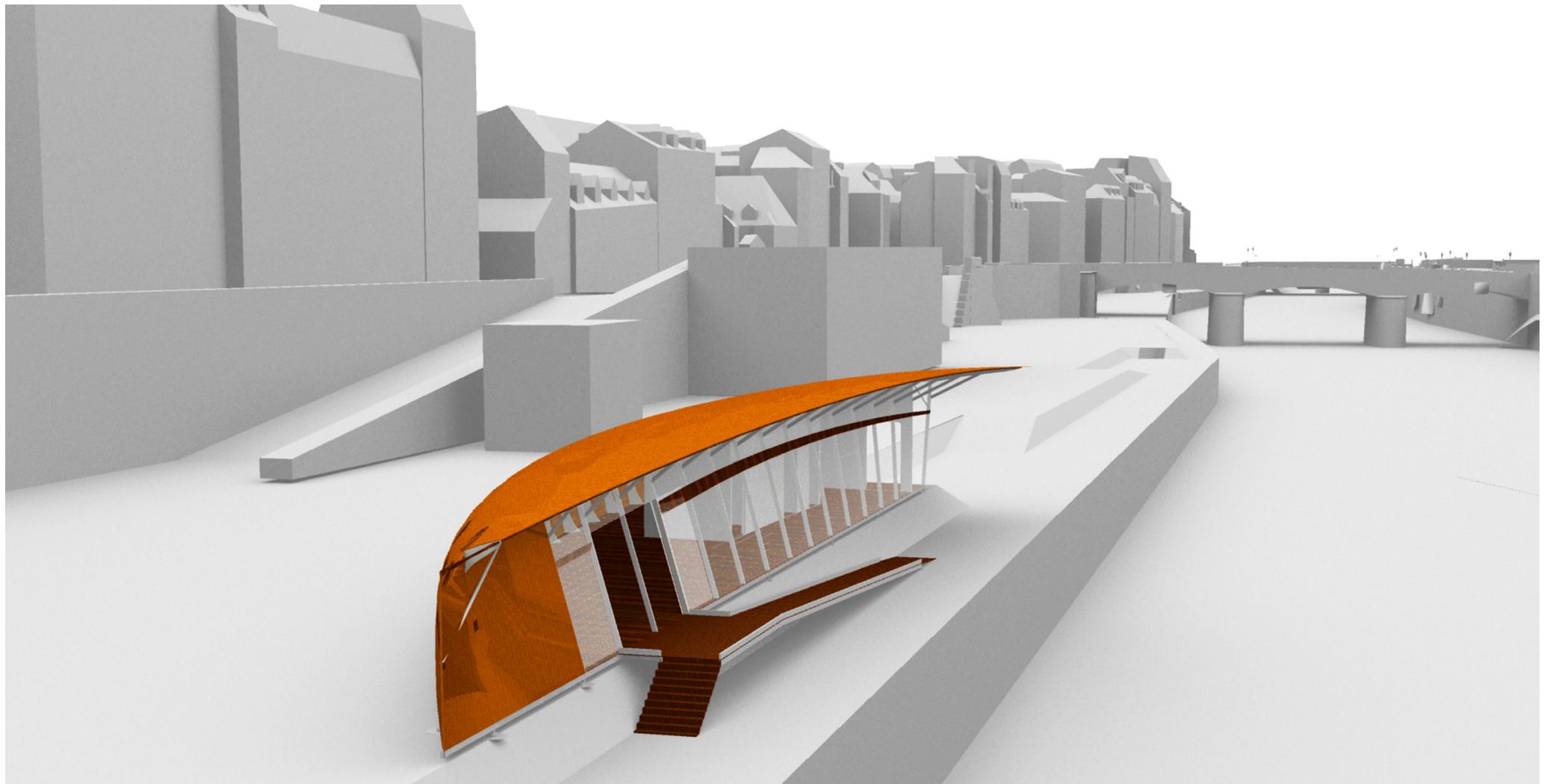


```
pointsSurfMarchel =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarchel,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

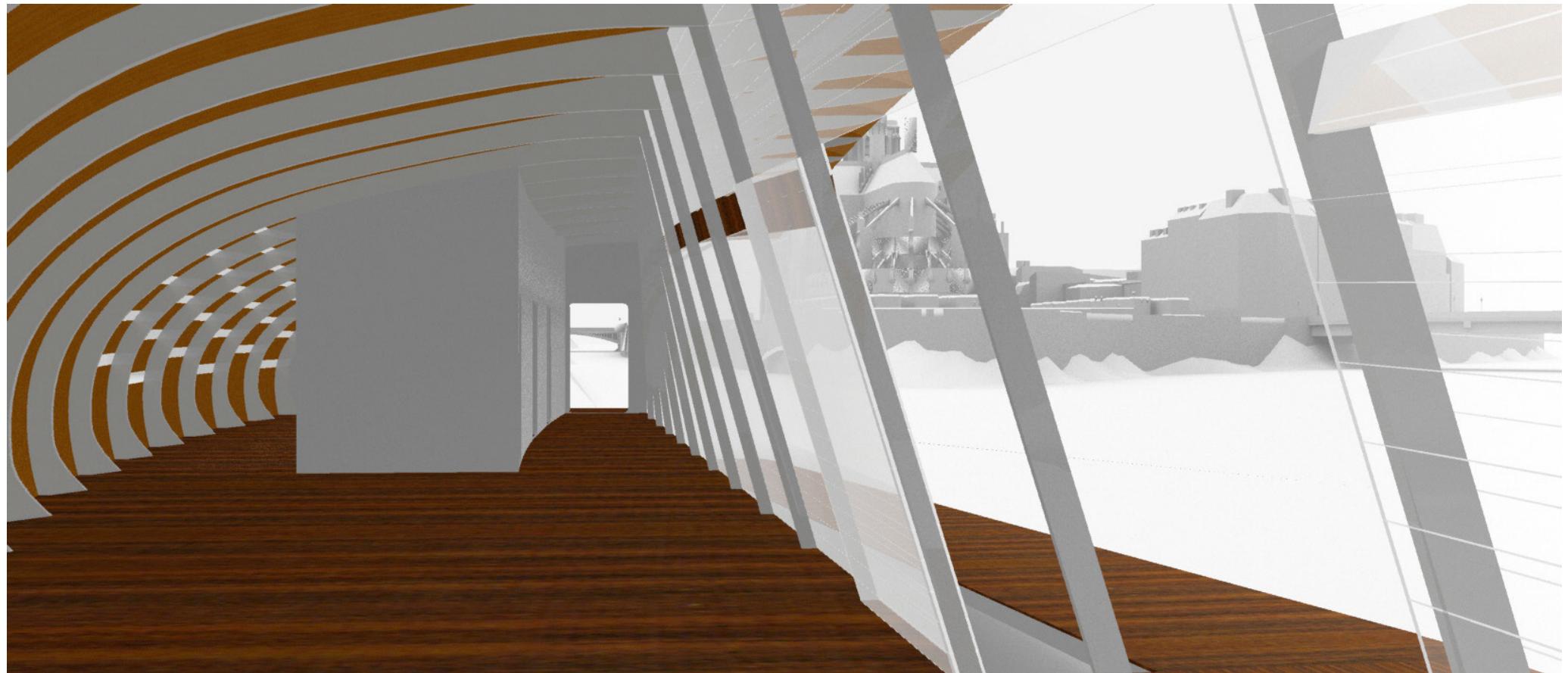


Generative Landscapes
Shape and color detection for procedural generation
[Academic]



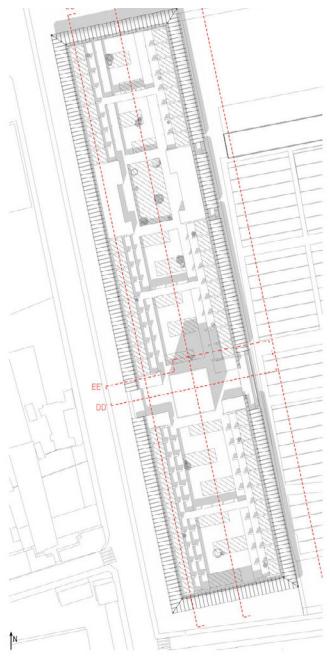


Structural Station Cover
Boat station parametric design
[Academic]





3D Print Mechanical Properties
Strength testing of 3D printing materials and optimal settings
[Academic]



PLAINE DE TOUTURE AVEC POSITIONS DES SECTION - ECHELLE 1:500



PLAINE DU PREMIER ETAGE - BM - ECHELLE 1:500



PLAN DU RUE DE CHAUSSÉE - BM - ECHELLE 1:500



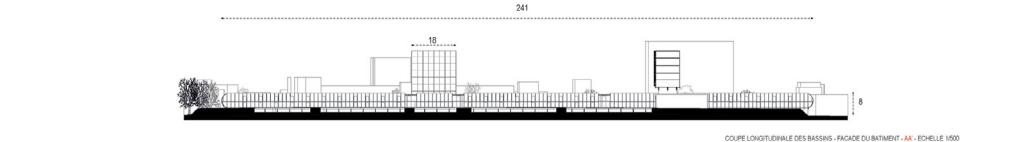
PLAN DU DIXIÈME ETAGE - 7M - ECHELLE 1:500



TYPOLOGIES D'APPARTENEMENTS AU DIXIÈME ETAGE



SIX TYPOLOGIES DIFFÉRENTES D'APPARTENEMENTS



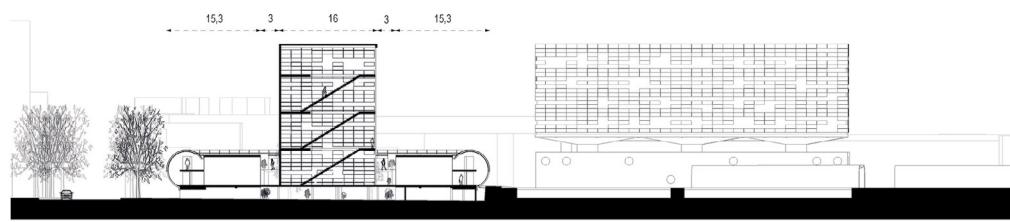
COUPE LONGITUDINALE DES BASSINS - FAÇADE DU BÂTIMENT - AA - ECHELLE 1:500



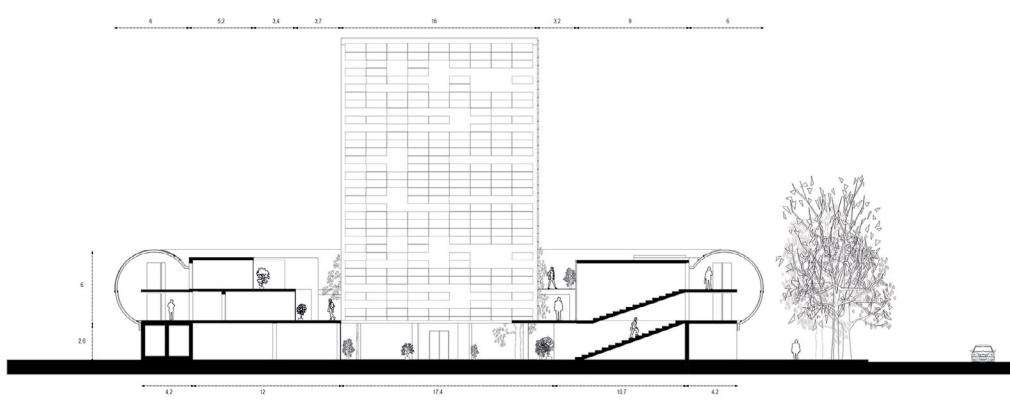
COUPE LONGITUDINALE DE LA BIBLIOTHÈQUE ET DE LA COUR INTÉRIEURE - BB - ECHELLE 1:500



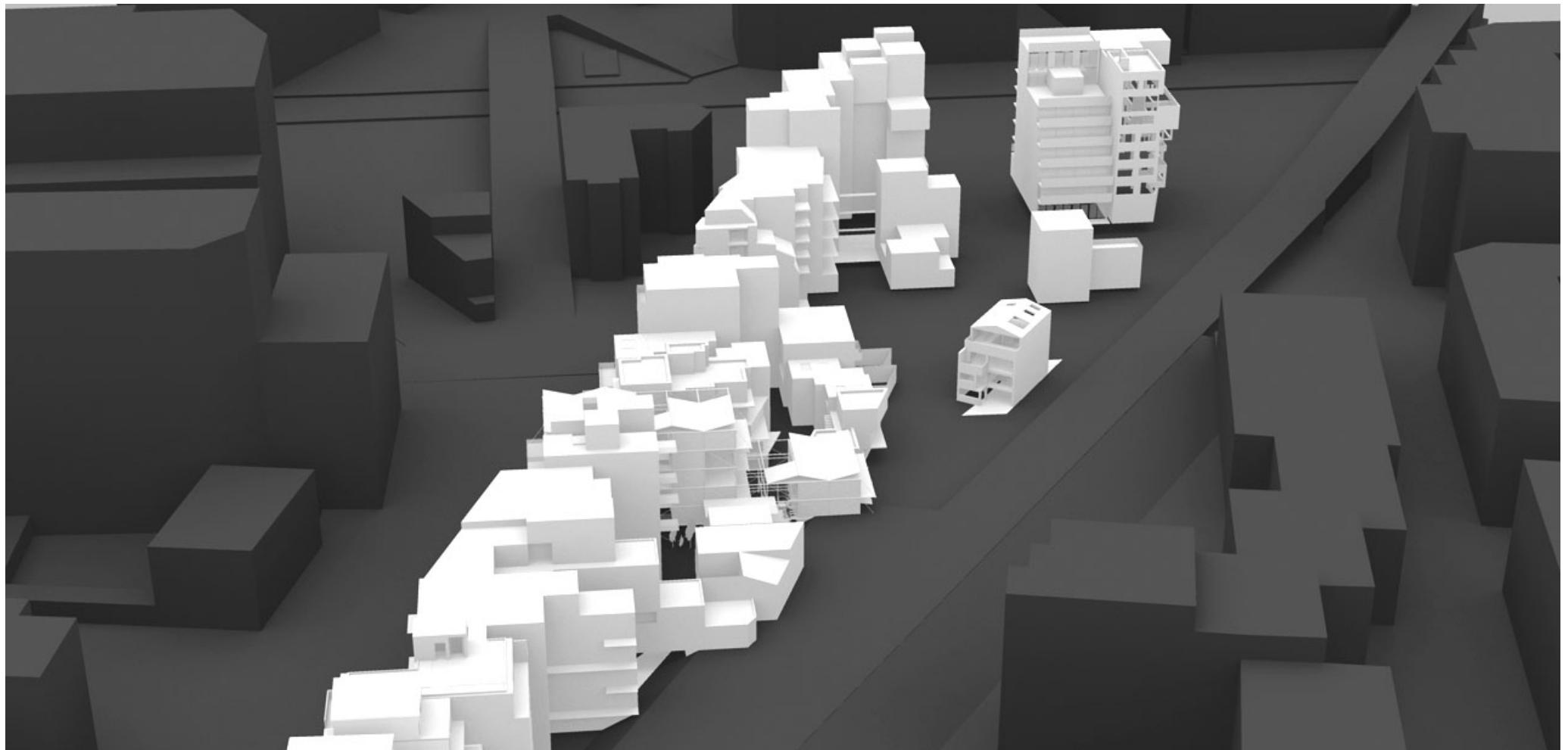
COUPE LONGITUDINALE DES LOGEMENTS - CC - ECHELLE 1:500



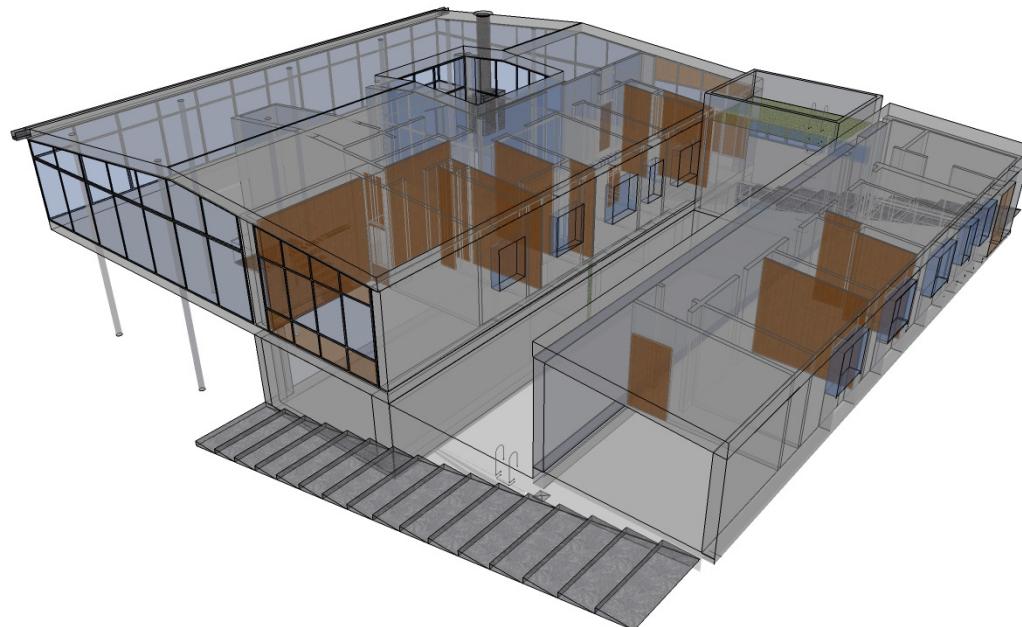
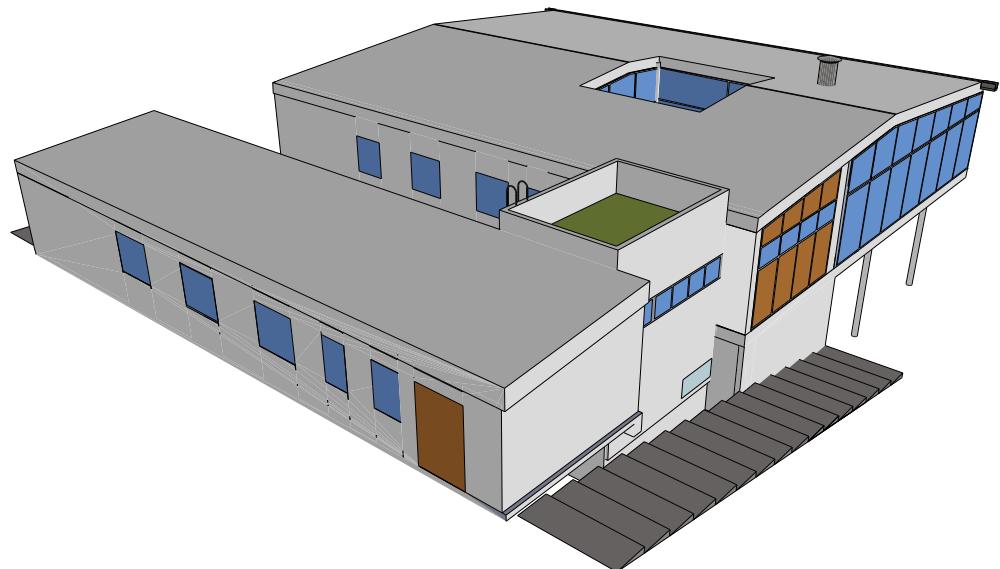
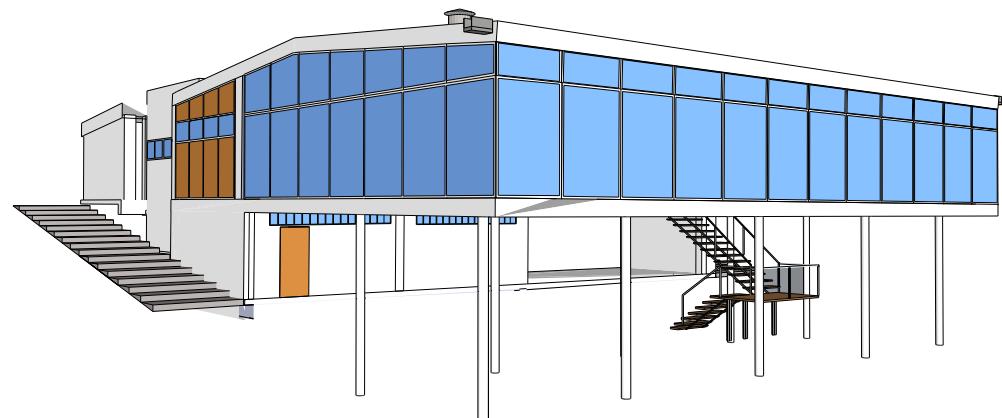
COUPE TRANSVERSALE DE LA BIBLIOTHÈQUE ET D'UNE DES FILLES - CC - ECHELLE 1:500

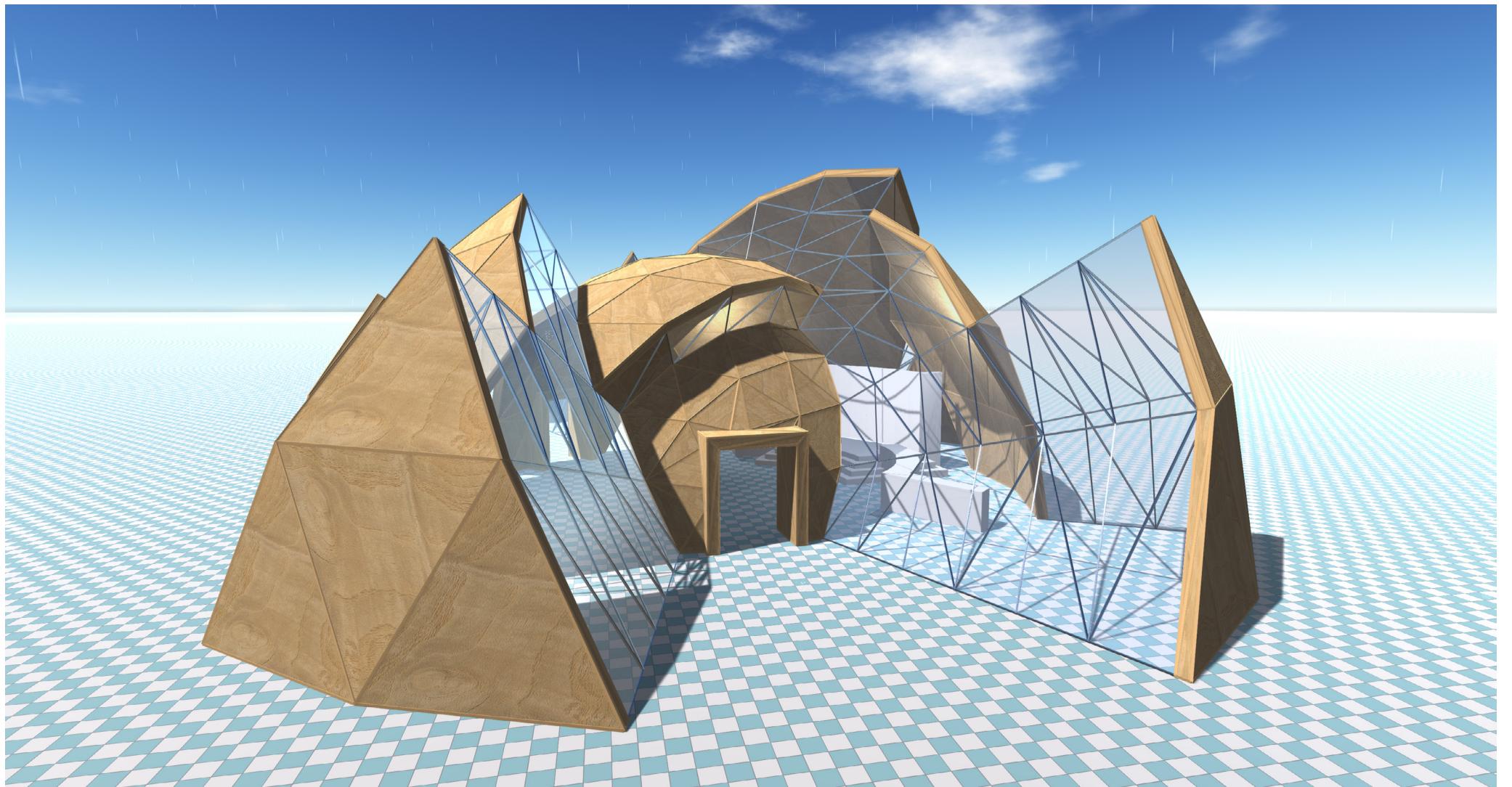


COUPE TRANSVERSALE EN INCLINÉ DES LOGEMENTS ET D'UNE FAÇADE - FF - ECHELLE 1:500



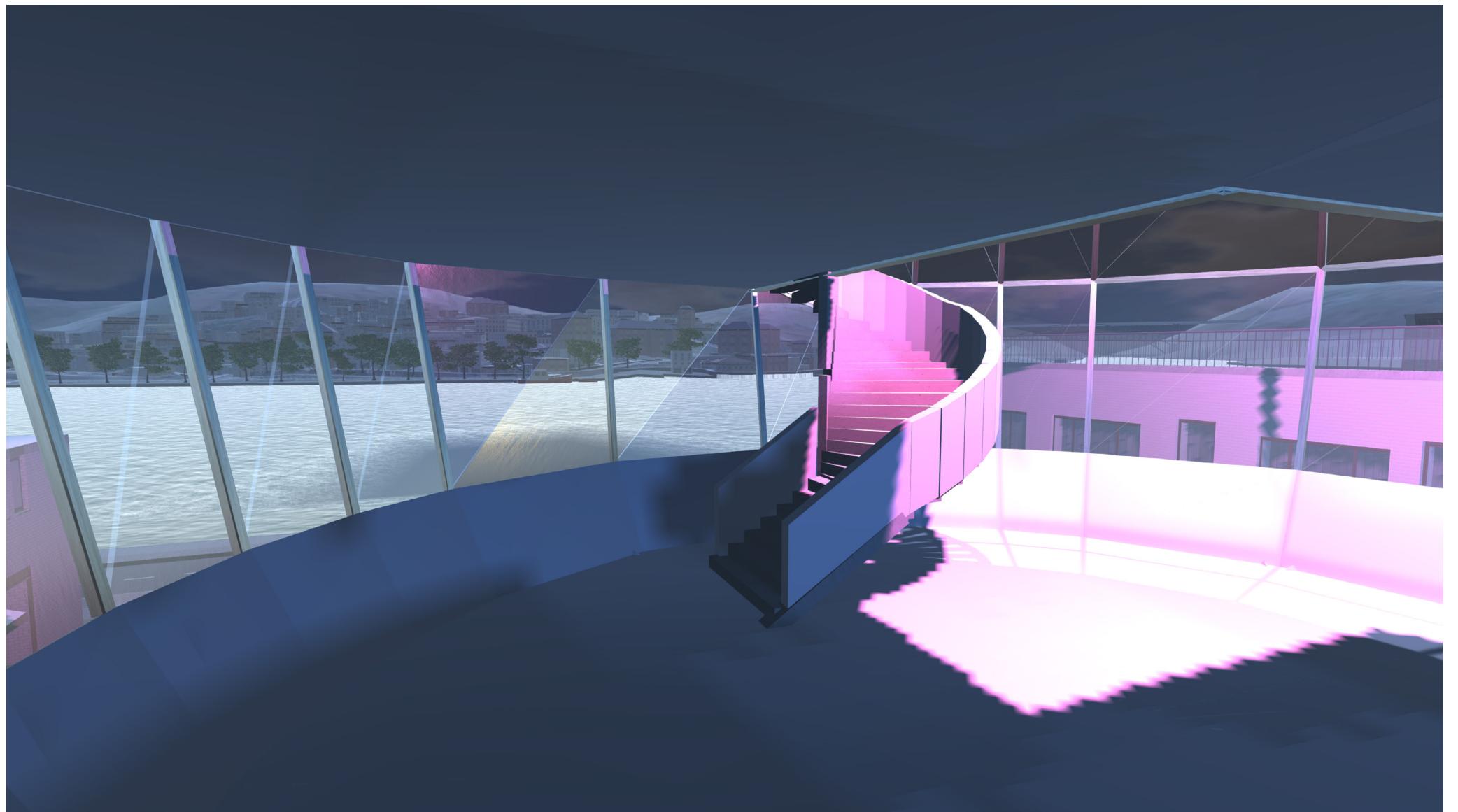
Urban and Housing
*Program redefinition for Paris 19th district and housing analysis
[Academic]*

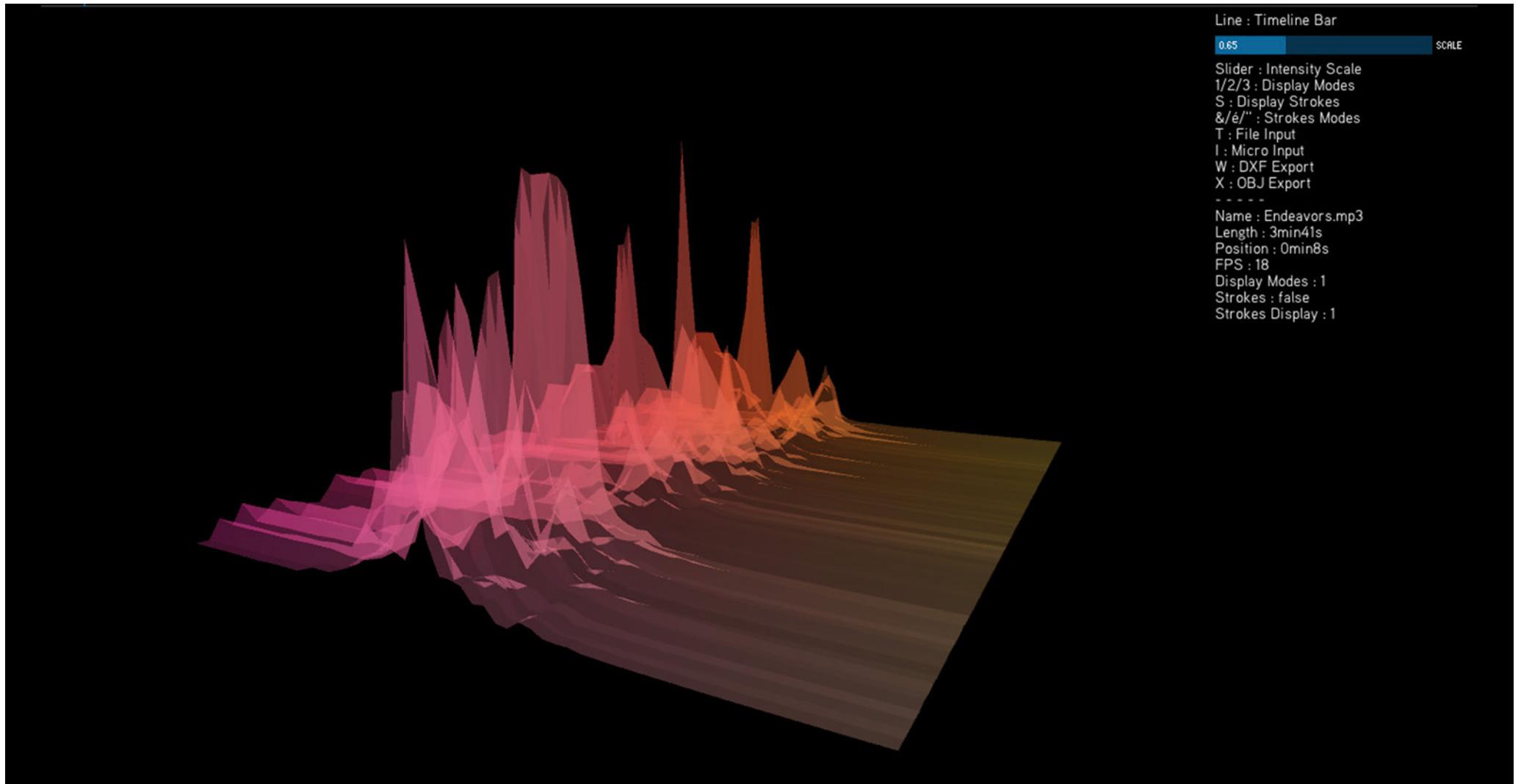




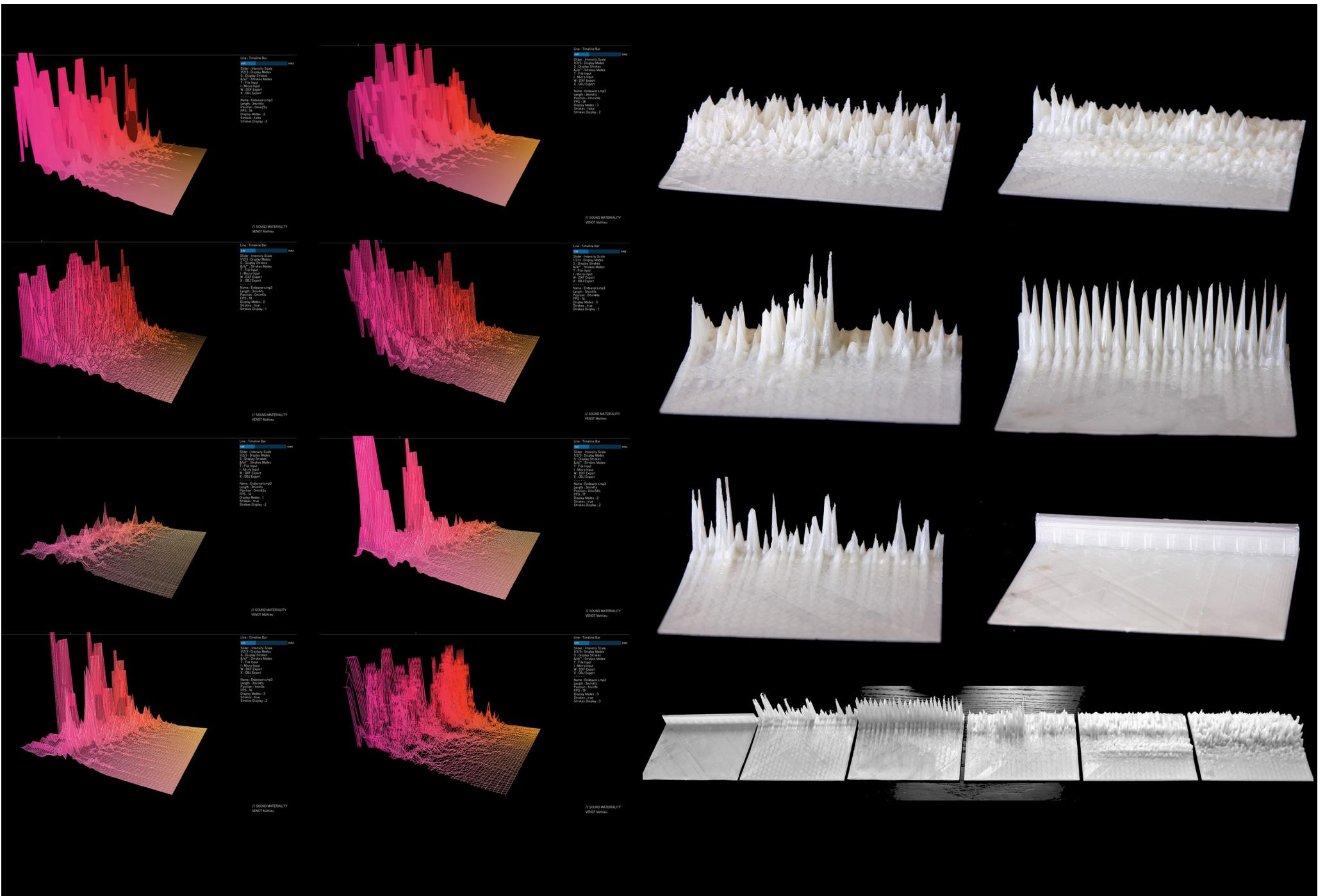
Virtual Reality Architectural Conception Software

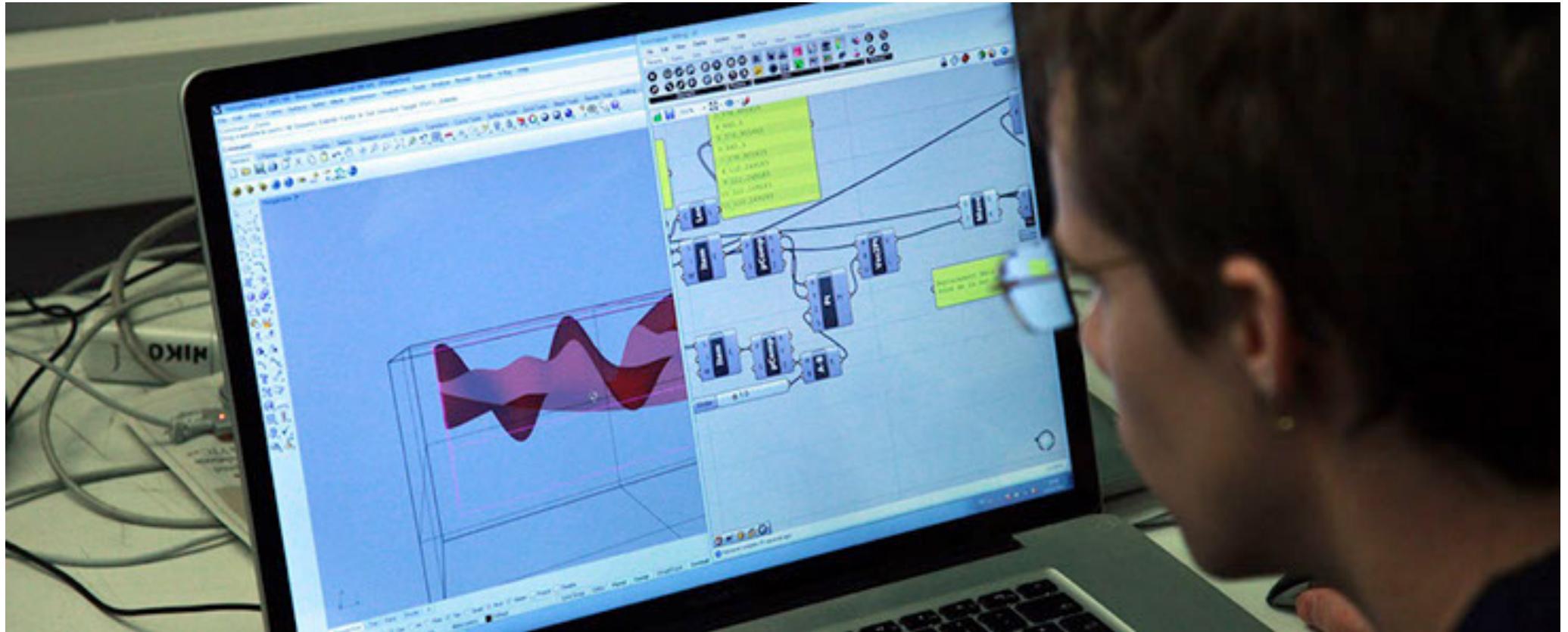
Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration
[Academic]





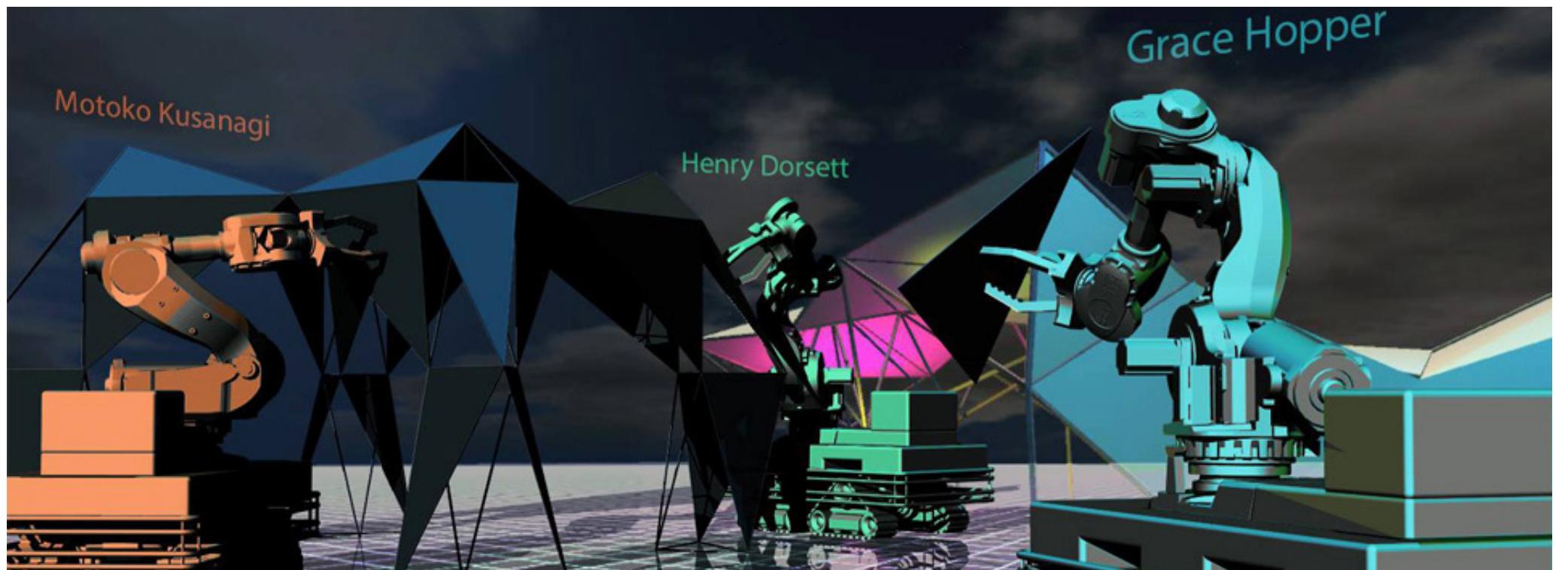
Sound Spectrum Materiality
Sound analysis and extracting for 3D printing prototyping
[Academic]





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





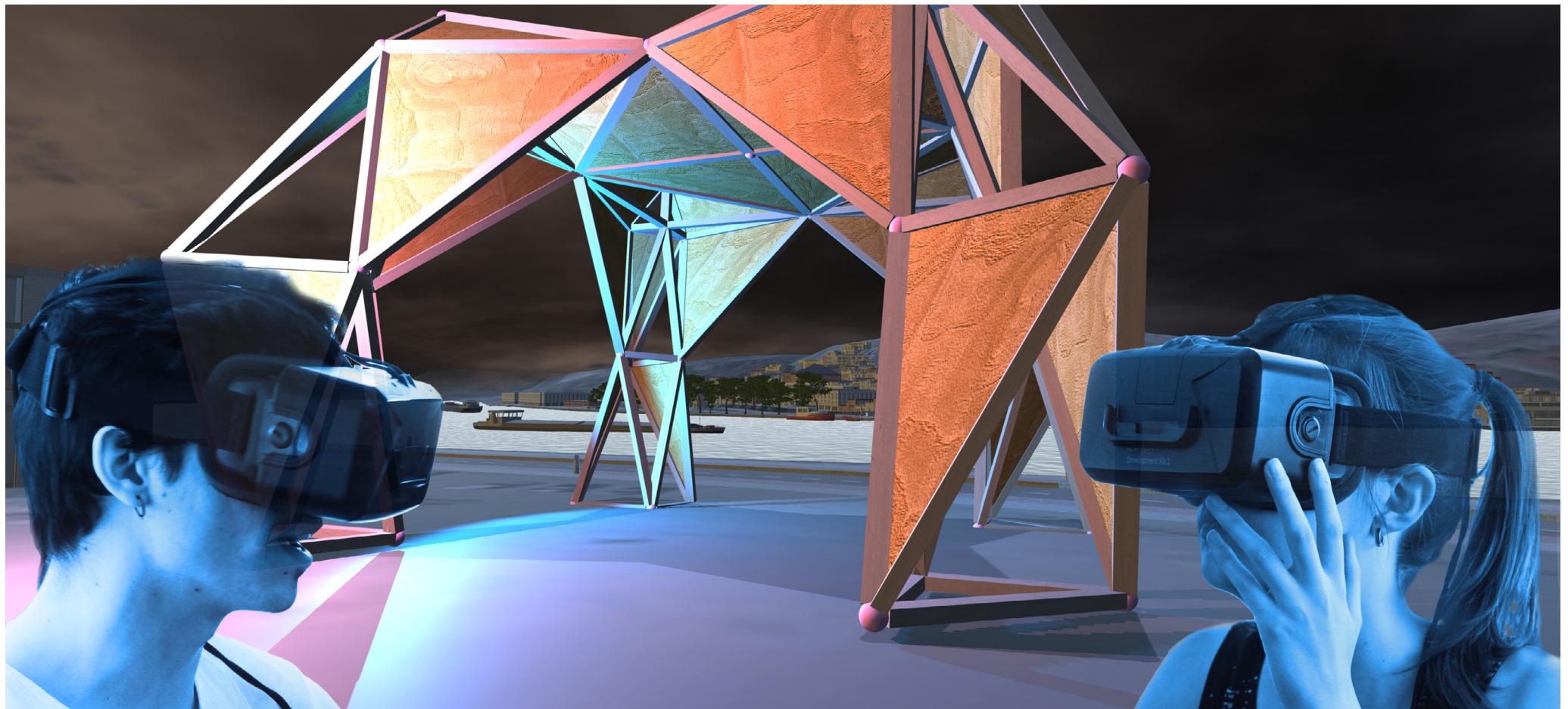
*AAG 2016 Workshop
Multi-User Cobotics Simulation in Virtual Reality applied construction
[Teaching]*



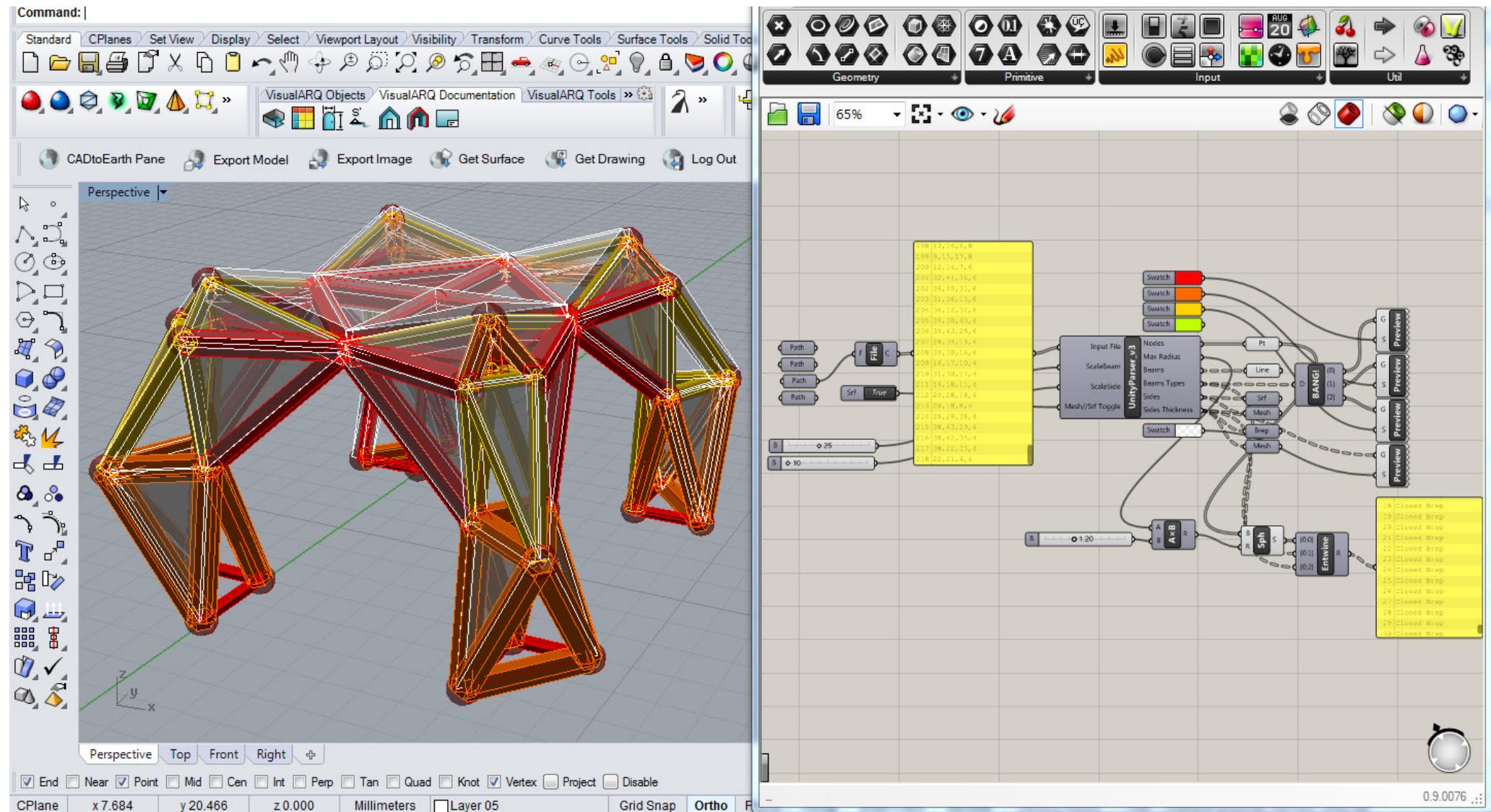


Virtual Reality Workshops
Architectural and fine arts schools, conventions and events, exhibitions and shows
[Teaching]





DixieVR
Immersive Multi-User Simulation for Architectural Conception
[Professional]



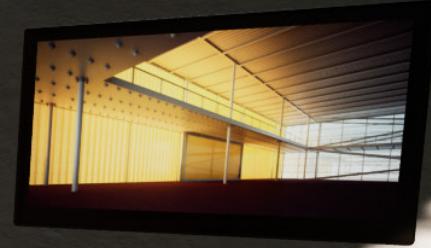


Dixie Lab

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

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
- last lesson today*
- 0 0 0 0 0 °* *↗ 0 0 0 0*
A *B*





mathieuvenot.com
3D Design, 3D Printing, 3D Scanning, Digital Teaching, Rendering, Web Design
[Professional]



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