

Mathieu VENOT

mathieuvenot.com



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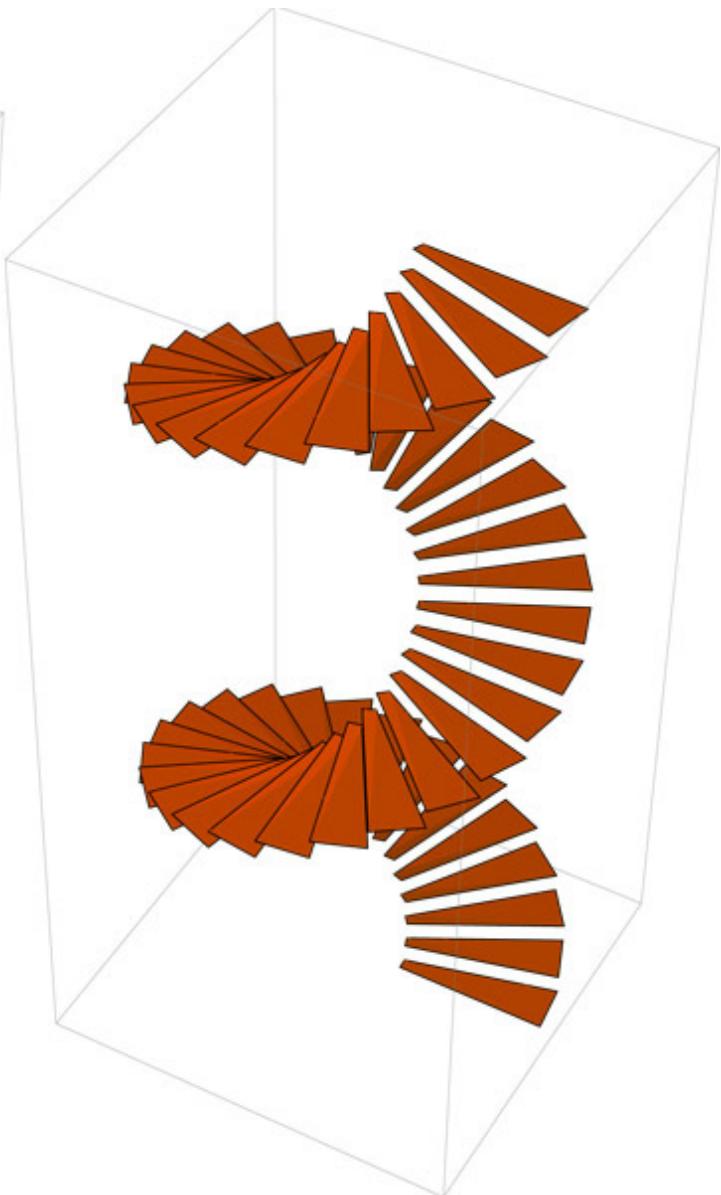
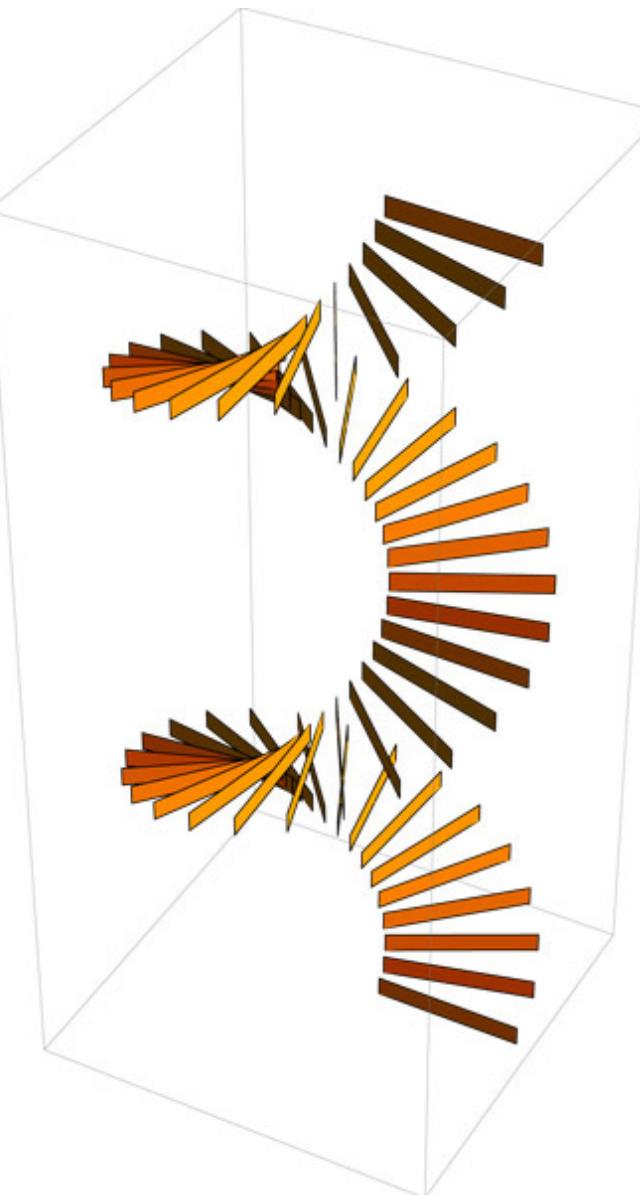
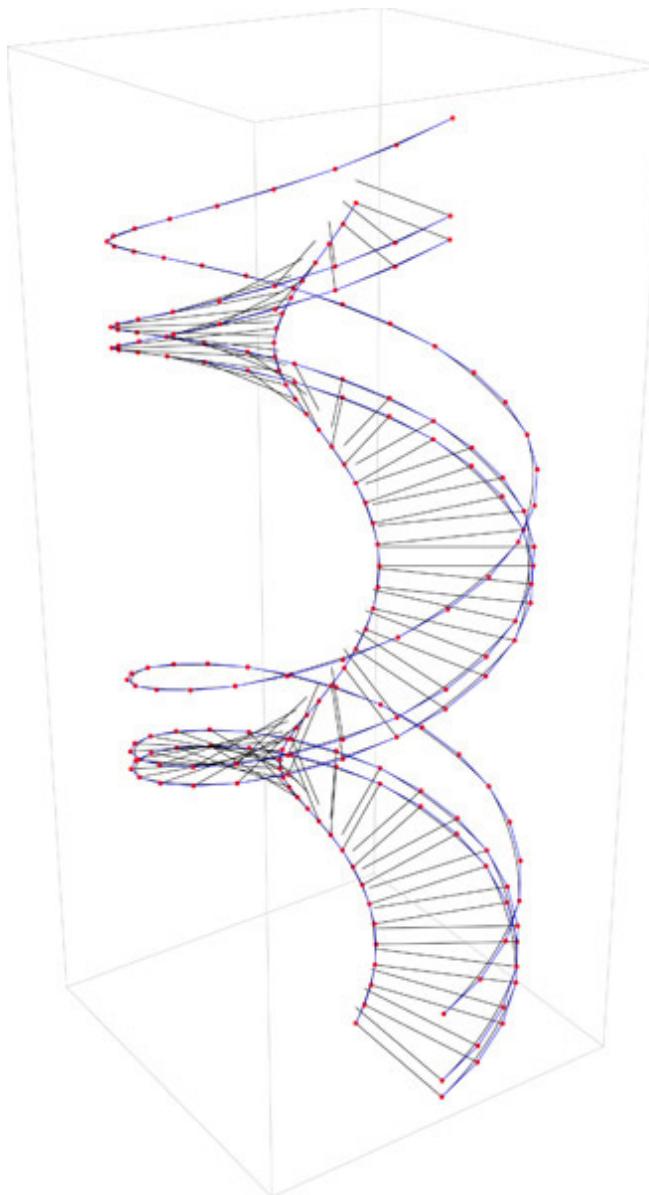
*Fifth year student in Architecture
Born September 30, 1990*

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- Academic

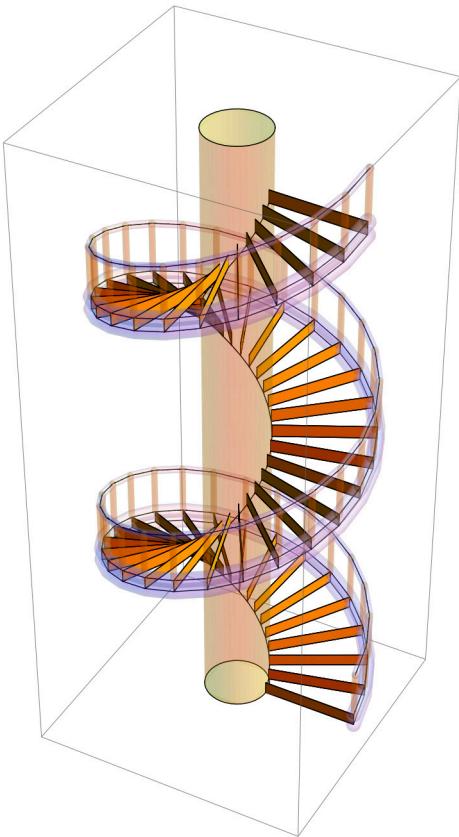
- Teaching

- Freelance

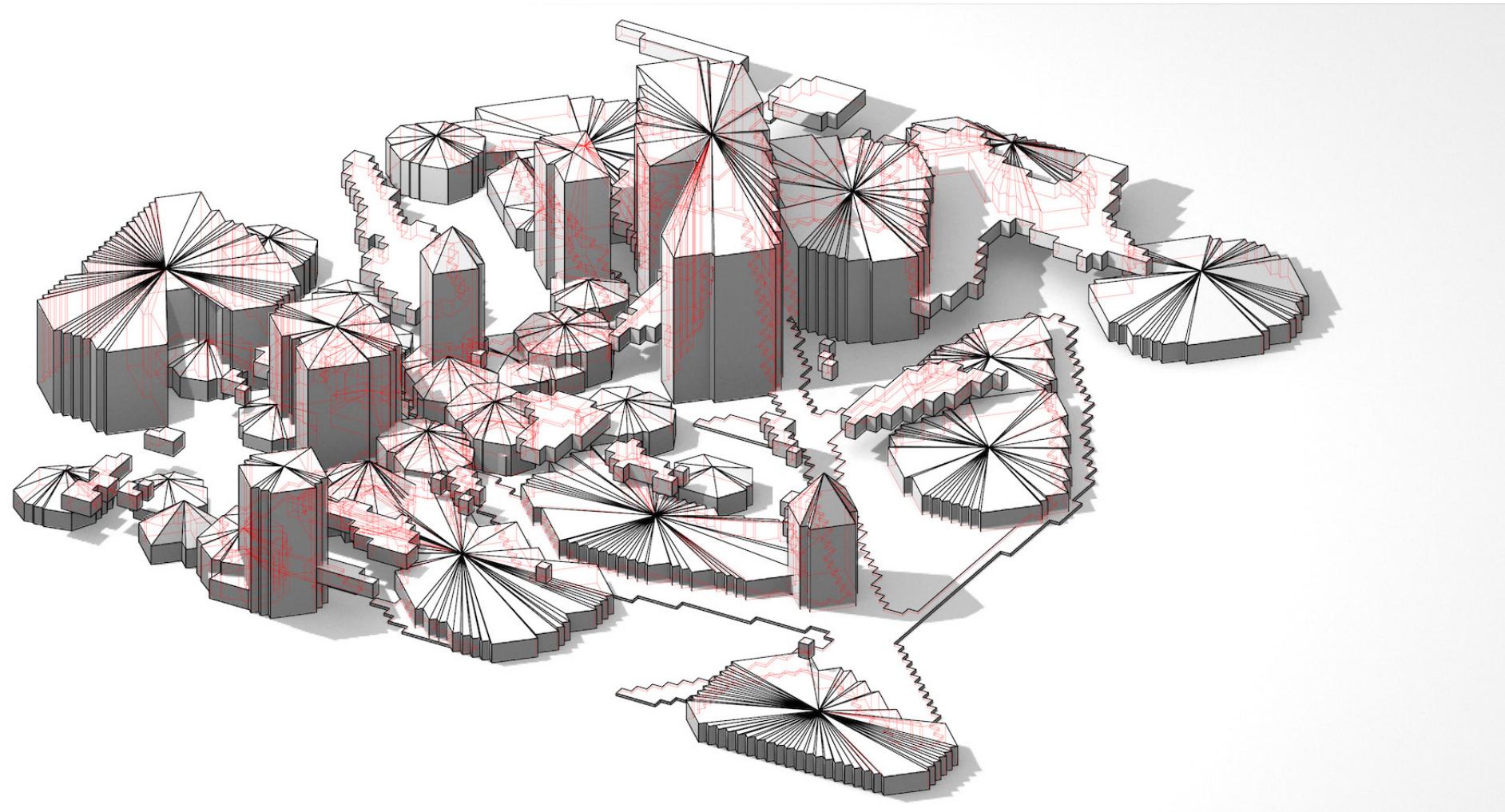


Mathematical programming
Helicoidal stair construction by mathematical operations
[Academic]

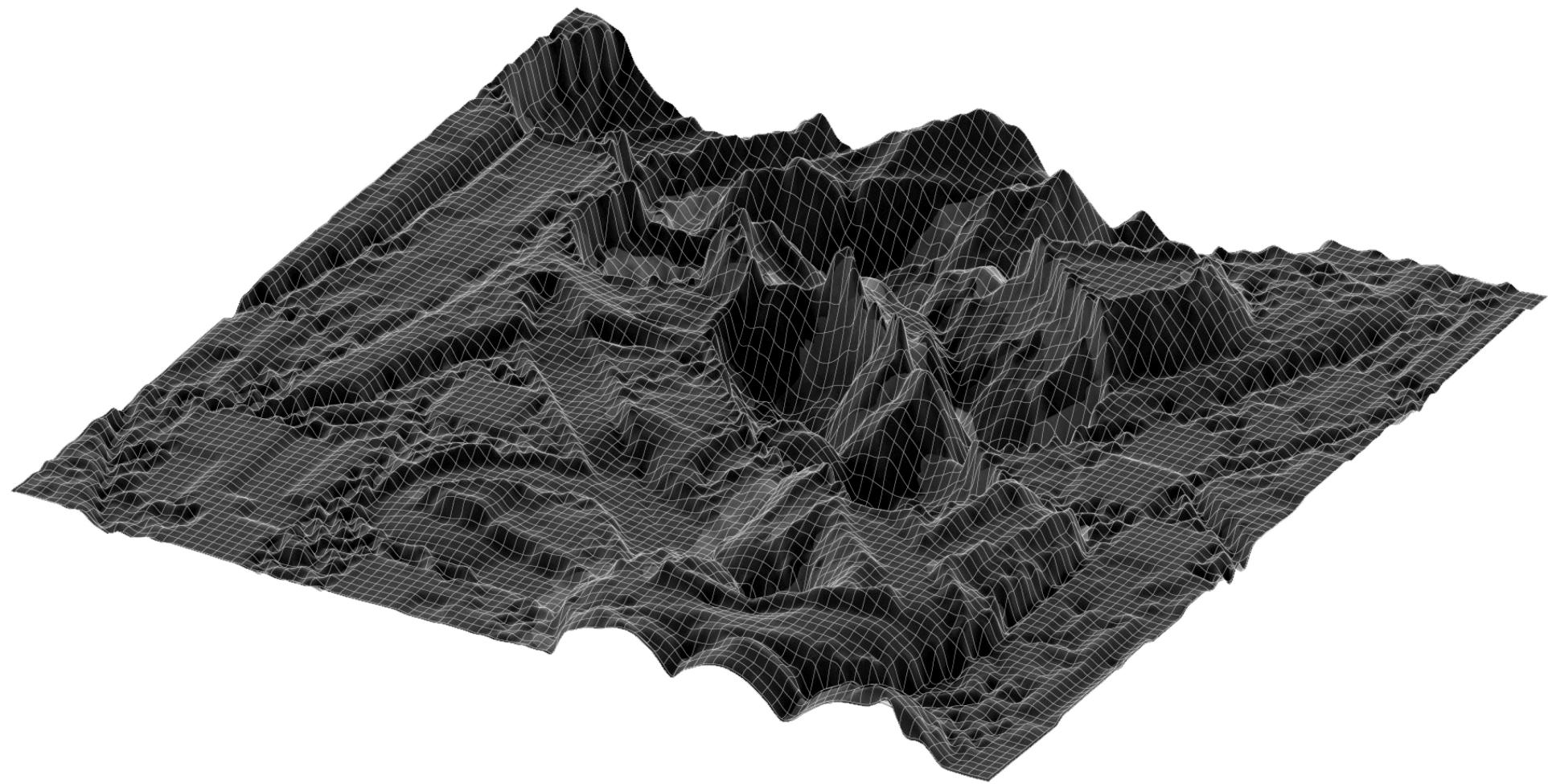
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

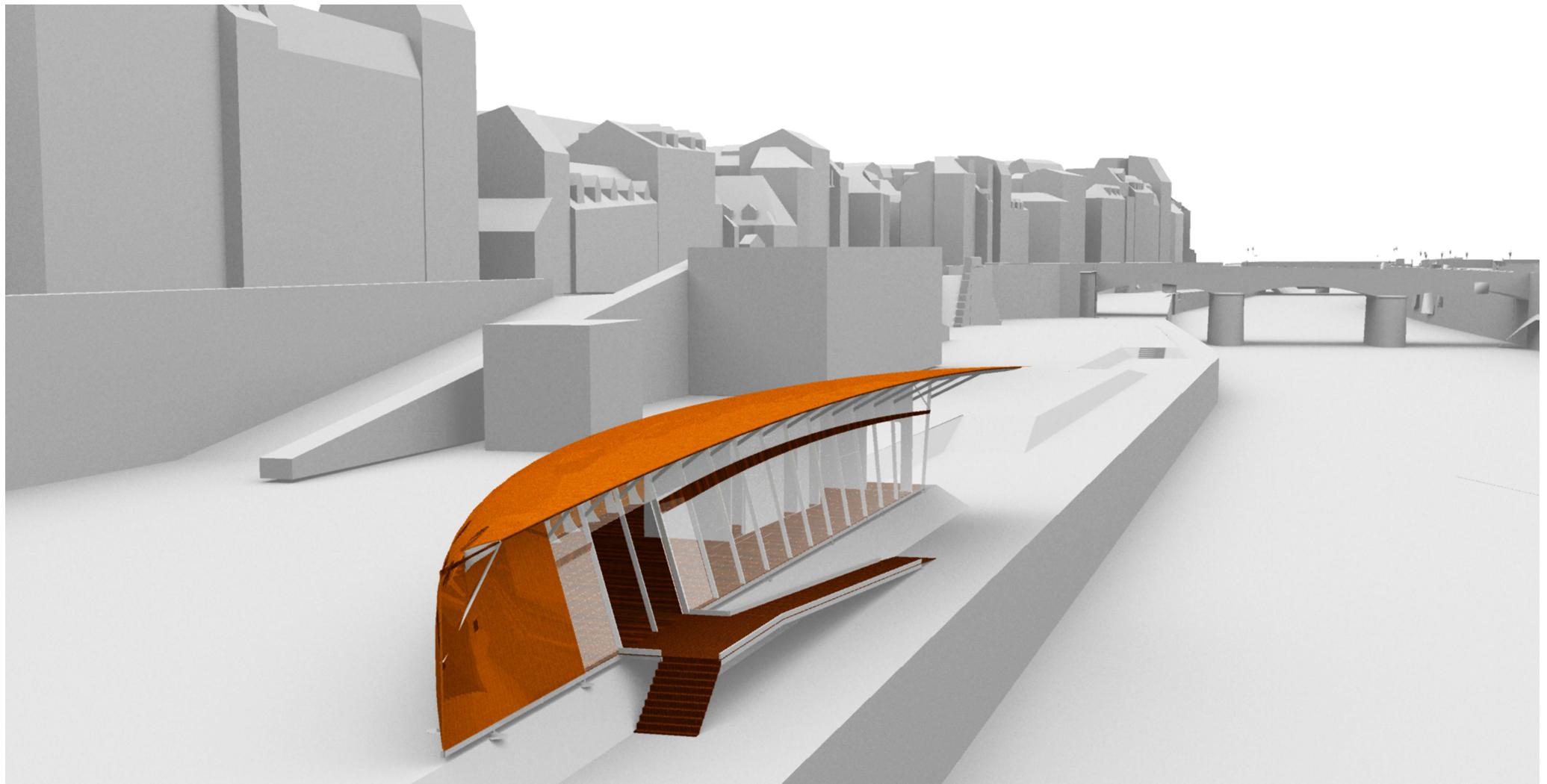


```
pointsSurfMarche1 =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarche1, {2}], -1];
```

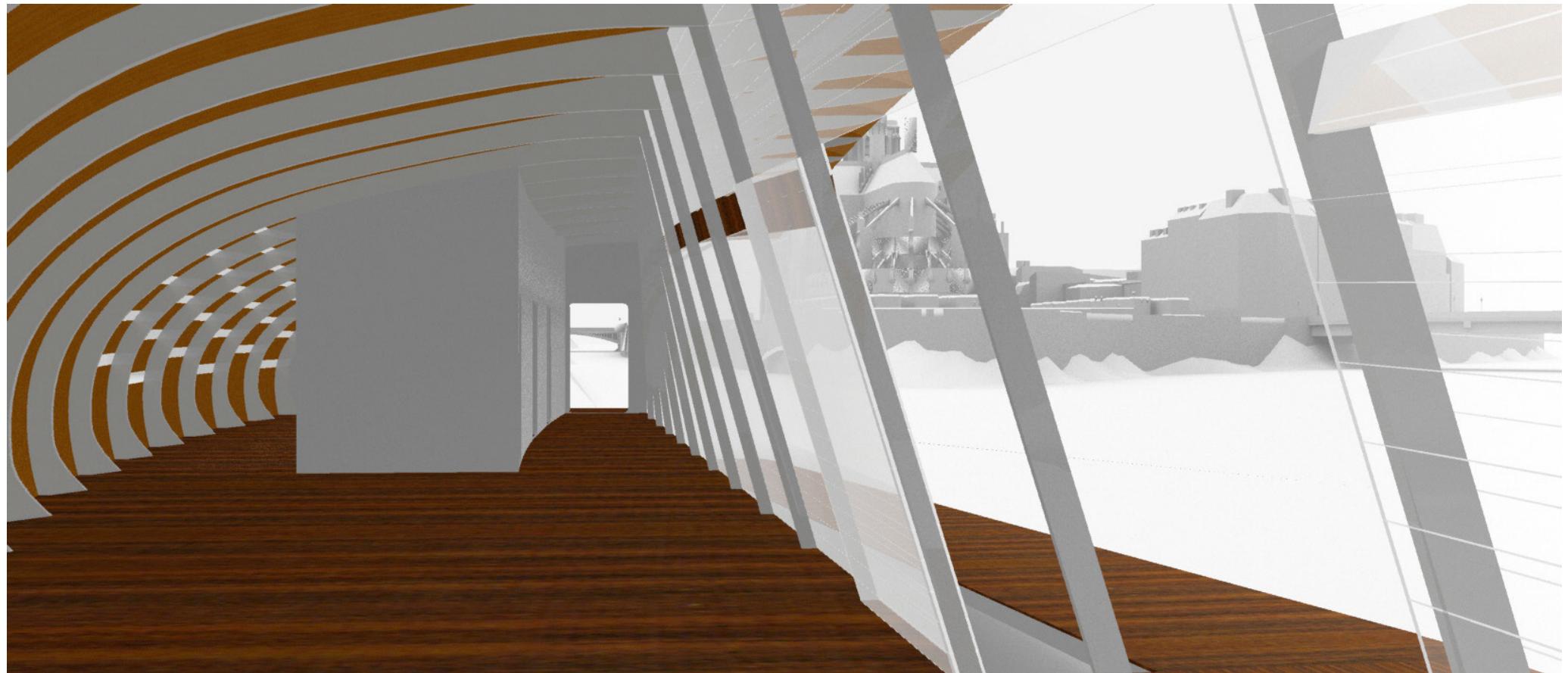


Generative Landscapes
Shape and color detection for procedural generation
[Academic]



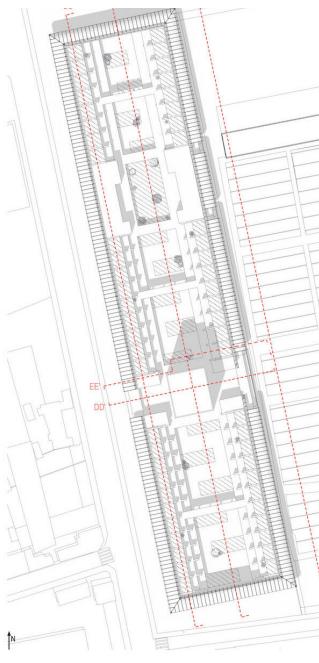


Structural Station Cover
Boat station parametric design
[Academic]





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



PLAN DE TOITURE AVEC POSITIONS DES SECTIONS - ECHELLE 1:500



PLAN DU REZ-DE-CHAUSSÉE - 1M - ÉCHELLE 1-500



TYPOLOGIES D'APPARTÉMENTS



ALE CENTRALE



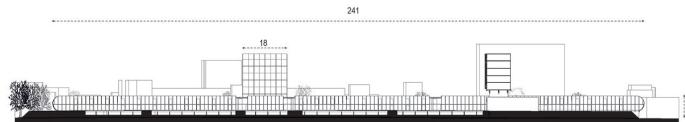
SIX TYPOLOGIES DIFFERENTIATES



PLAN DU PREMIER ETAGE - 4M - ECHELLE 1:500



PLAN DU DEUXIÈME ETAGE - 7M - ÉCHELLE 1:500



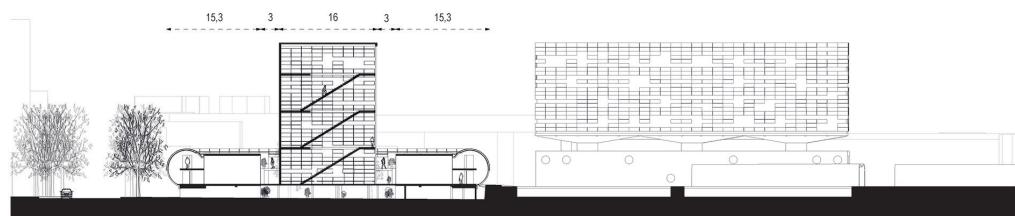
COUPE LONGITUDINALE DES BASSINS - FAÇADE DU BÂTIMENT - AA - ÉCHELLE 1/500



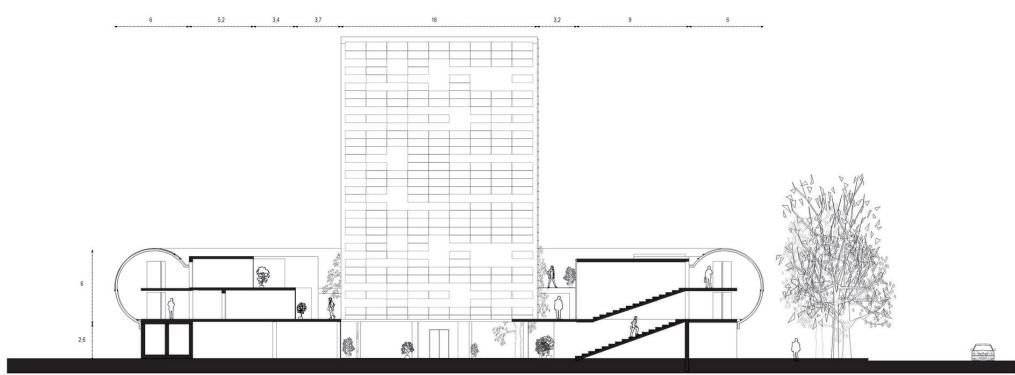
COUPE LONGITUDINALE DE LA BIBLIOTHÈQUE ET DE LA COUR INTÉRIEURE - 88 - ÉCHELLE 1:500

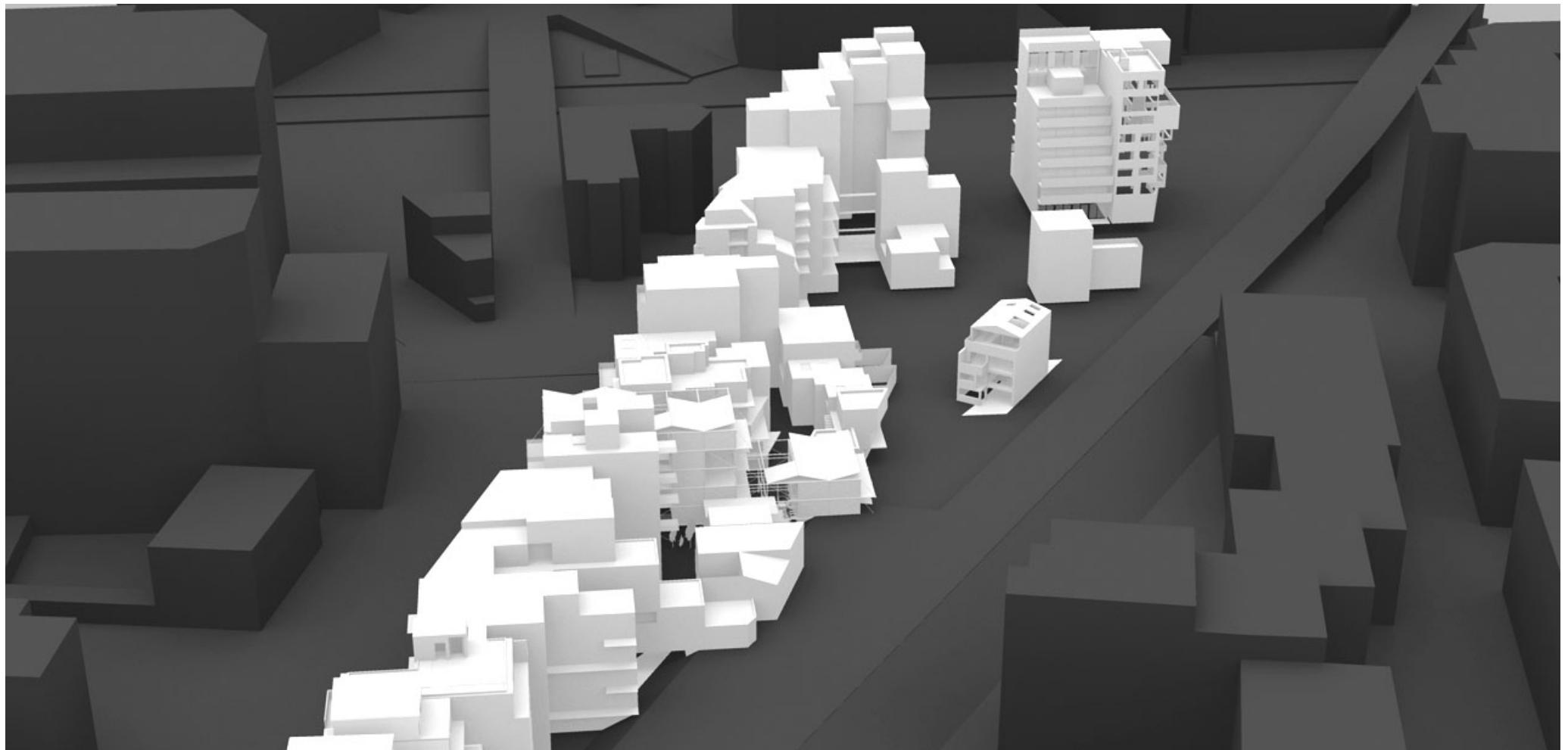


COUPE LONGITUDINALE DES LOGEMENTS - CC - ECHELLE 1/500

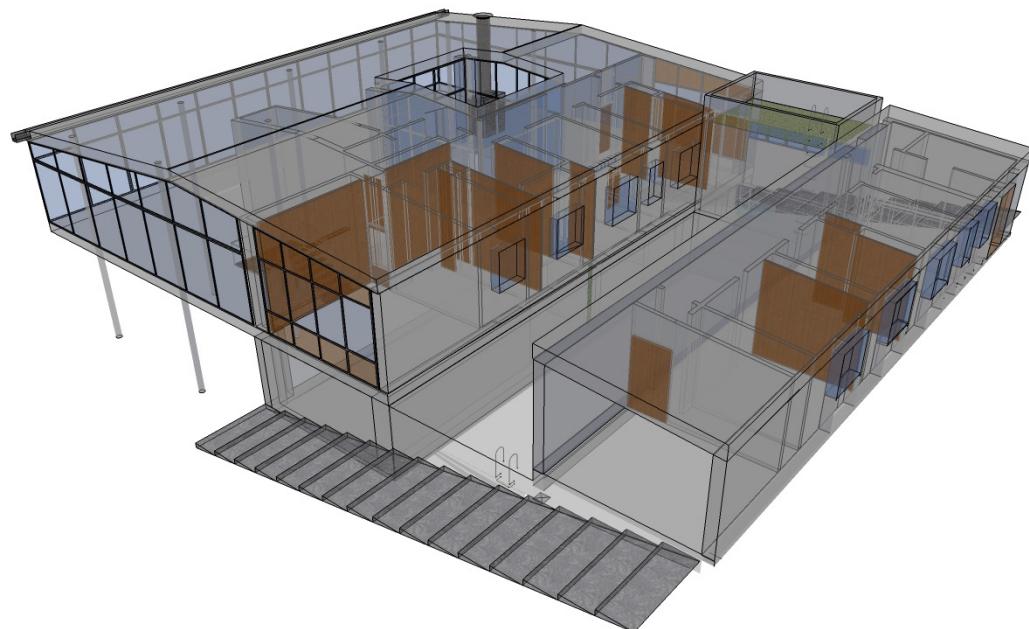
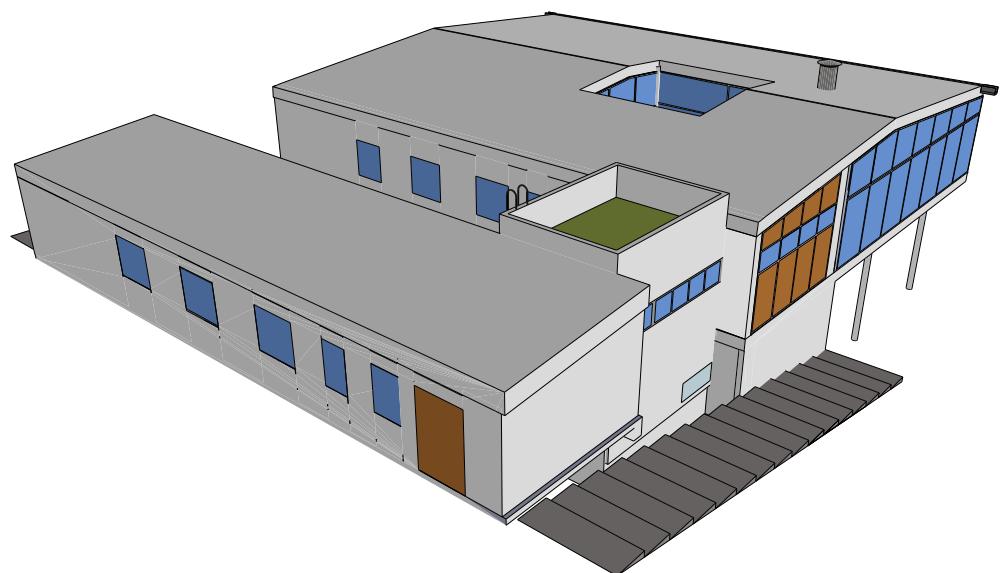
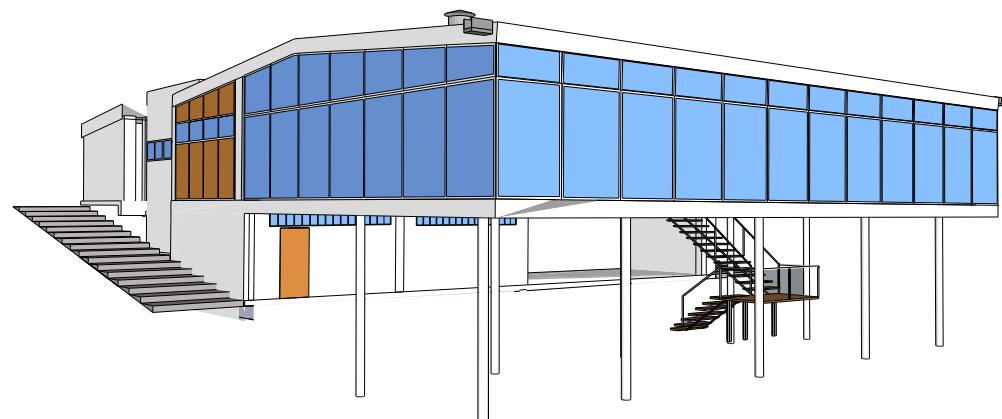


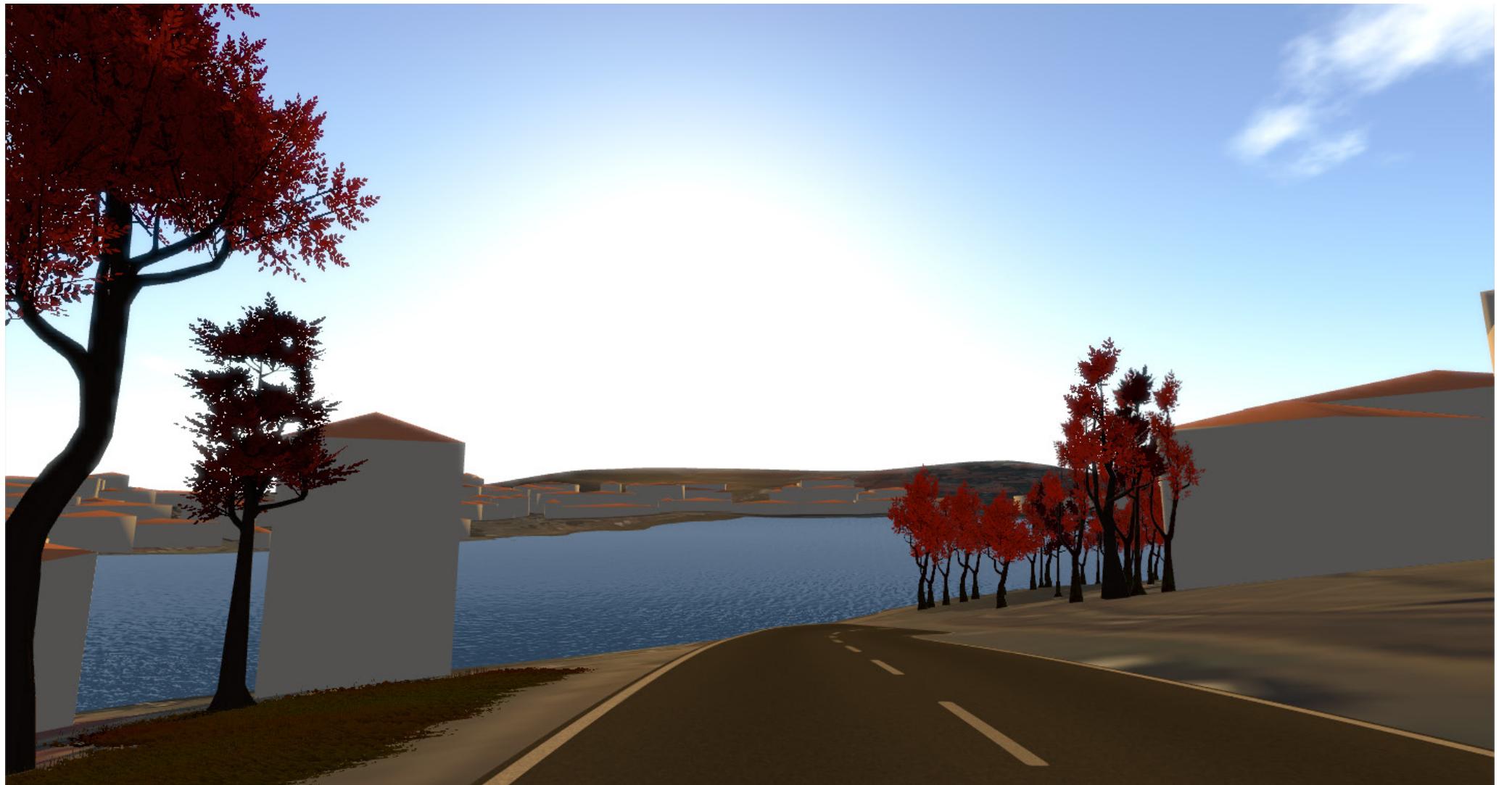
COUPE TRANSVERSALE DE LA BIBLIOTHEQUE ET D'UNE DES FAILLES - 00' - ECHELLE 1/200





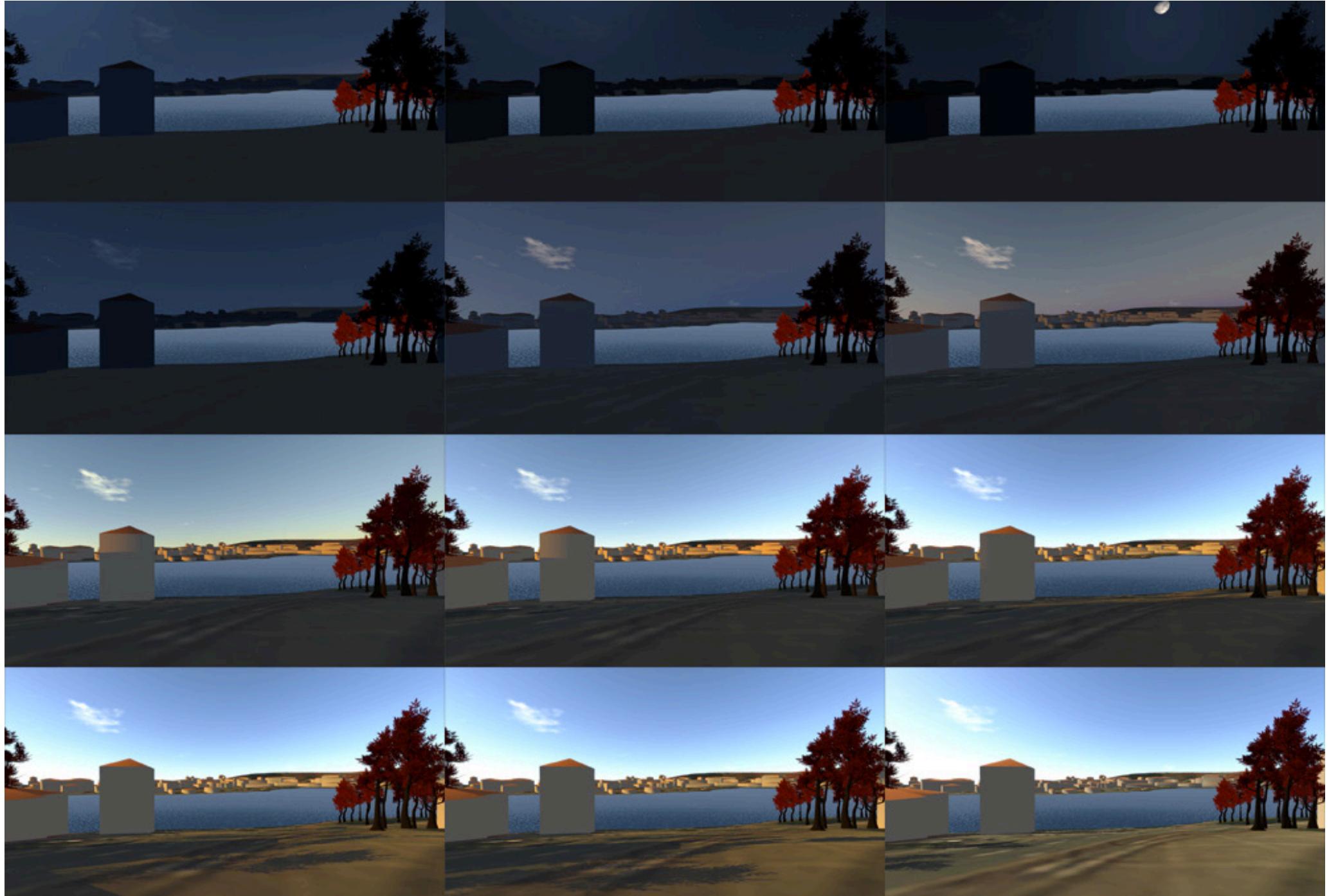
Urban and Housing
Program redefinition for Paris 19th district and housing analysis
[Academic]

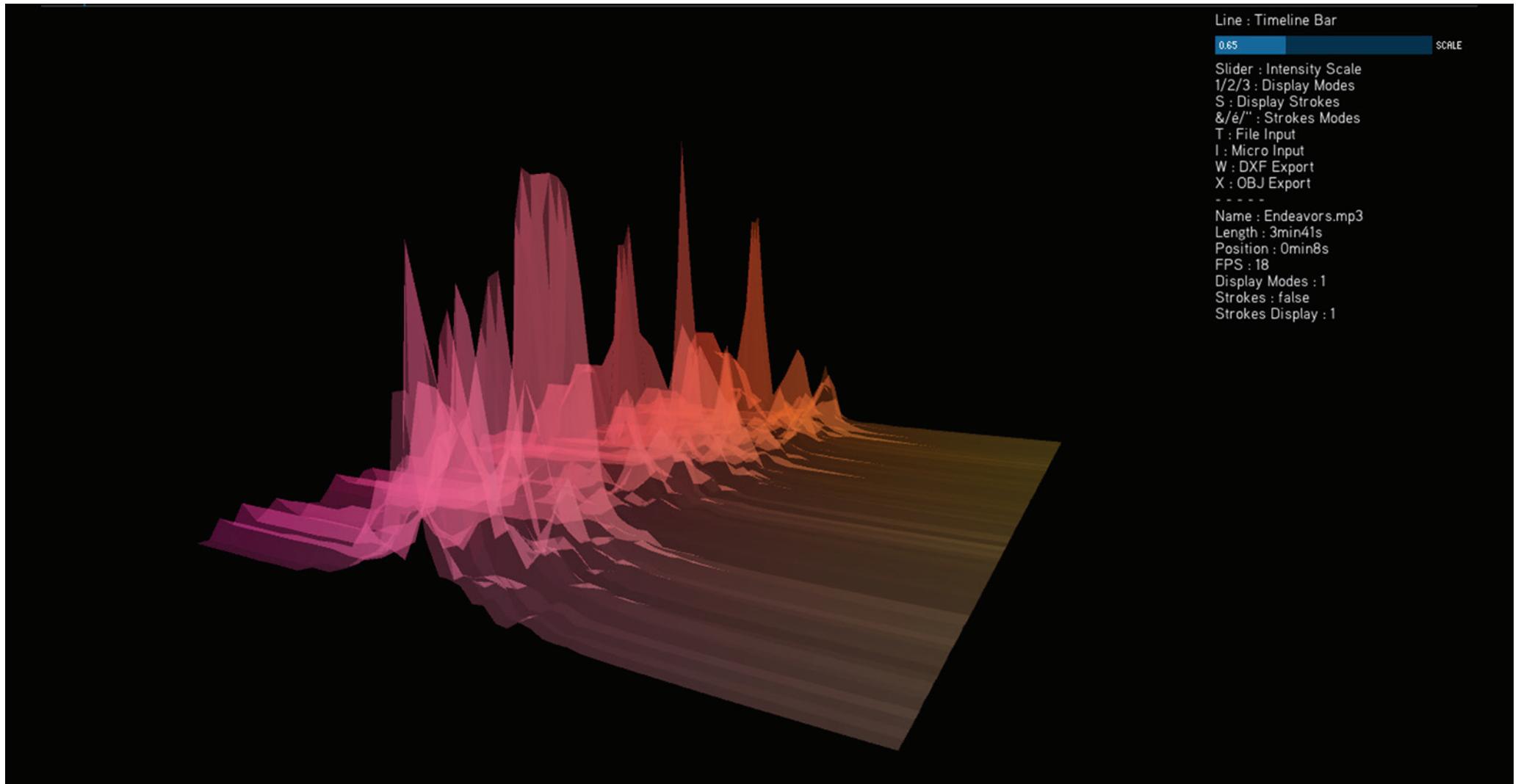




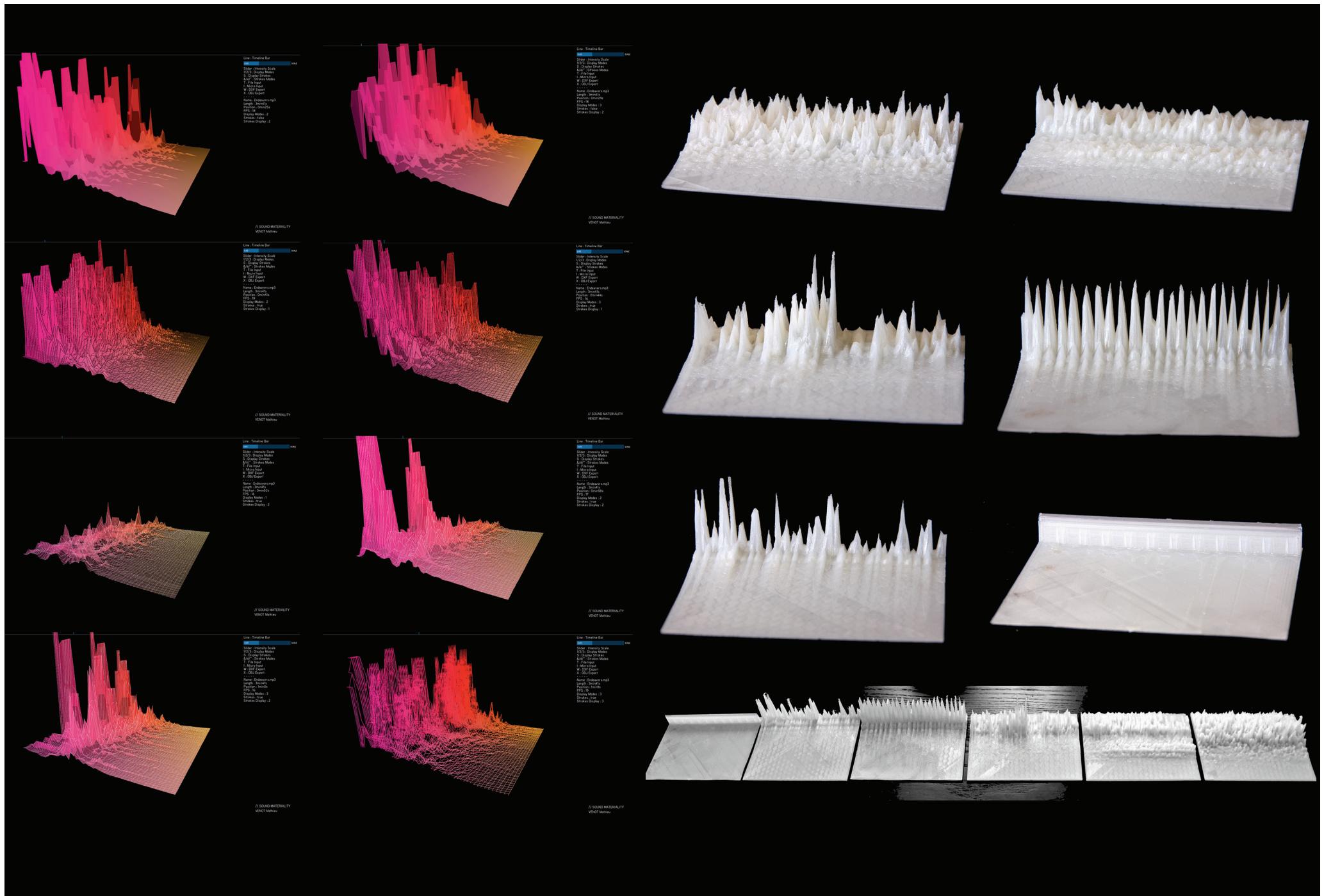
Virtual Reality Architectural Conception Software

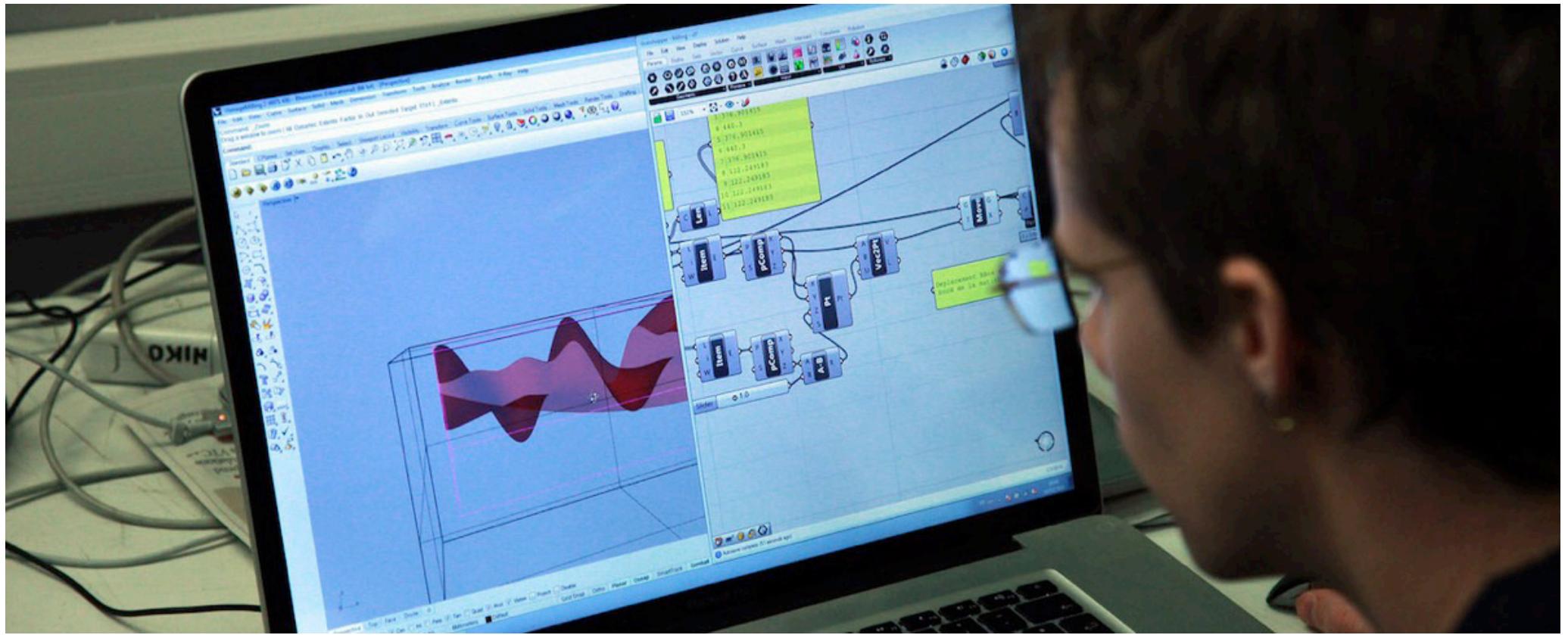
Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration
[Academic]





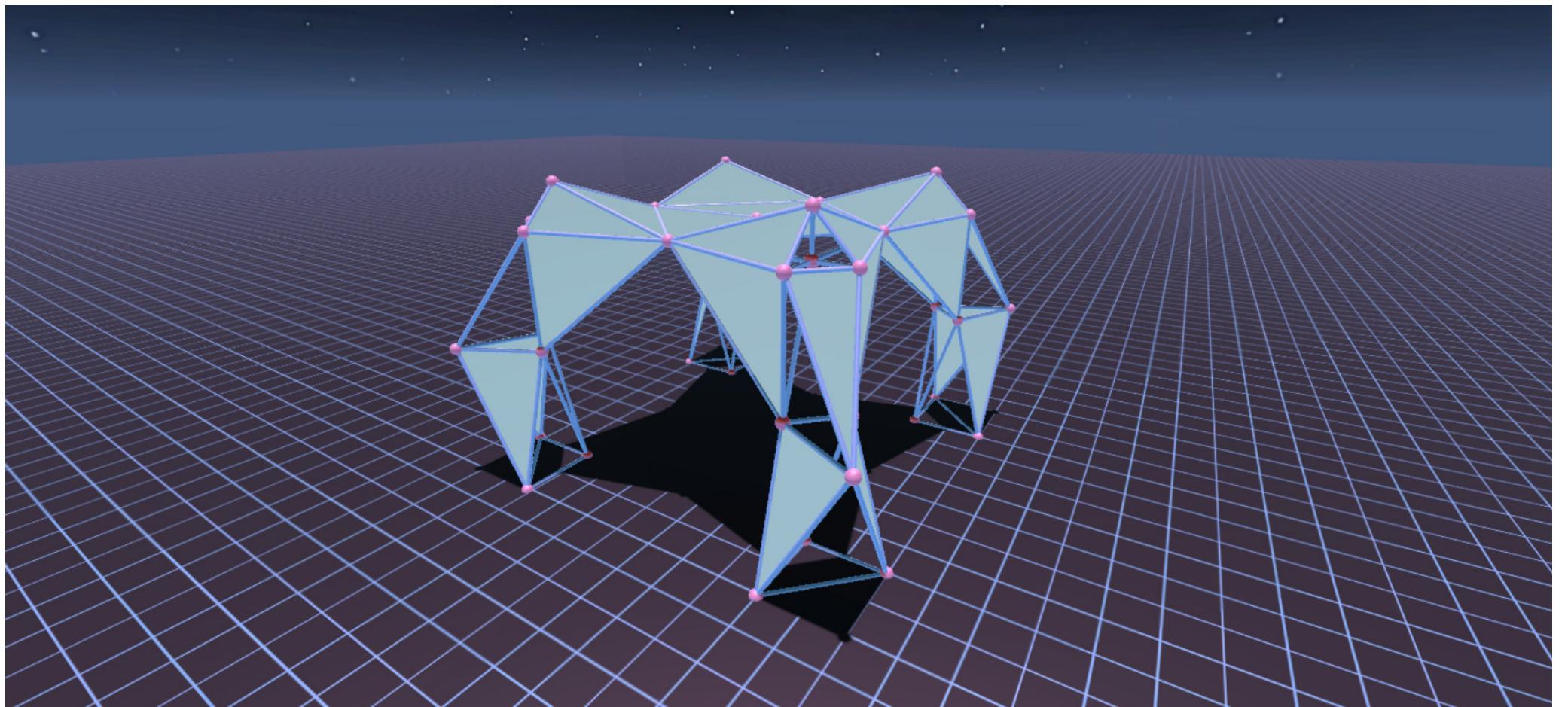
Sound Spectrum Materiality
Sound analysis and extracting for 3D printing prototyping
[Academic]



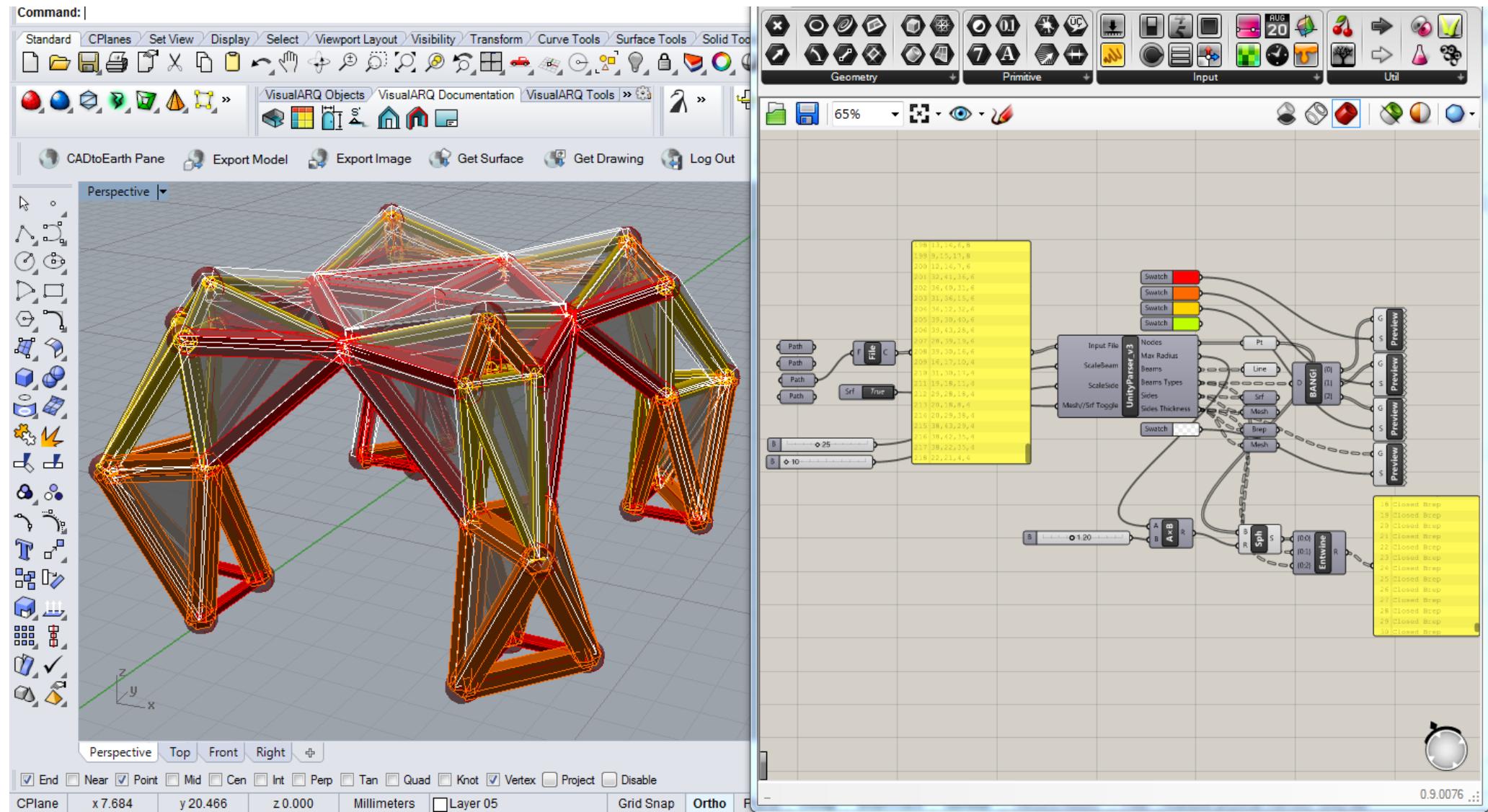


Digital Tutoring
Numerical control, prototyping, 3D modeling and programming softwares
[Teaching]





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





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3D Design, 3D Scanning and 3D Printing
[Freelance]



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