

Mathieu VENOT

[Naval] | | {Computation} | | Architecture



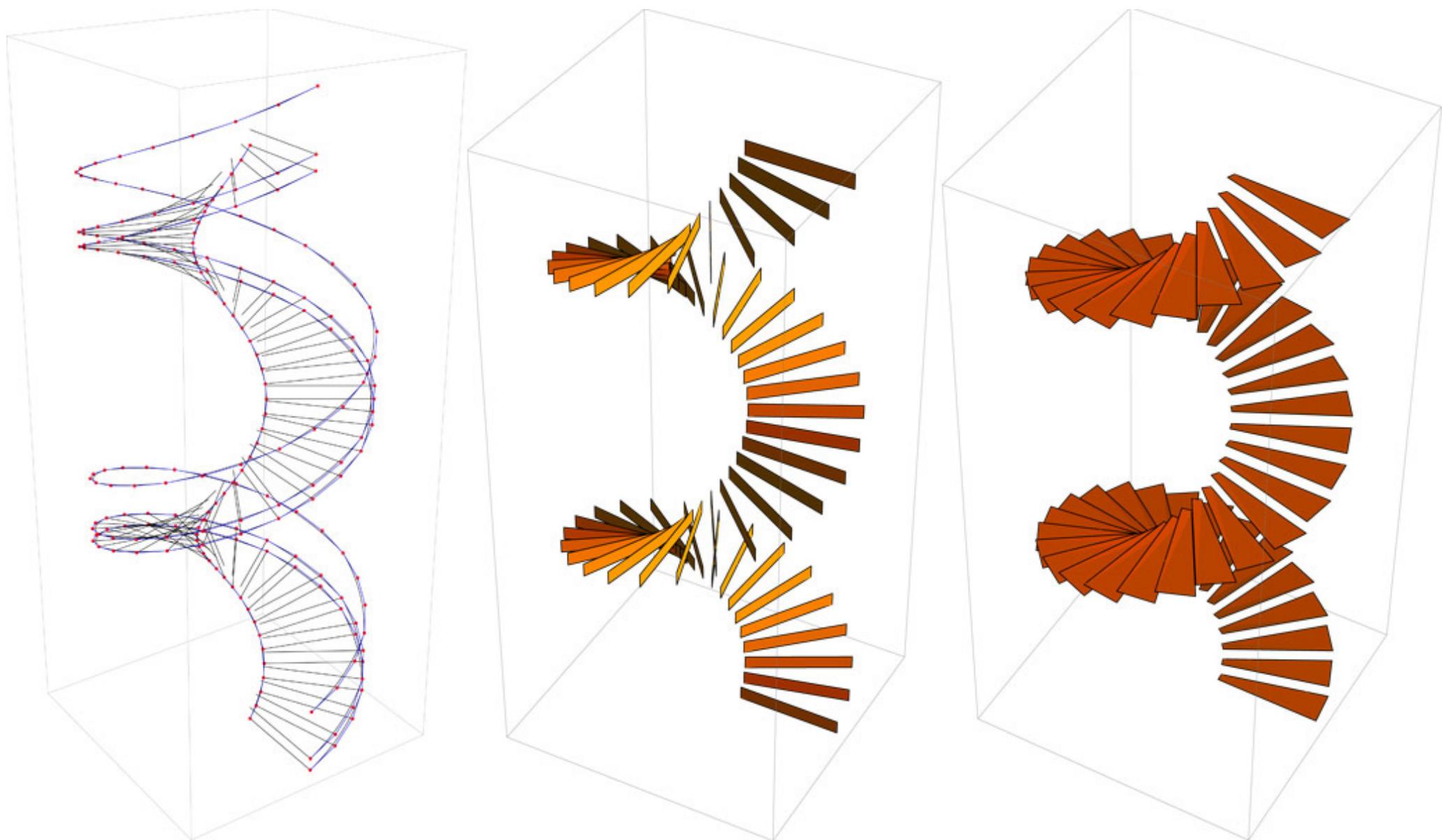
Mathieu VENOT

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+336 79 33 64 10
contact@mathieuenot.com

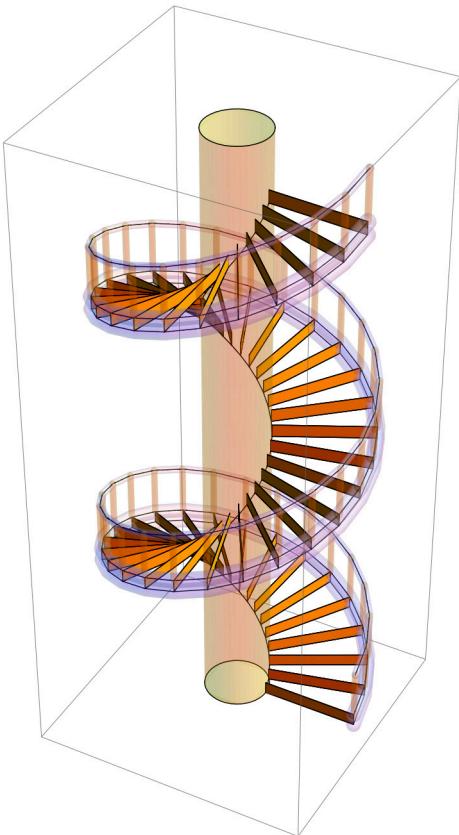
*Naval Architect Engineer, MSc
Born September 30, 1990*

	Experience	Education
05/2013 - Now	Mathieu Venot : Consultant	
10/2015 - 03/2019	Dixie Lab : Co-founder	
09/2018	ENSTA Bretagne : Naval Architect Engineer, 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	

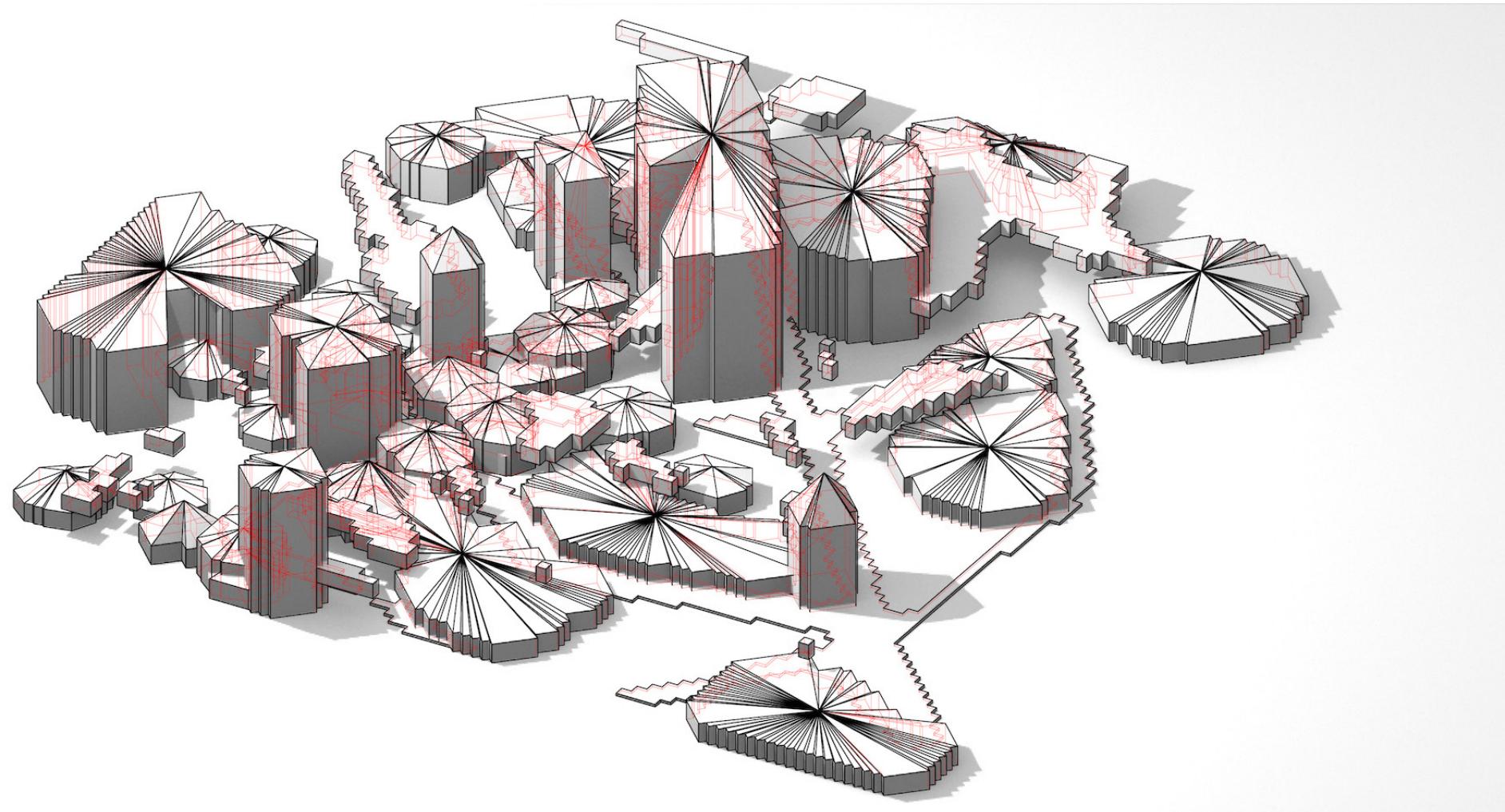


Mathematical programming
Helicoidal stair construction by mathematical operations
[Academic]

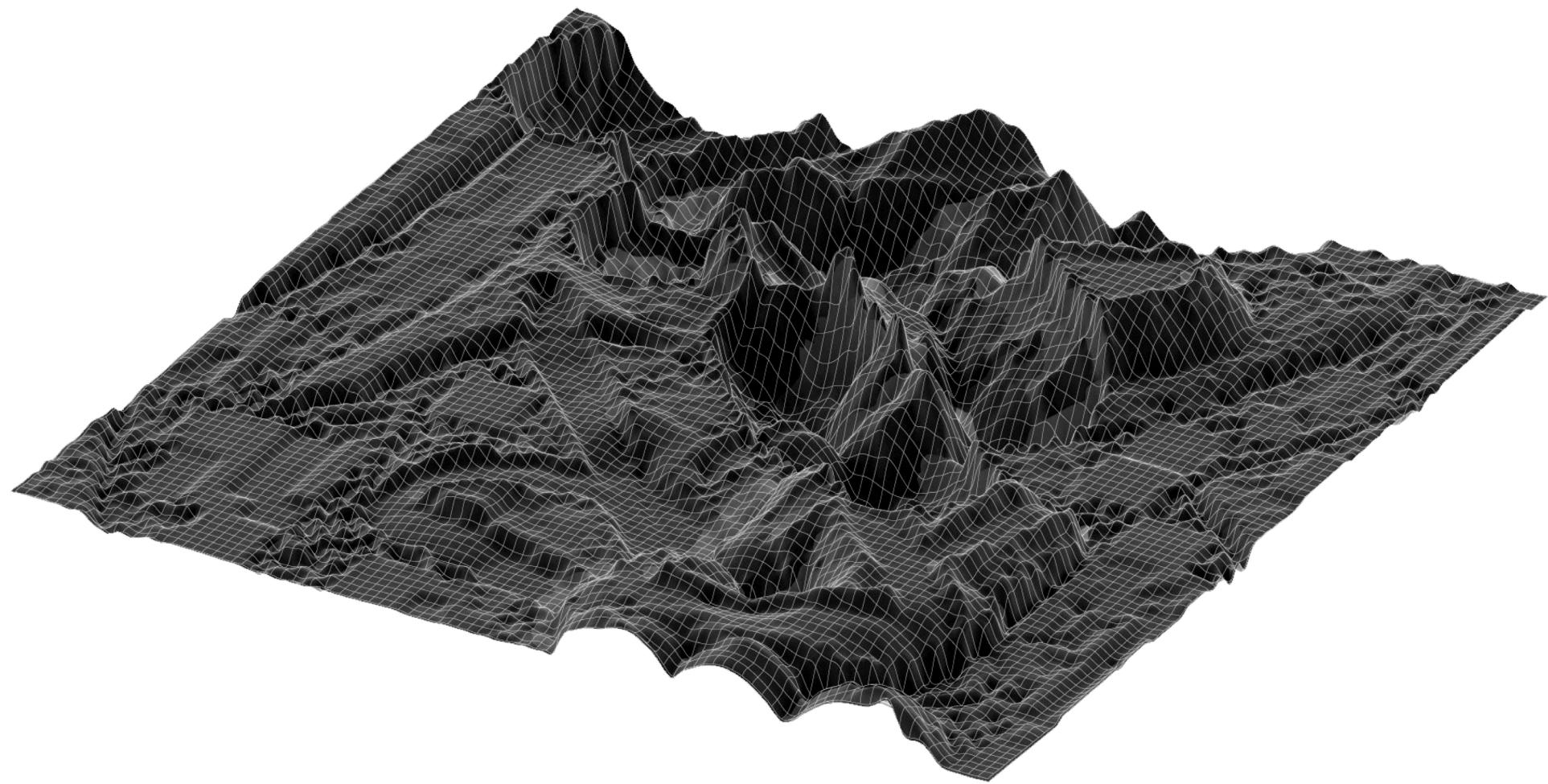
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

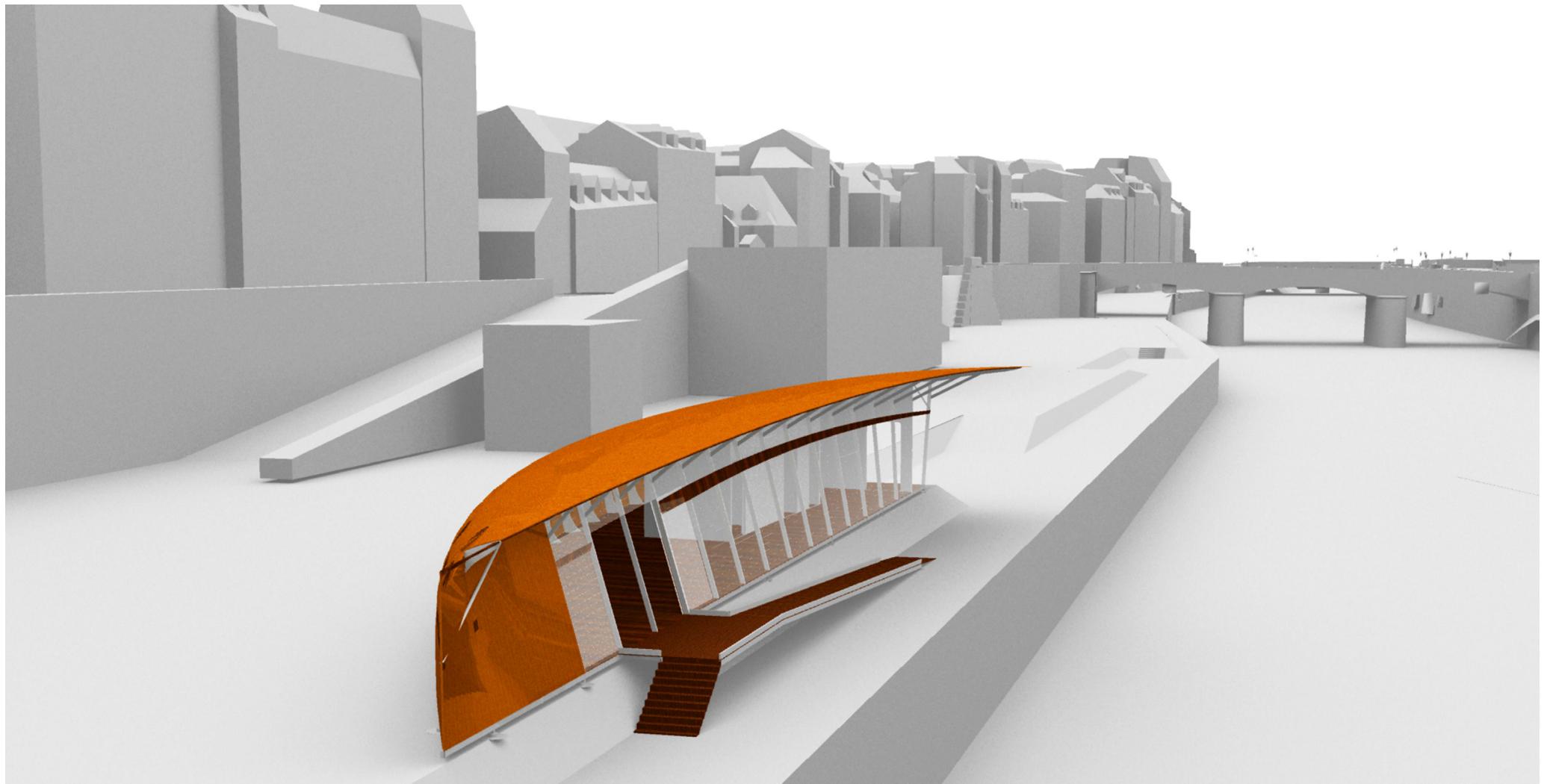


```
pointsSurfMarchel =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarchel,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

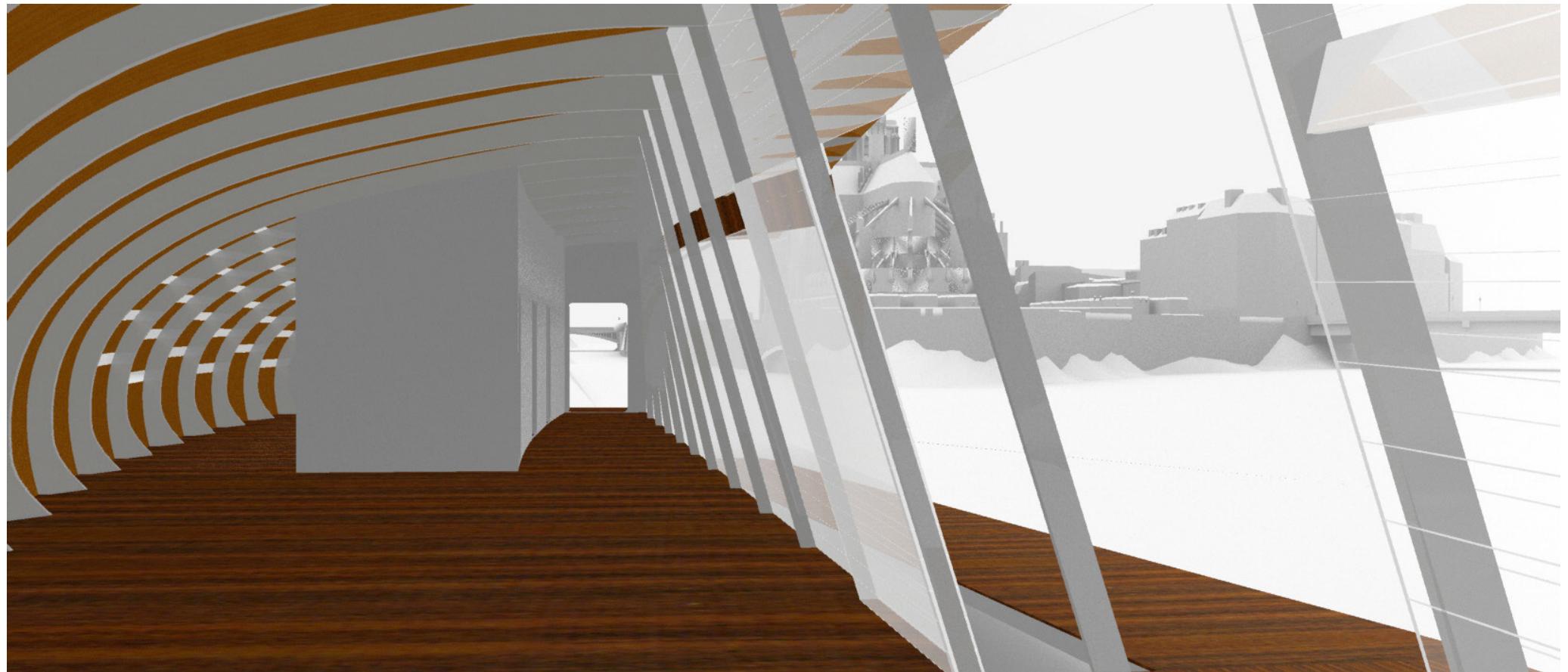


Generative Landscapes
Shape and color detection for procedural generation
[Academic]





Structural Station Cover
Boat station parametric design
[Academic]





Factory Rehab

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



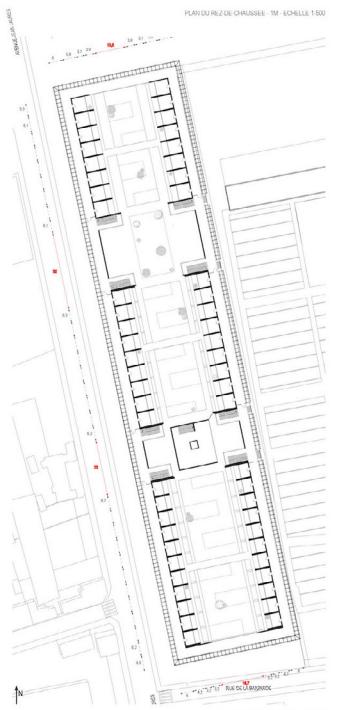
PLAINE DE TOUTURE AVEC POSITIONS DES SECTION - ECHELLE 1:500



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 PREMIER ETAGE



ALLE NORD



ALLE CENTRALE



ALLE SUD



TYPOLOGIES D'APPARTENEMENTS AU DEUXIÈME ETAGE



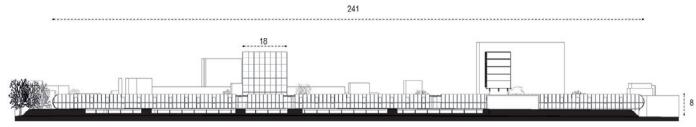
ALLE NORD



ALLE CENTRALE



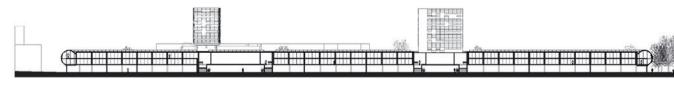
SIX TYPOLOGIES DIFFÉRENTES D'APPARTENEMENTS



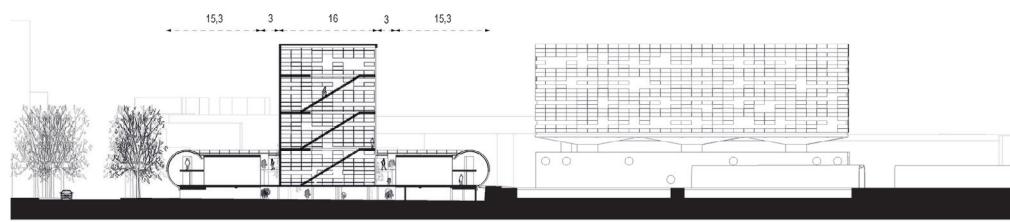
COUPE LONGITUDINALE DES BASSINS - FAÇADE DU BÂTIMENT - AA - ECHELLE 1:500



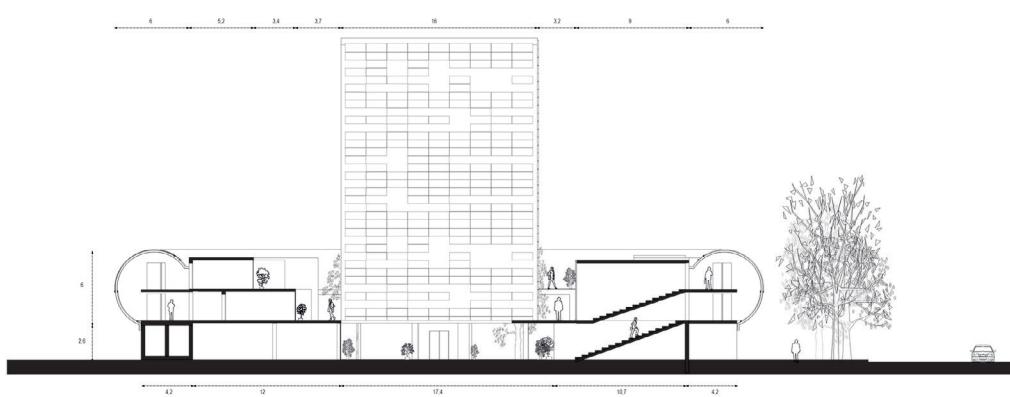
COUPE LONGITUDINALE DE LA BIBLIOTHÈQUE ET DE LA COUR INTÉRIEURE - BB - ECHELLE 1:500



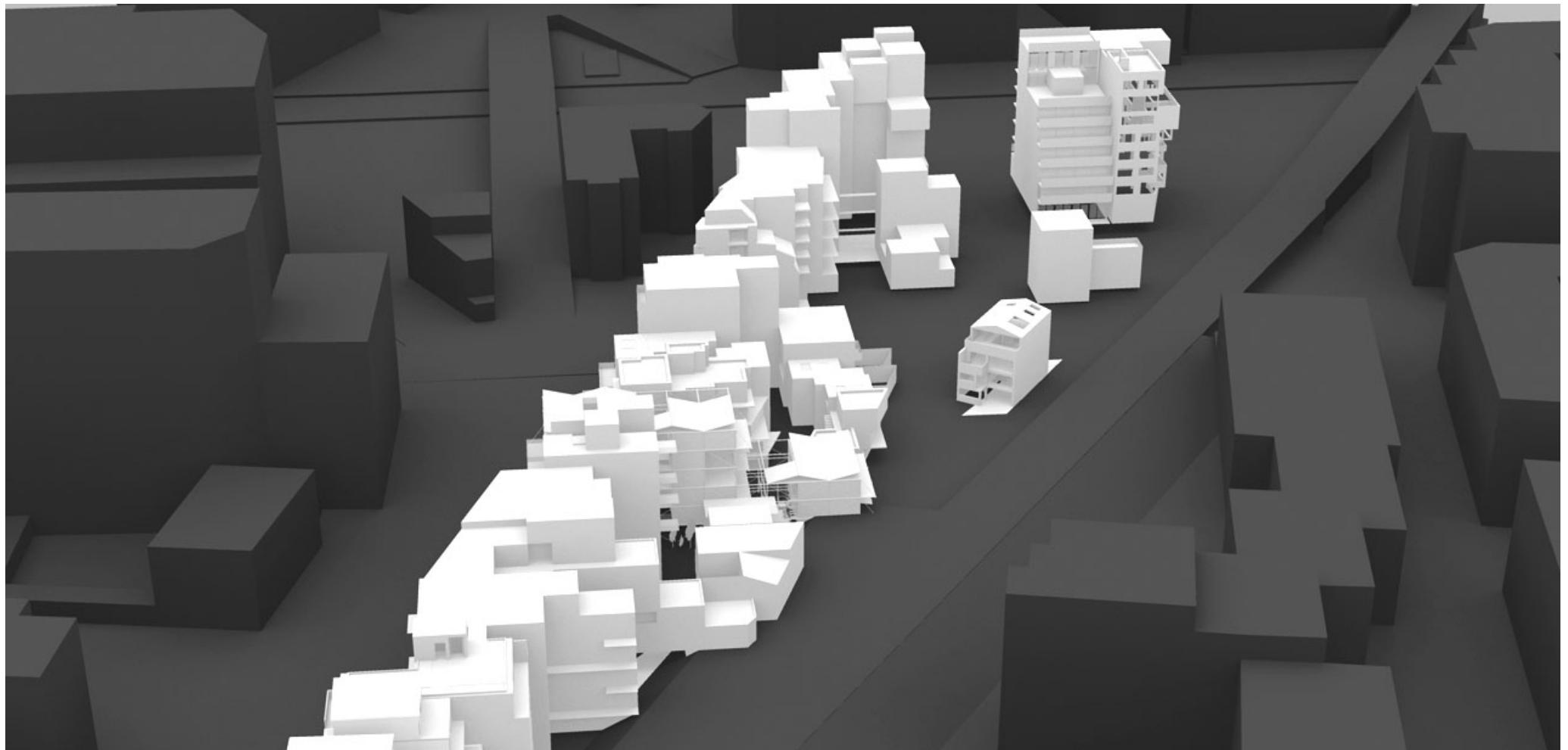
COUPE LONGITUDINALE DES LOGEMENTS - CC - ECHELLE 1:500



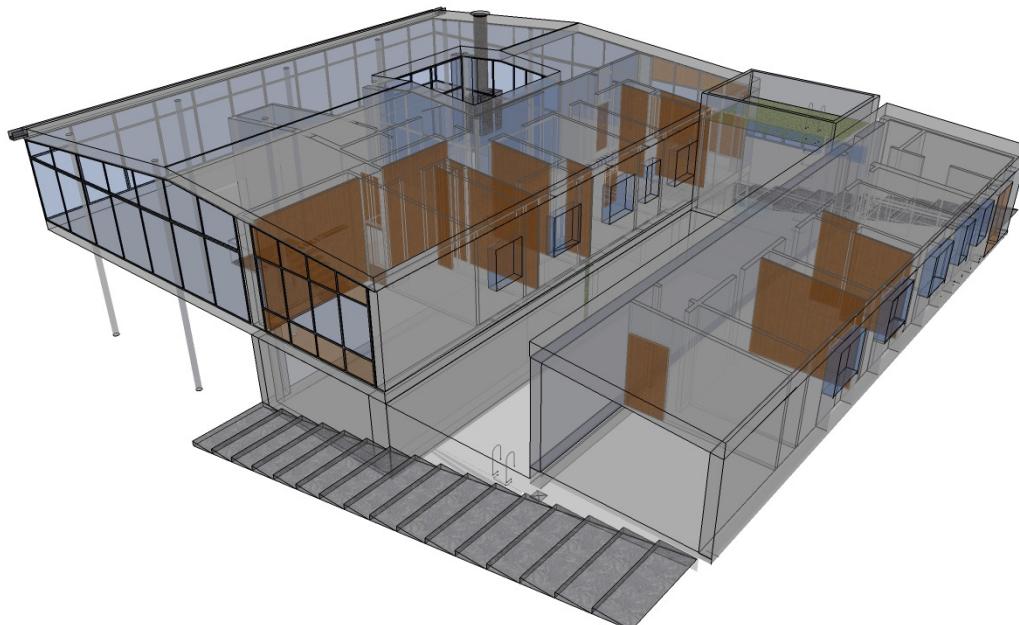
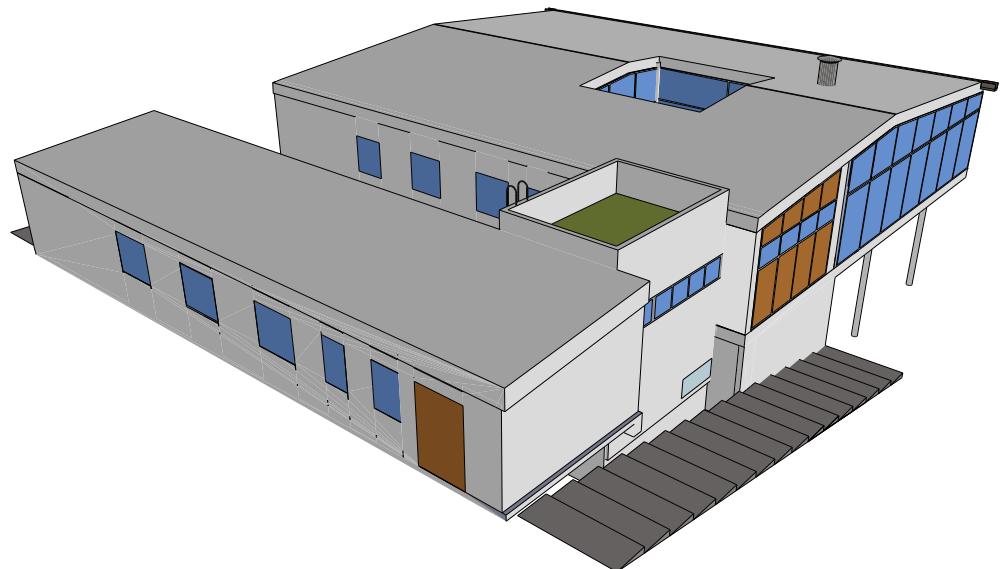
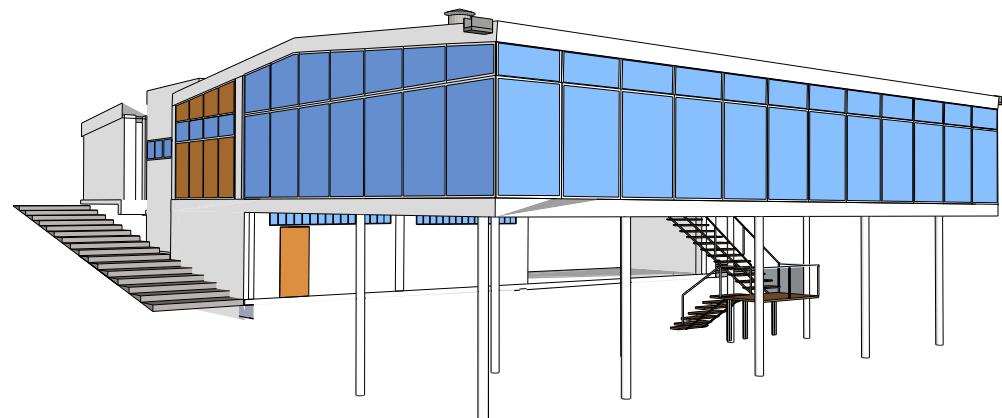
COUPE TRANSVERSALE DE LA BIBLIOTHÈQUE ET D'UNE DES FILIALES - DD - ECHELLE 1:500

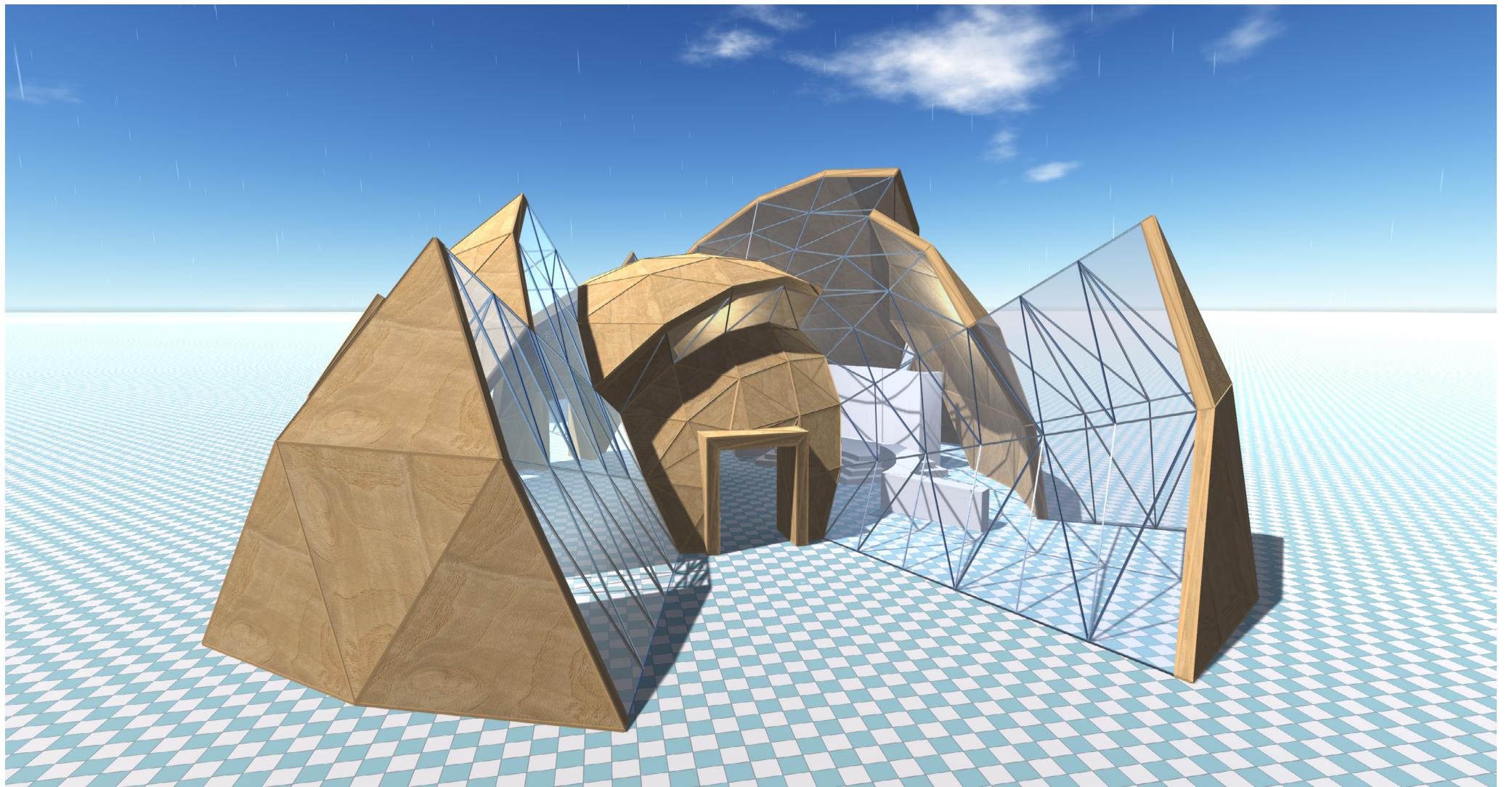


COUPE TRANSVERSAL ENRICHANT DES LOGEMENTS ET D'UNE FILIALE - FF - ECHELLE 1:500

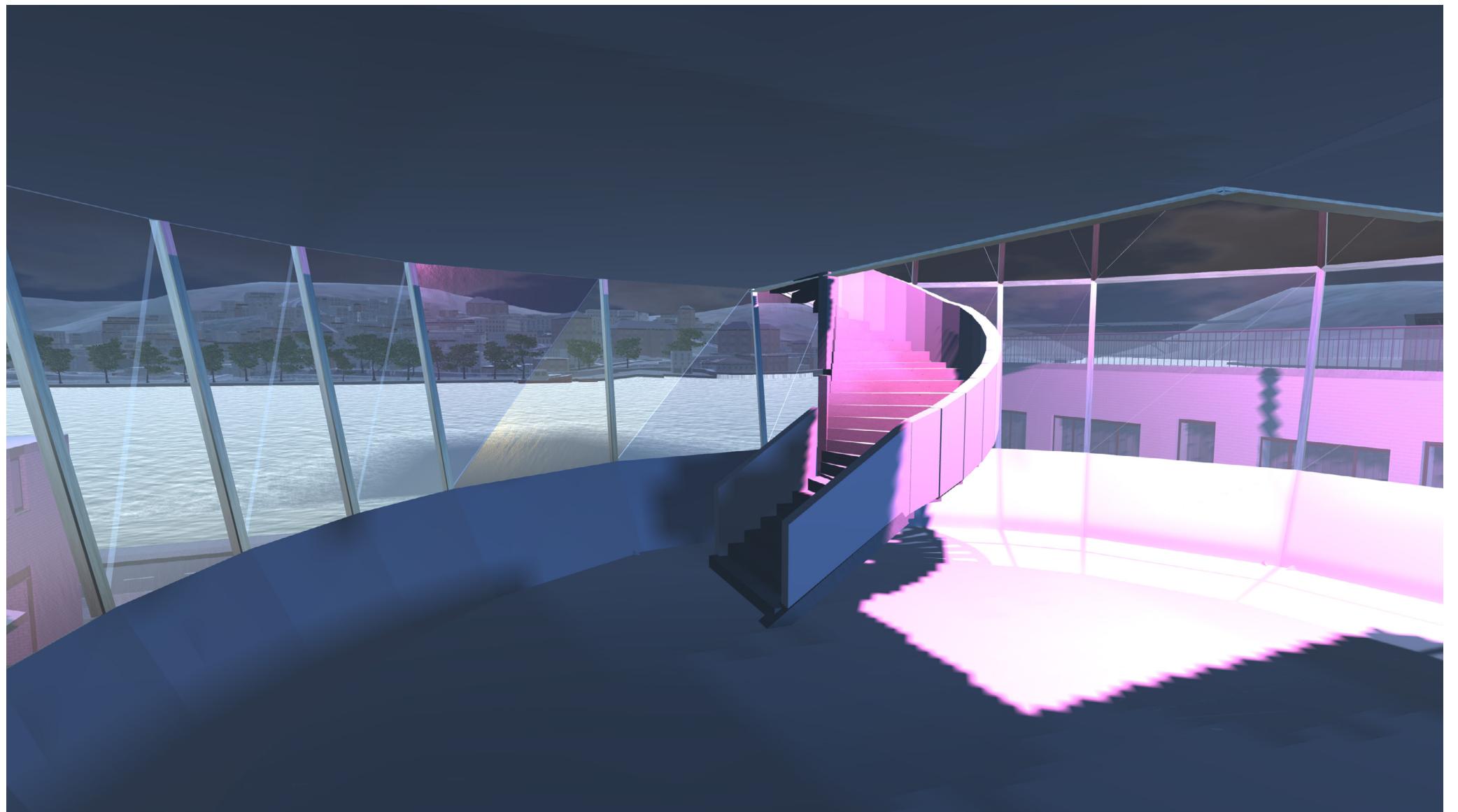


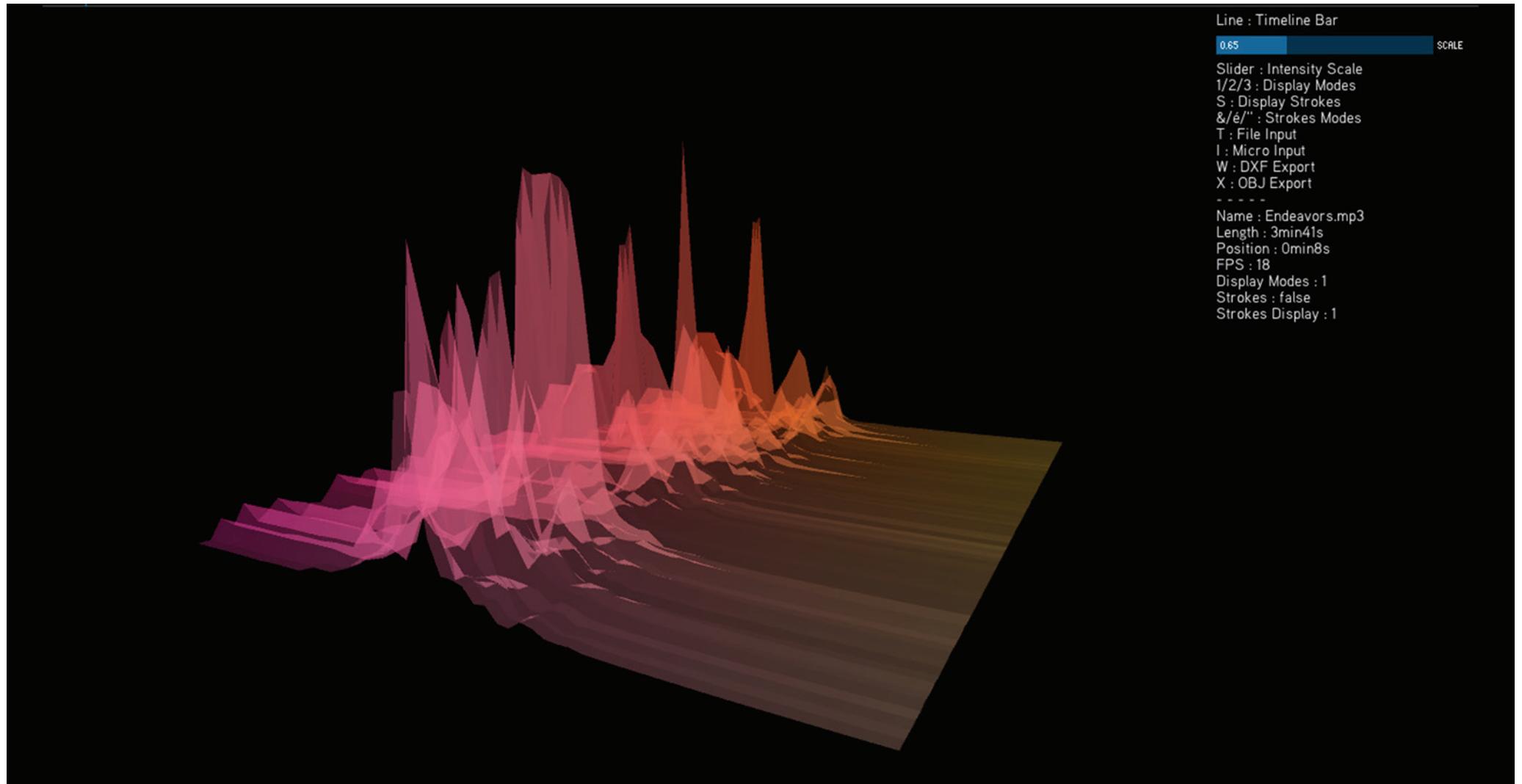
Urban and Housing
Program redefinition for Paris 19th district and housing analysis
[Academic]



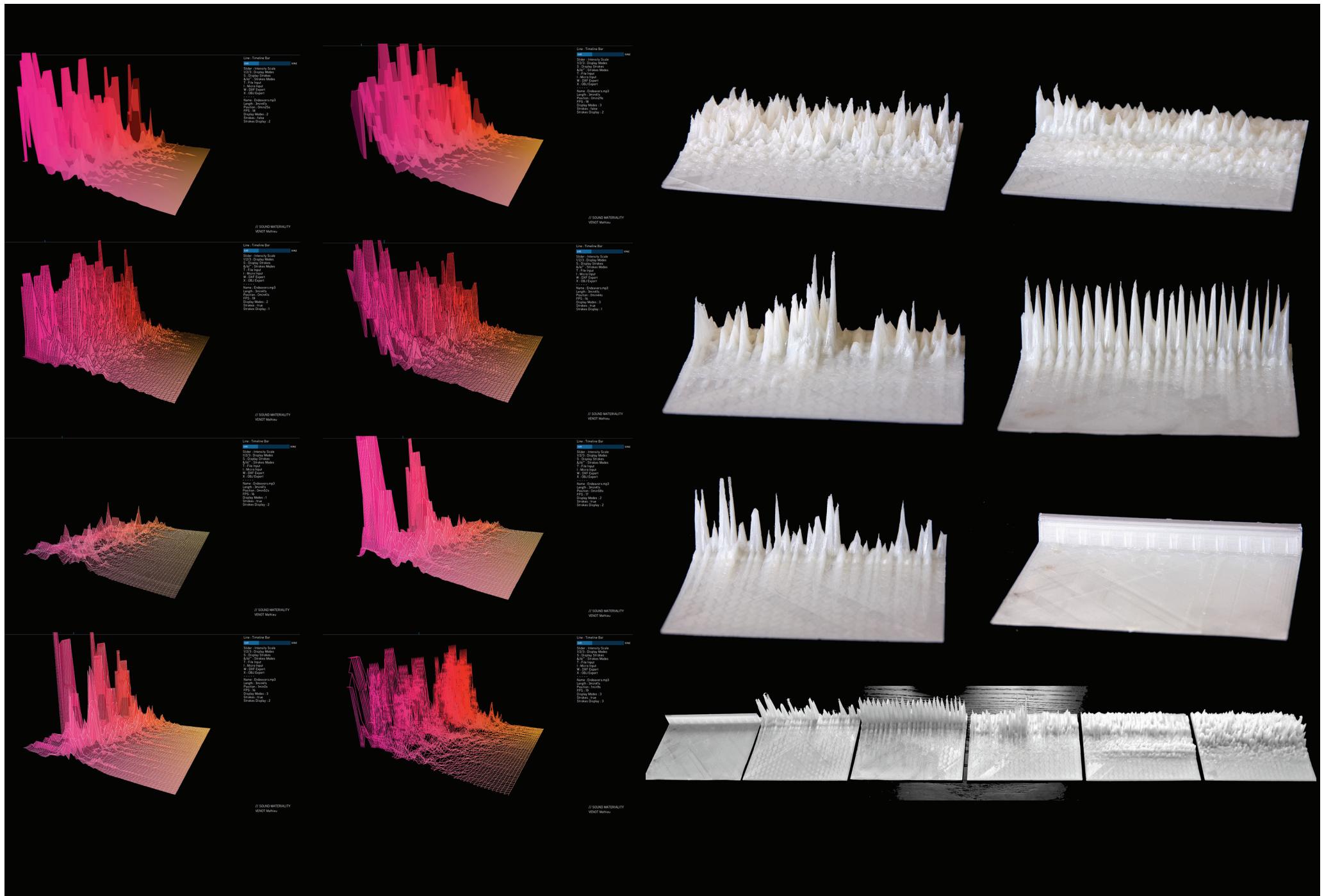


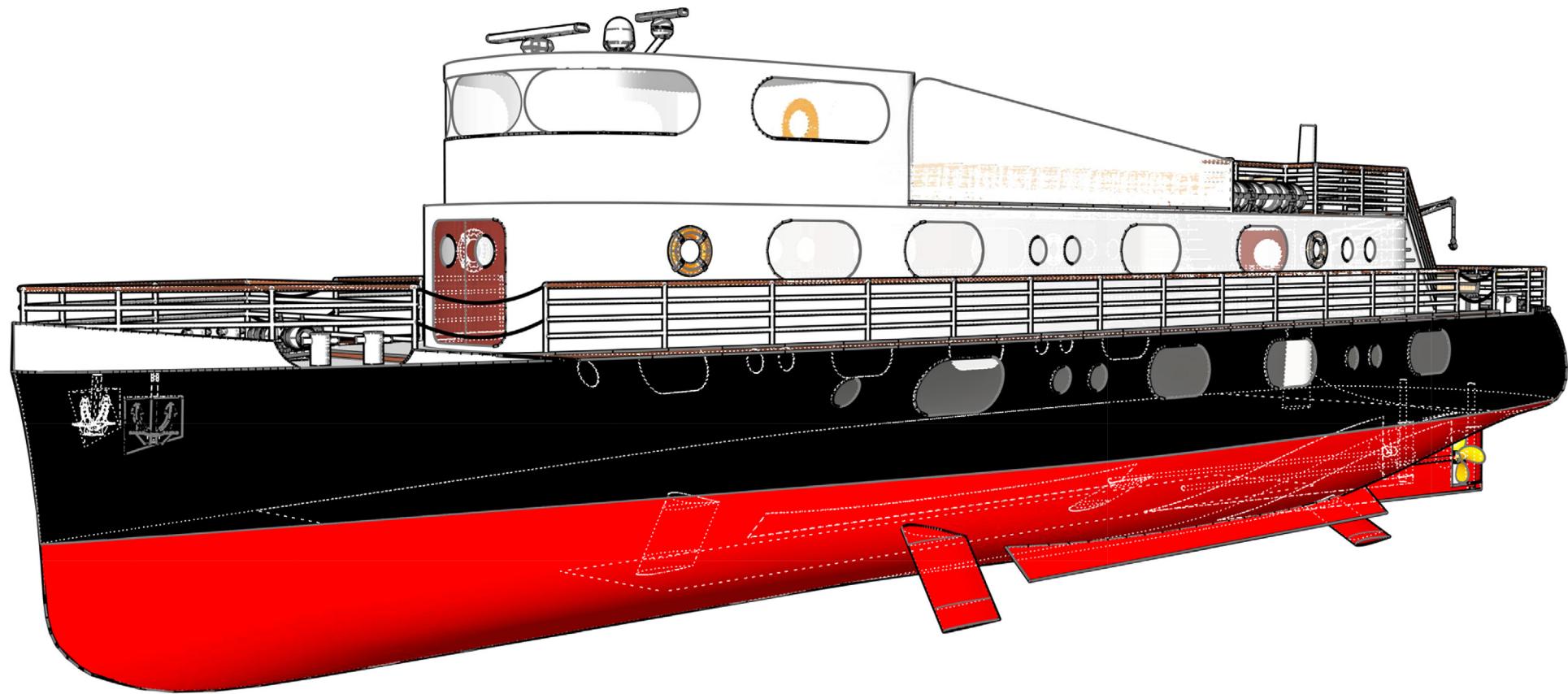
Virtual Reality Architectural Conception Software
Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration
[Academic]



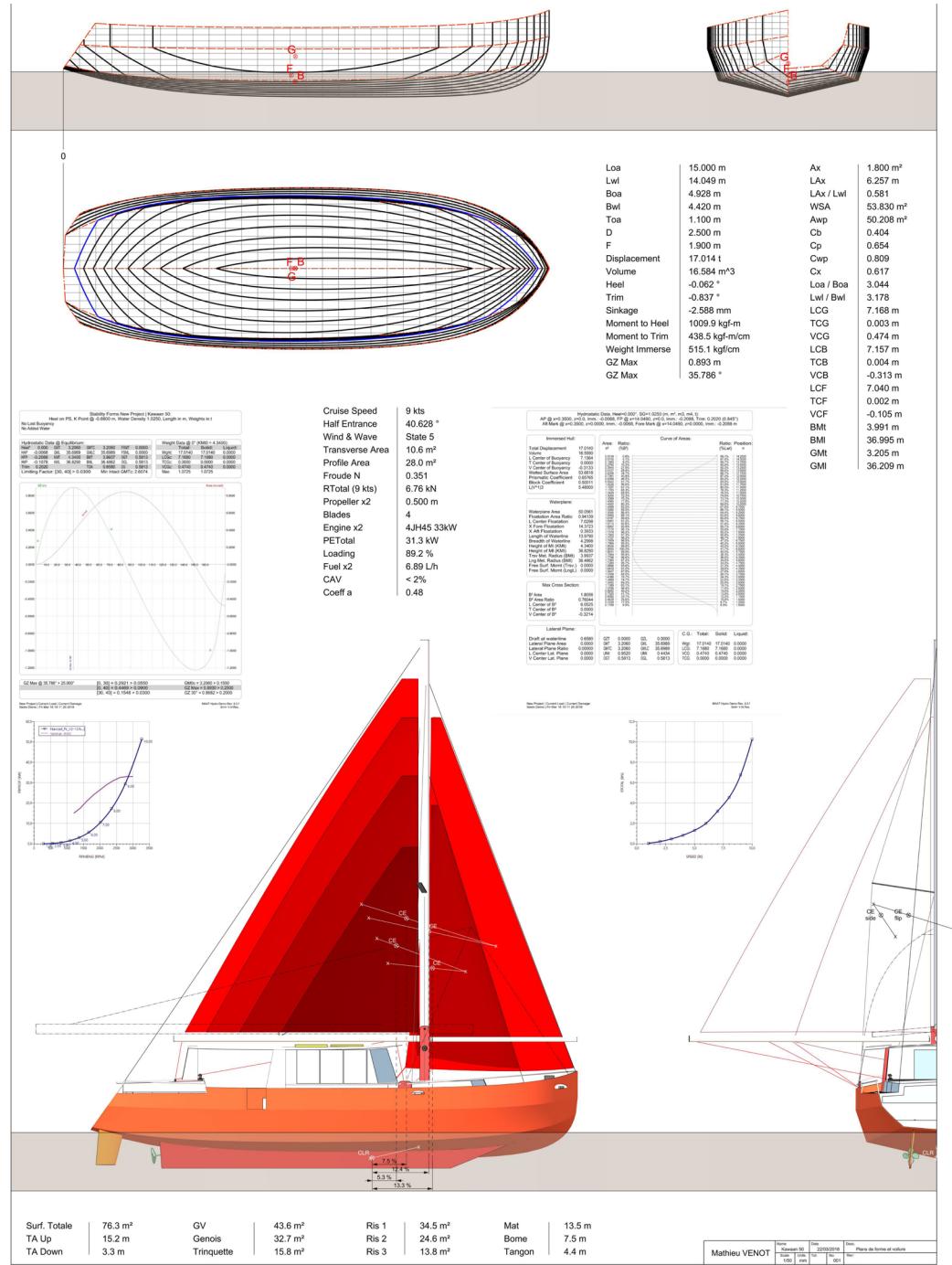
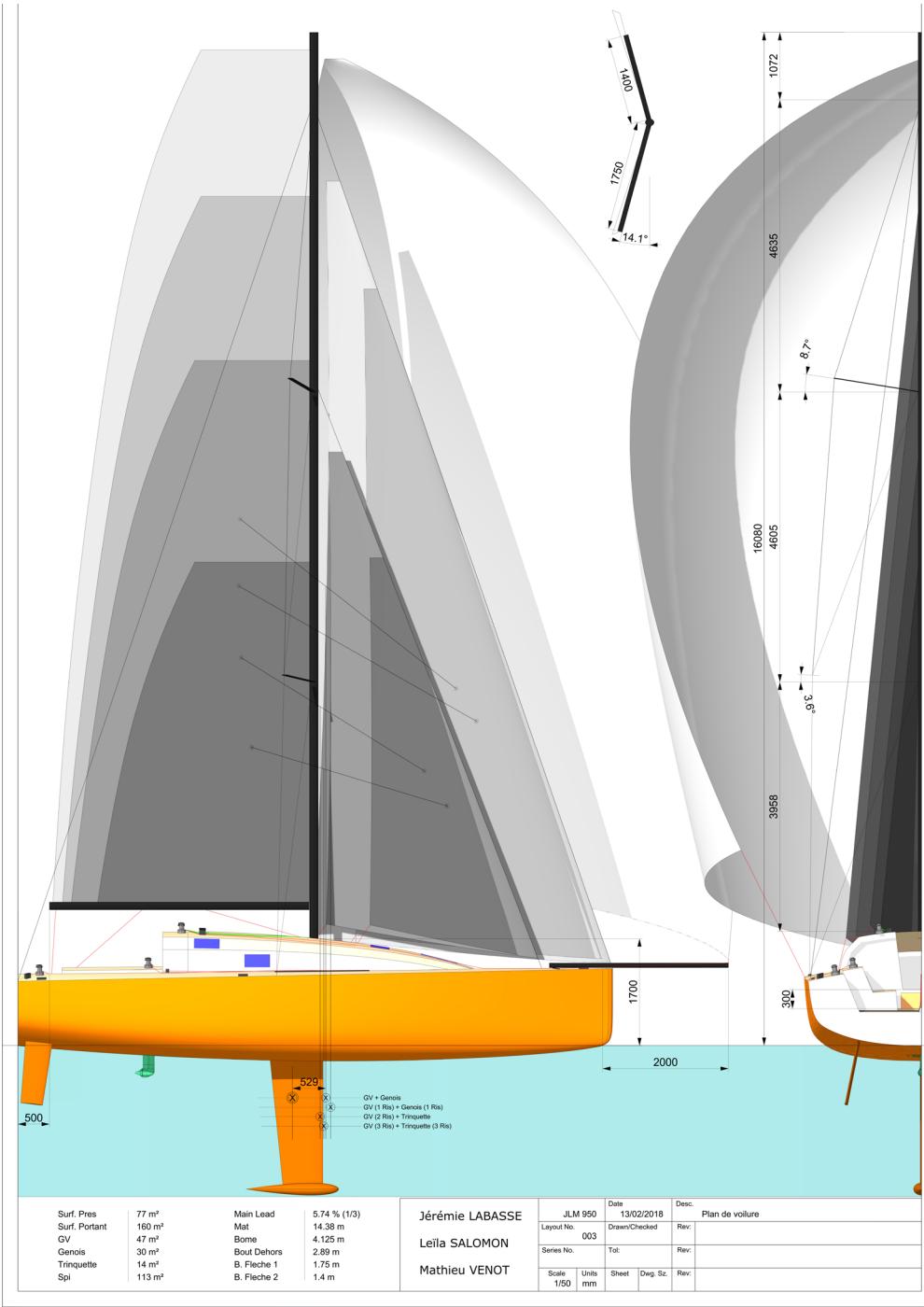


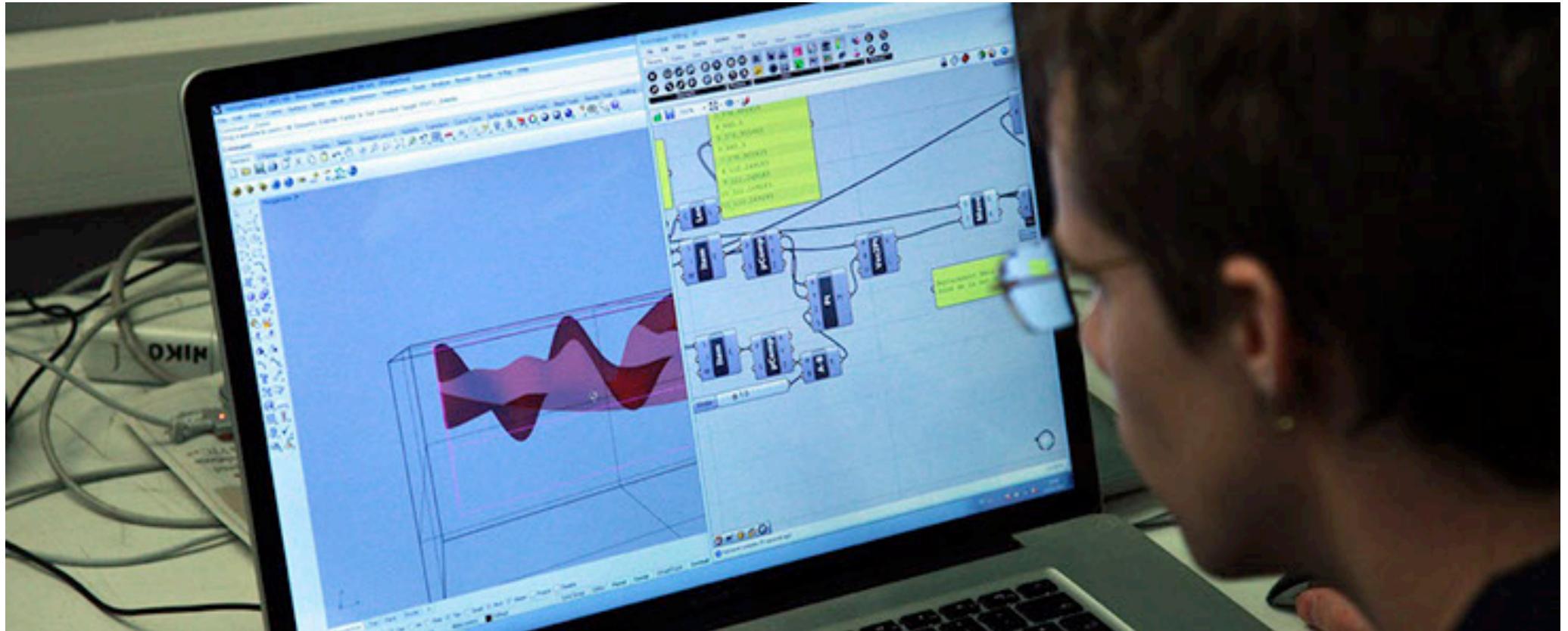
Sound Spectrum Materiality
Sound analysis and extracting for 3D printing prototyping
[Academic]





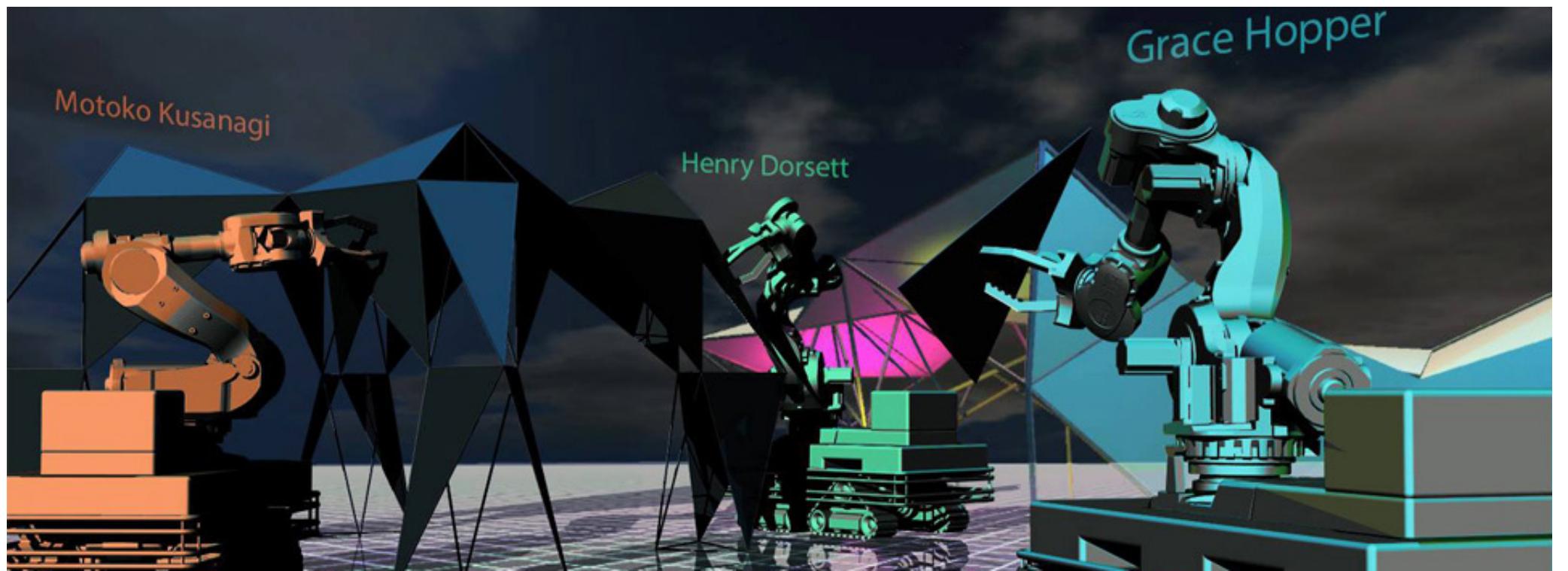
Ships Design Loops
Passenger Transport Ship, Sailing Offshore Racing Yacht and Sea/River Expedition Sailboat
[Academic]





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]





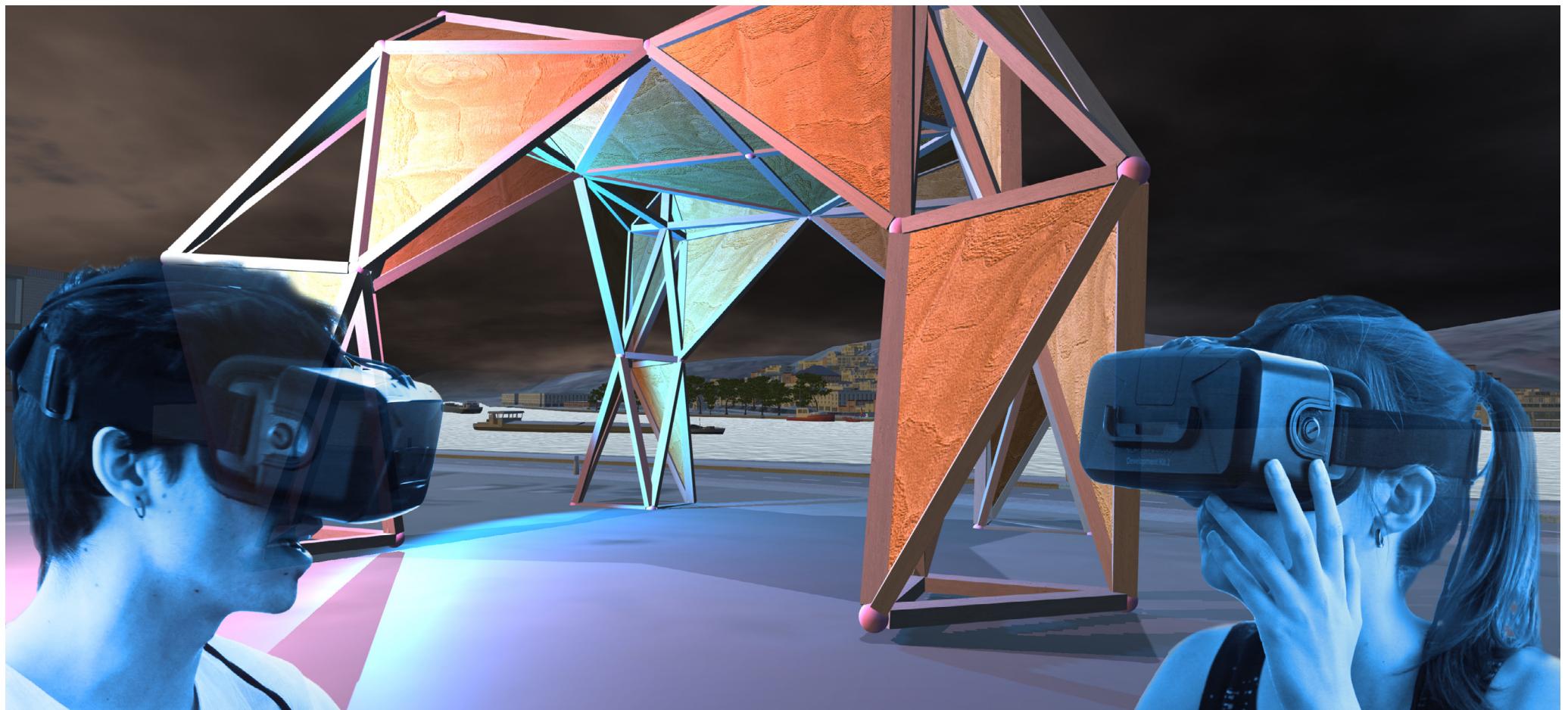
*DMS 2017 Workshop
Virtual Immersive Architecture
[Teaching]*



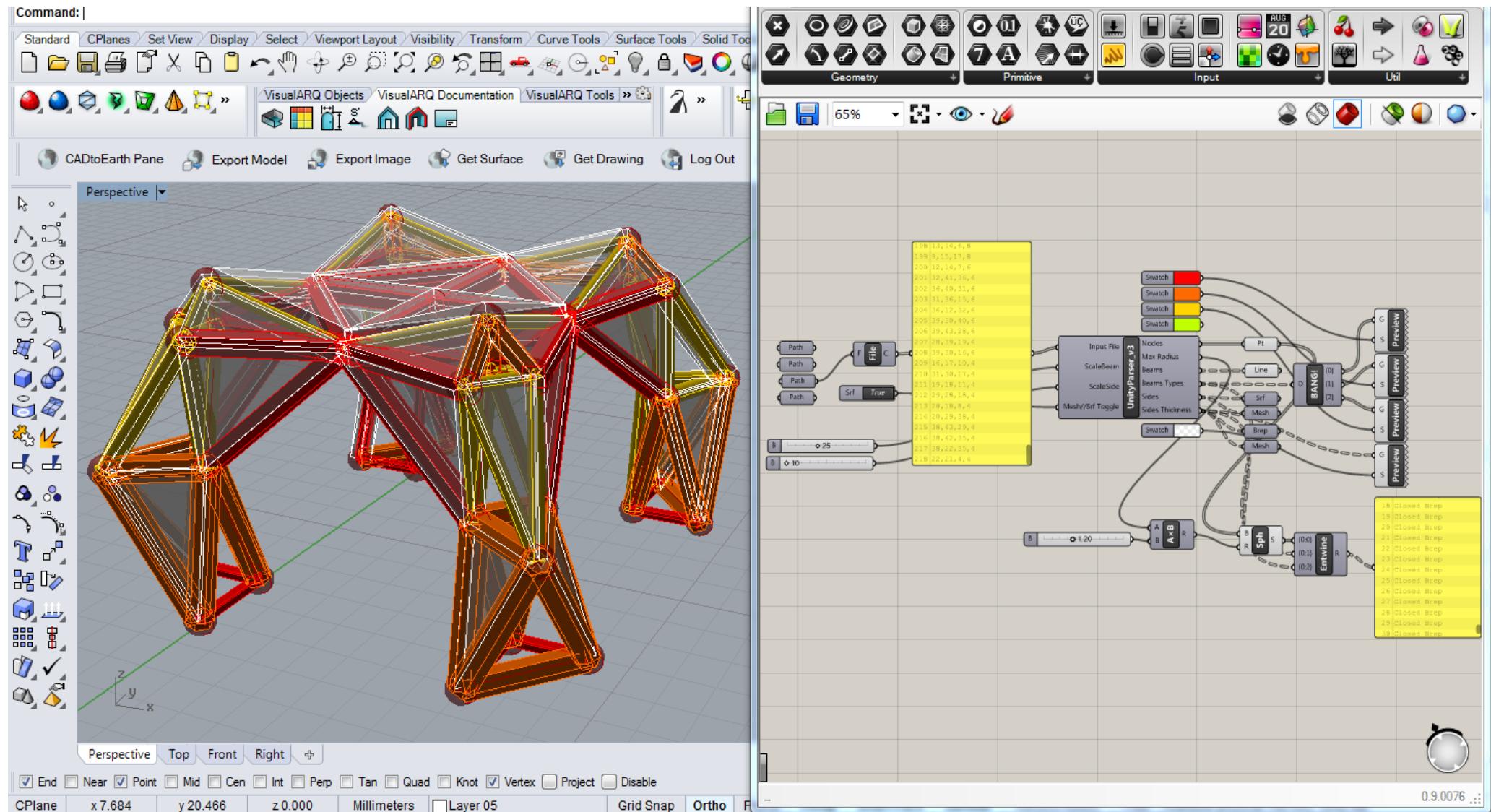


Virtual Reality Workshops
Architectural and fine arts schools, conventions and events, exhibitions and shows
[Teaching]





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





Dixie Lab

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

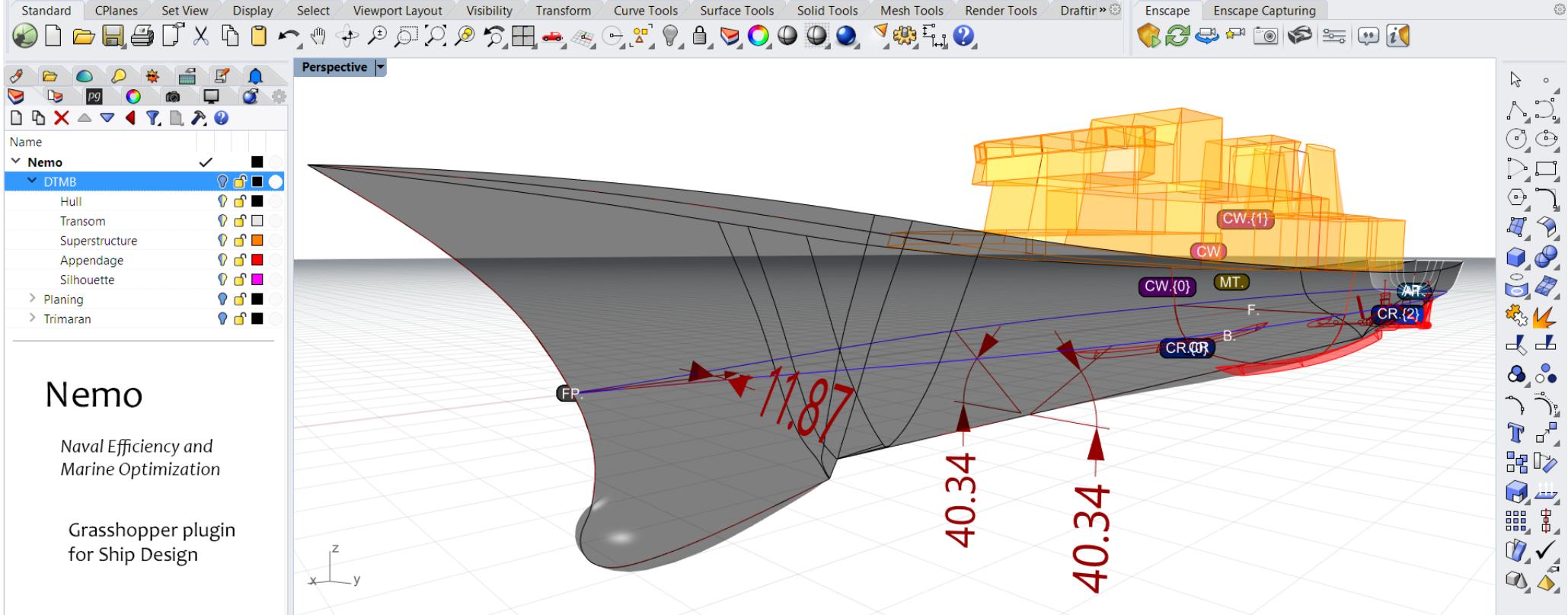
recommended to suppress

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:

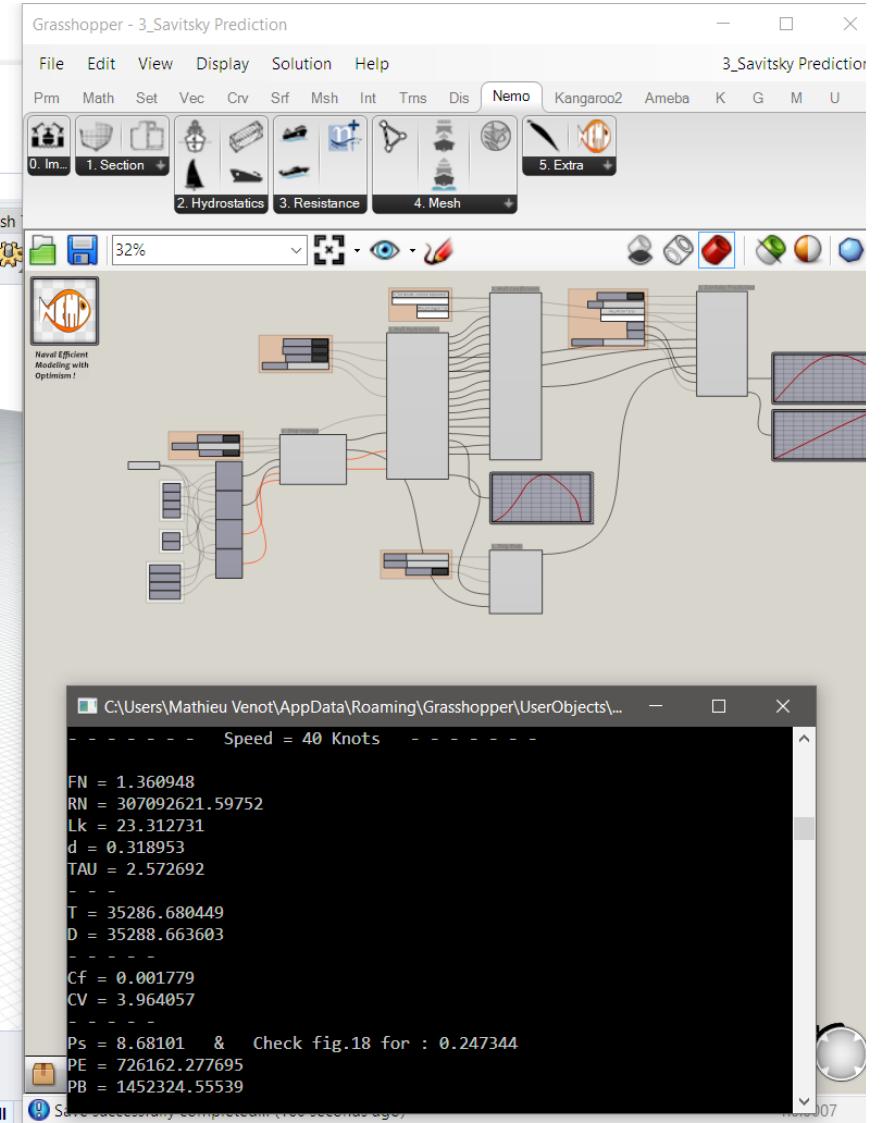
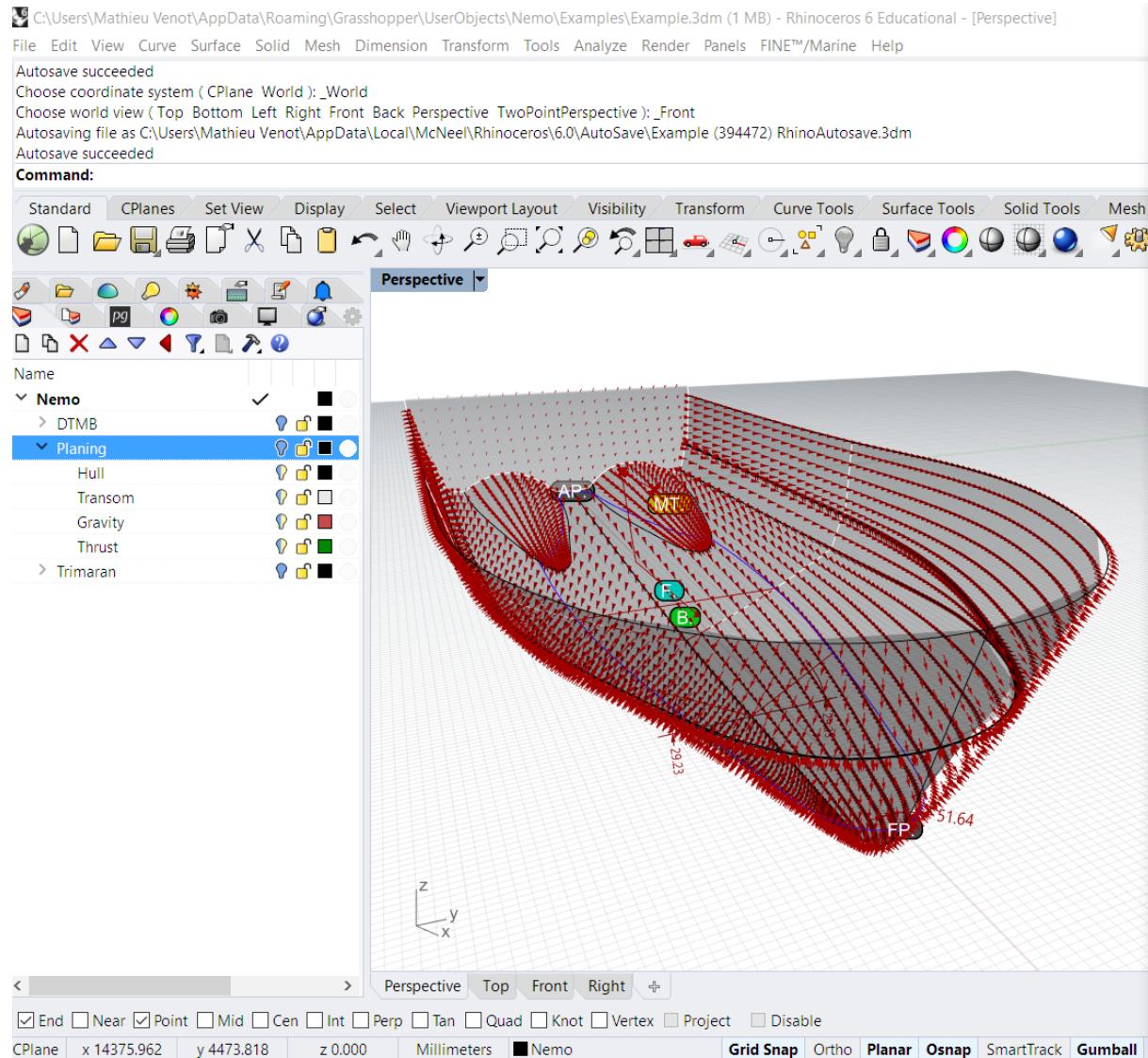


Nemo

Naval Efficiency and
Marine Optimization

Grasshopper plugin
for Ship Design

Nemo
Grasshopper plugin for Ship Design
[Consulting]





mathieuvenot.com
*Naval Architecture, Marine Engineering, Interactive 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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mathieuvenot.com