

Mathieu VENOT

mathieuvenot.com



Mathieu VENOT

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44300 Nantes FRANCE

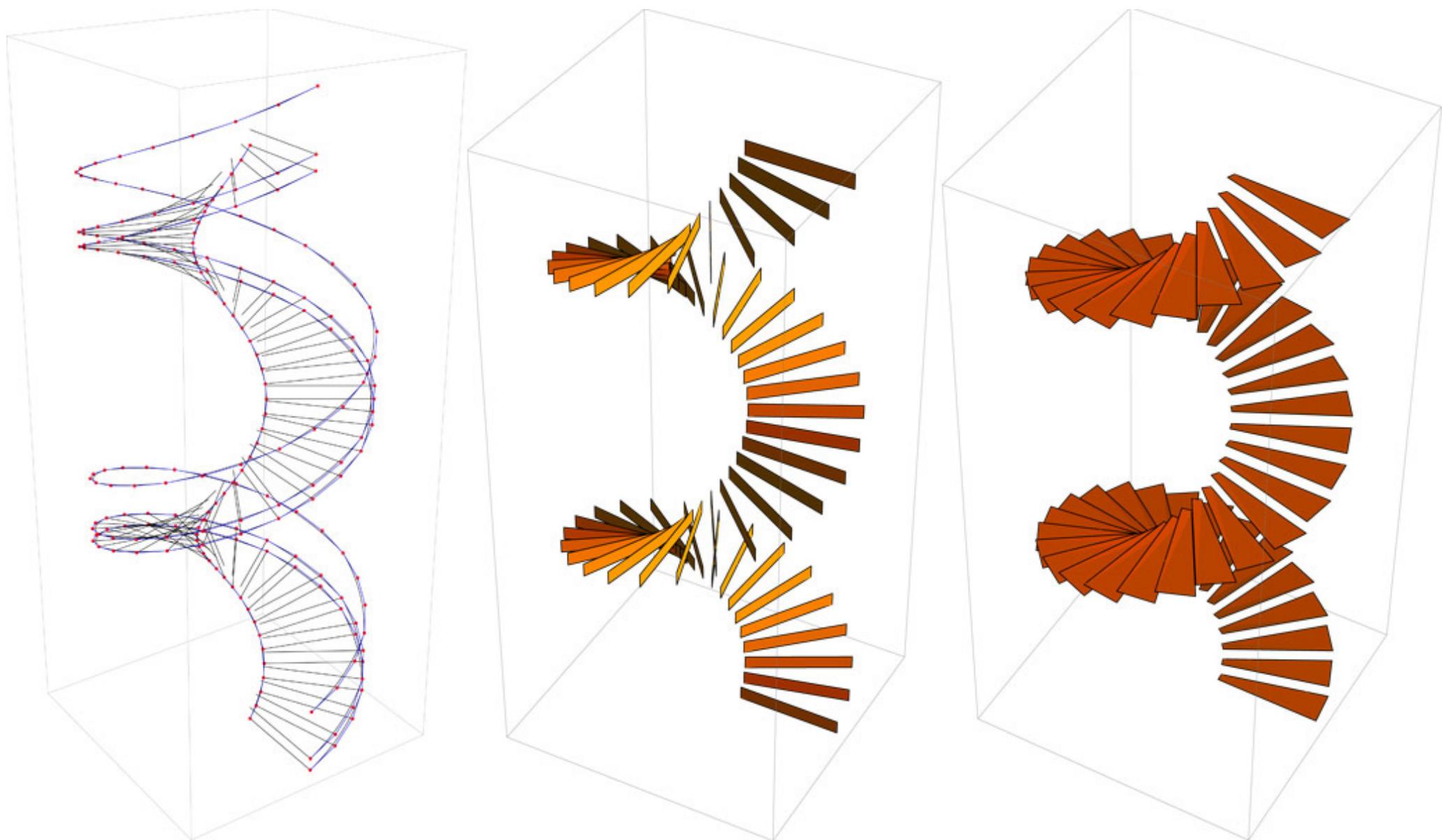
+336 79 33 64 10
mat.venot@gmail.com

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

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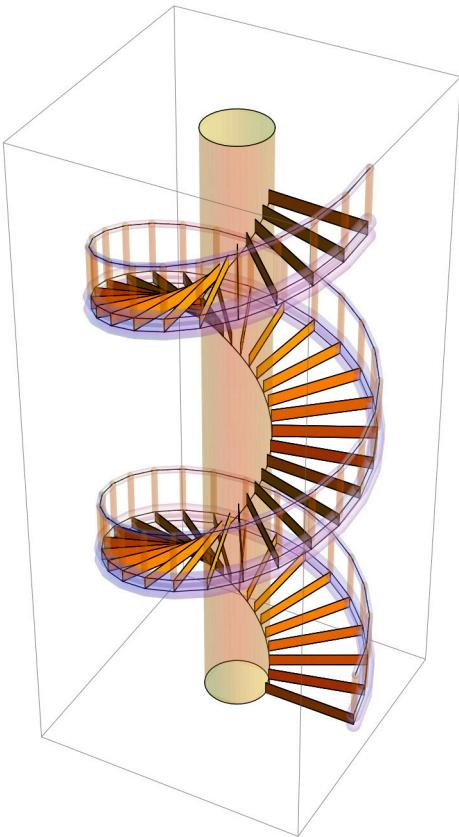
Experience
Education

-
- 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

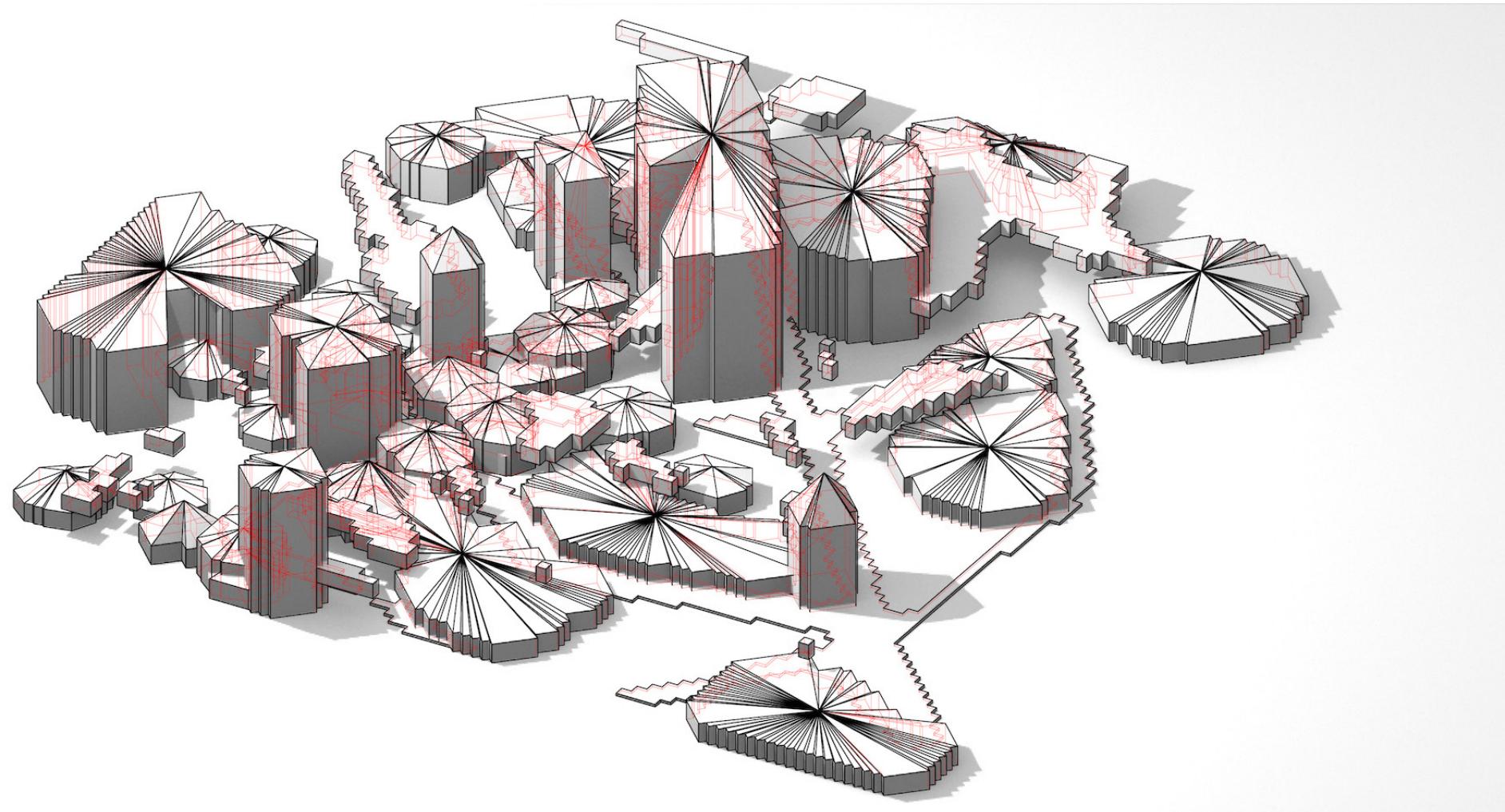


*Mathematical programming
Helicoidal stair construction by mathematical operations
[Academic]*

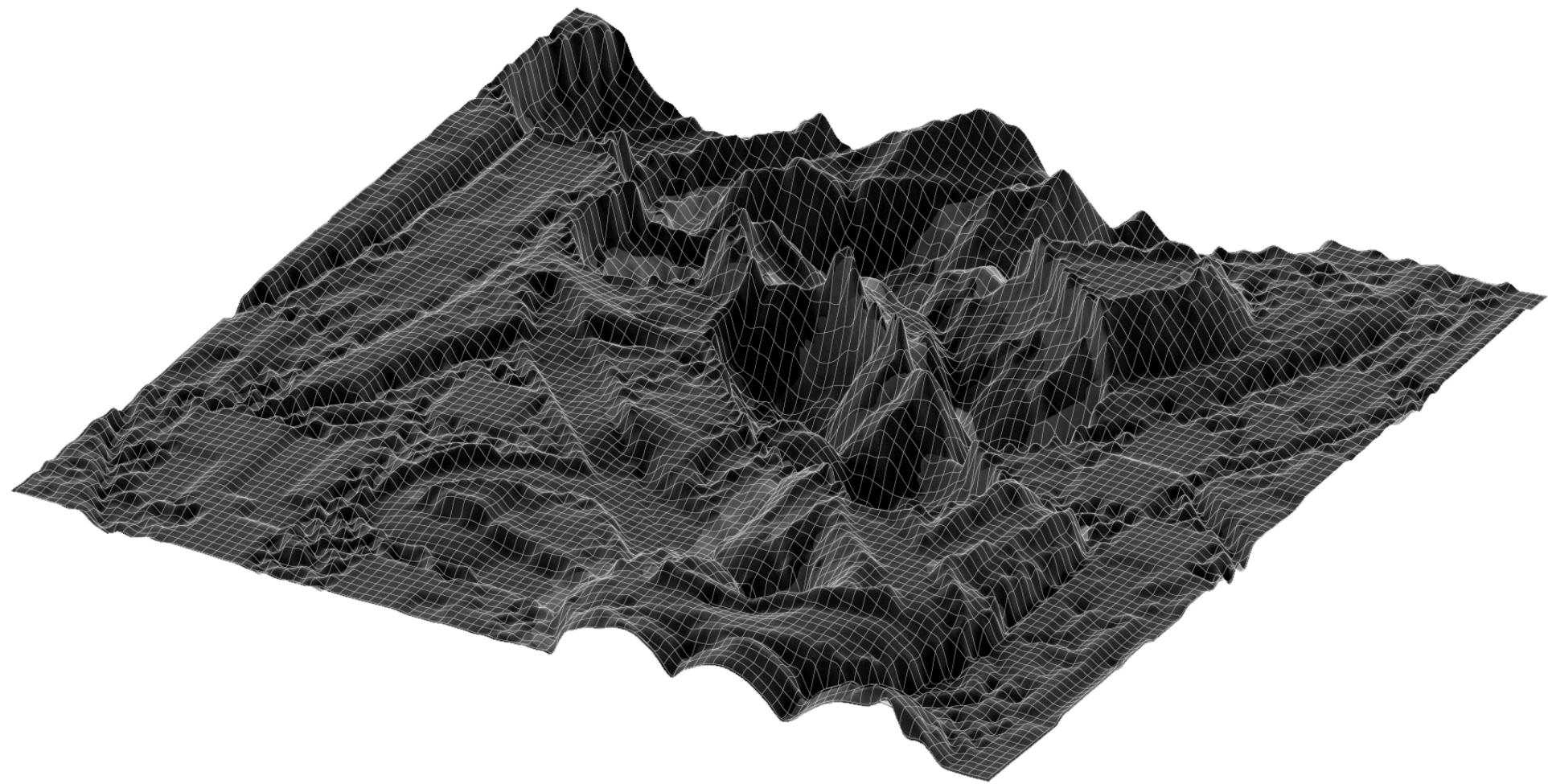
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

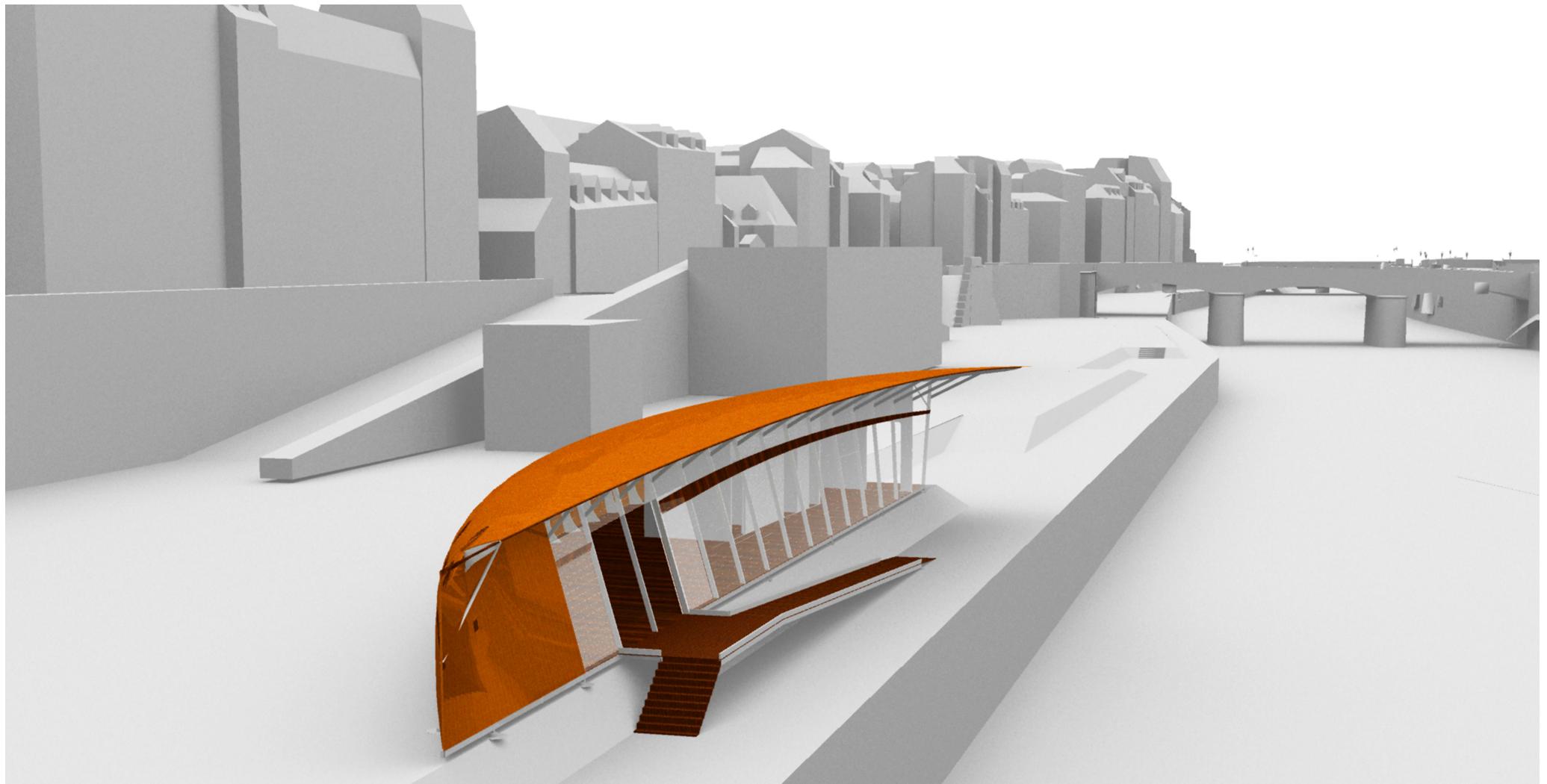


```
pointsSurfMarche1 =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarche1,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

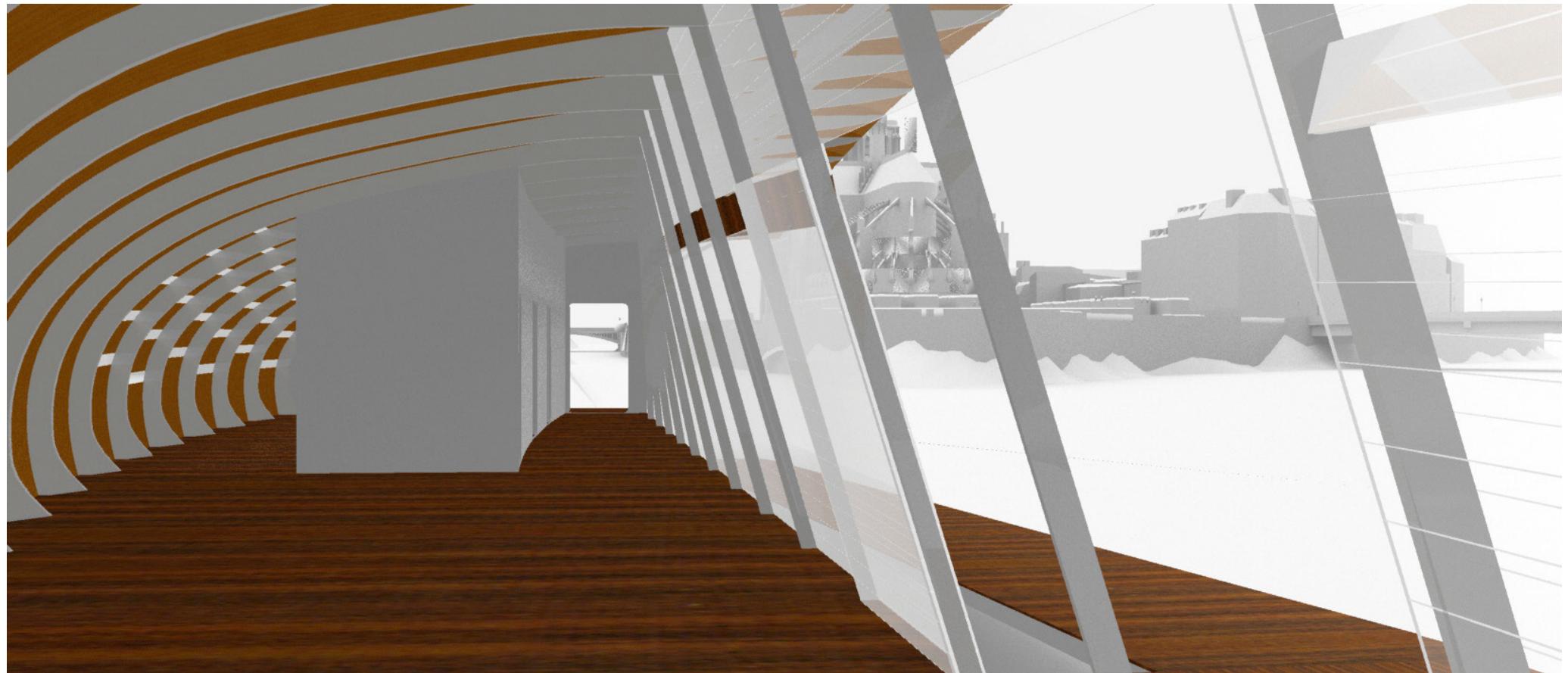


Generative Landscapes
Shape and color detection for procedural generation
[Academic]





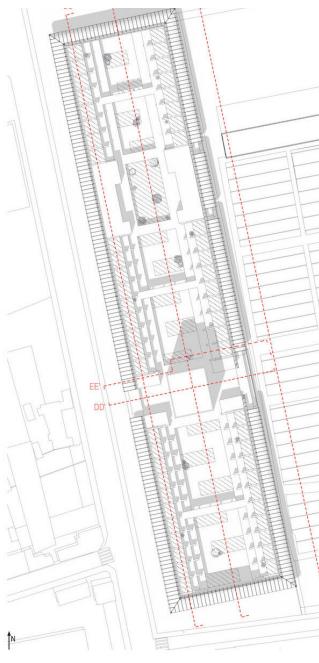
Structural Station Cover
Boat station parametric design
[Academic]





Factory Rehab

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



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



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



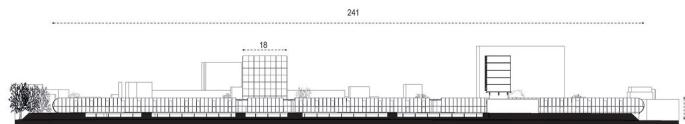
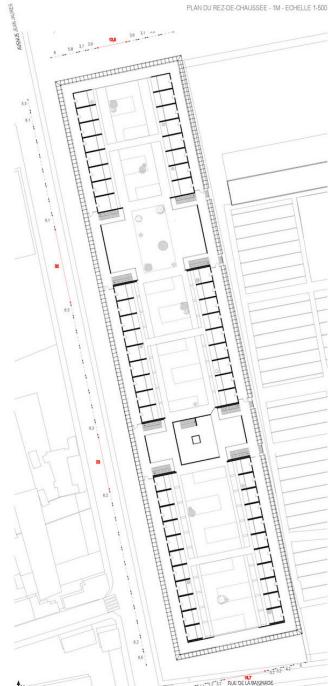
TYPOLOGIES D'APPARTÉMENTS



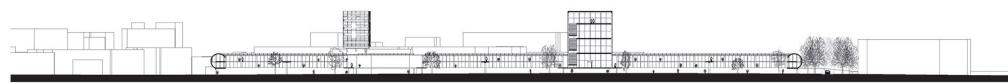
SIX TYPOLOGIES DIFFÉRENTES



RUE DE LA BAGNADE



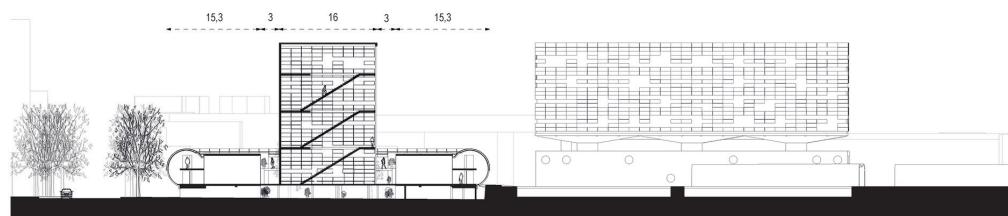
COUPE LONGITUDINALE DES BASSINS - FACADE DU BATIMENT - AX - ECHELLE 1/500



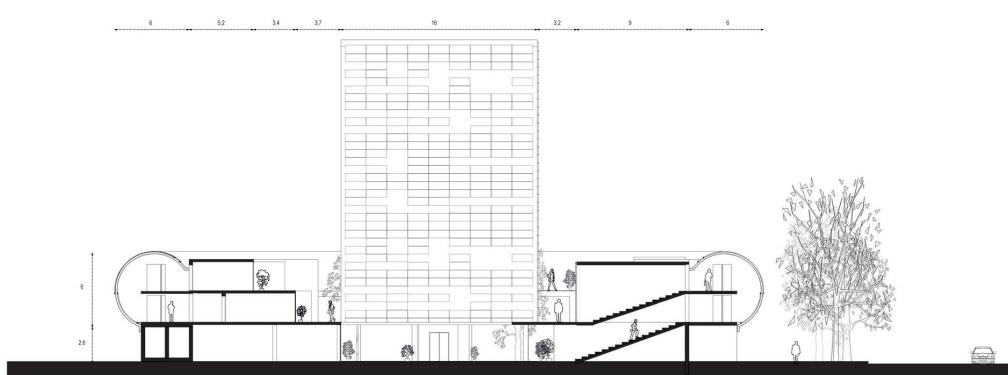
COUPE LONGITUDINALE DE LA BIBLIOTHÈQUE ET DE LA COUR INTÉRIEURE - 88 - ÉCHELLE 1:500

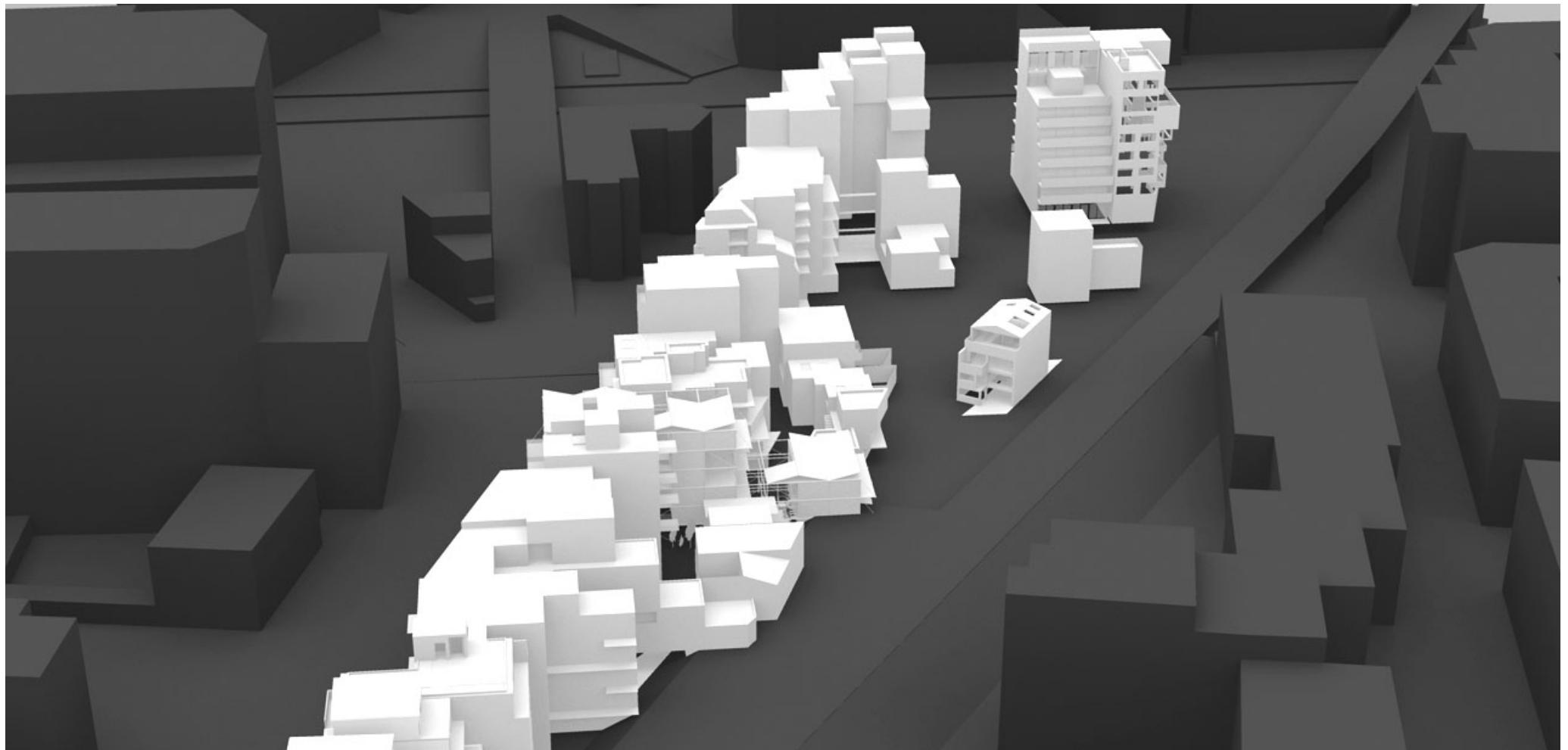


COUPE LONGITUDINALE DES LOGEMENTS - CC - ECHELLE 1/500

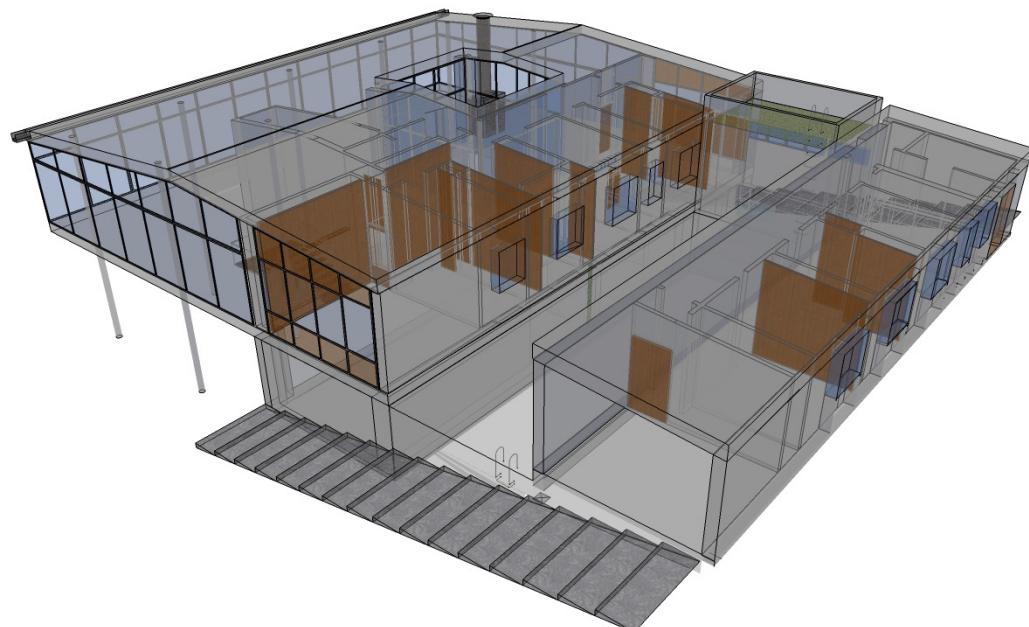
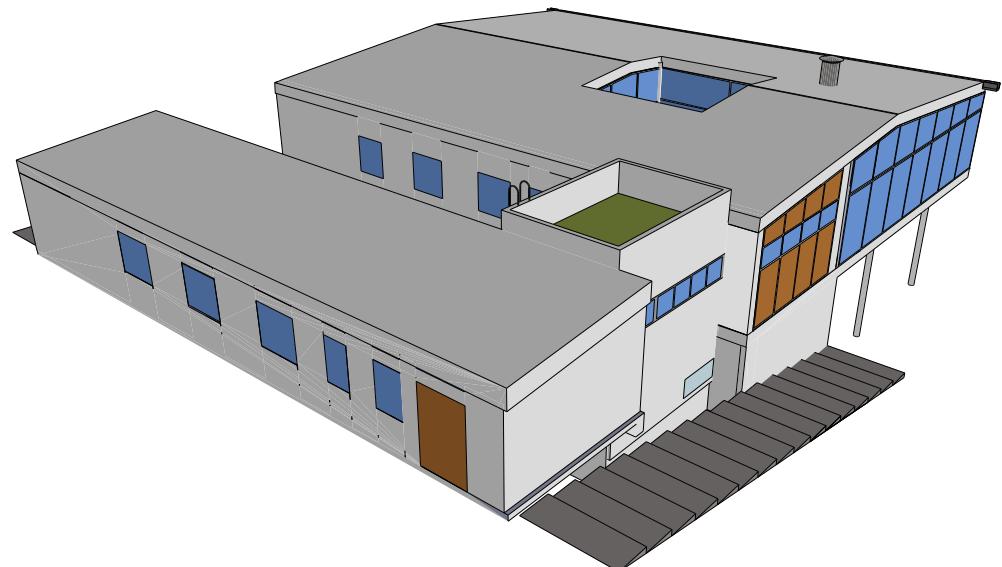
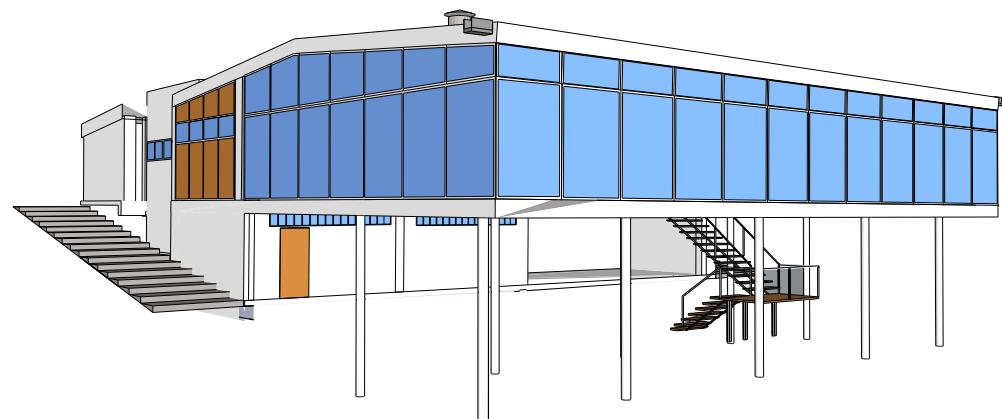


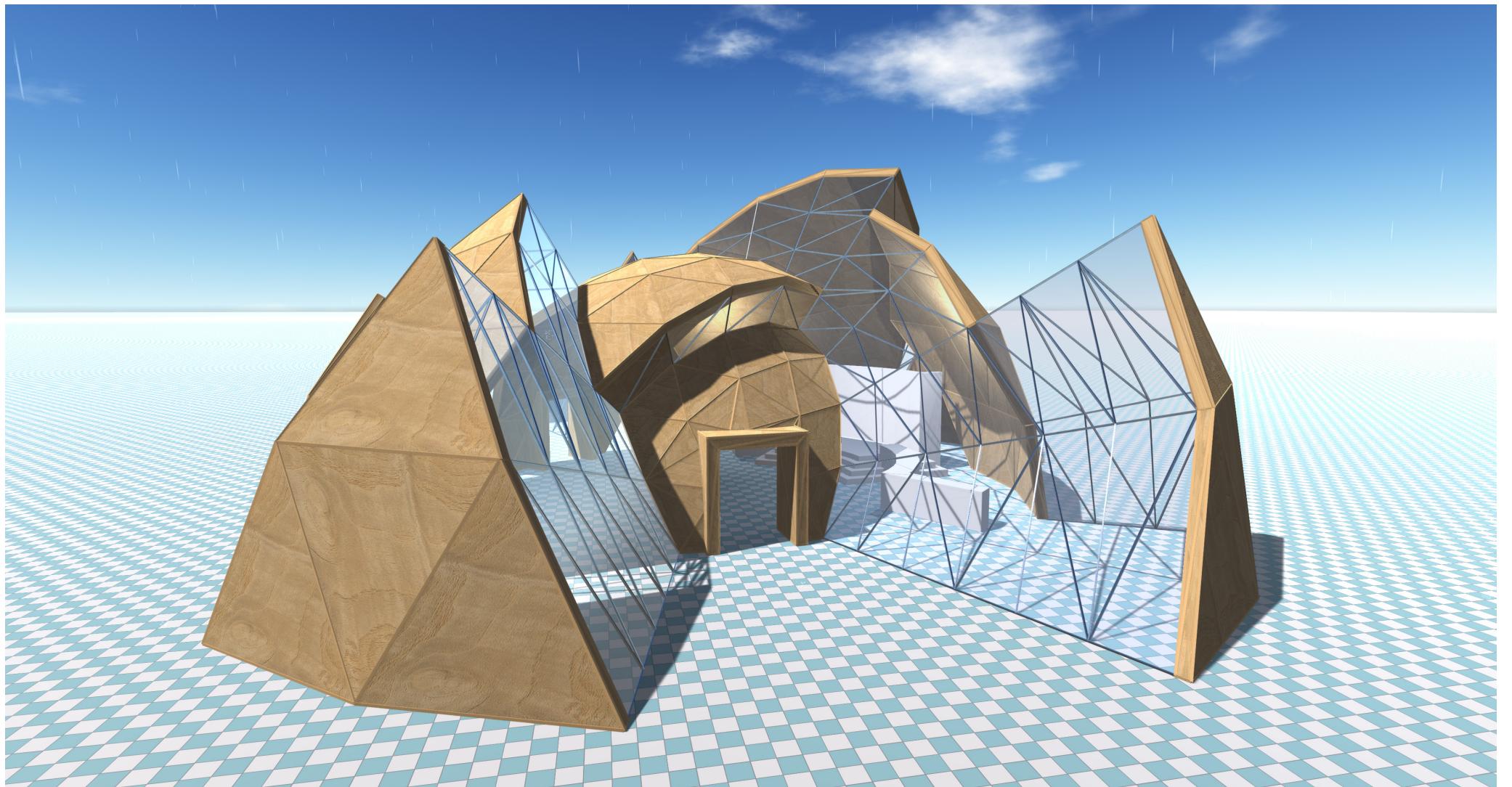
COURSE TRANSVERSALE DE LA BIBLIOTHEQUE ET D'UNE DES FAILLES - **PO** - ECHELLE 1/200



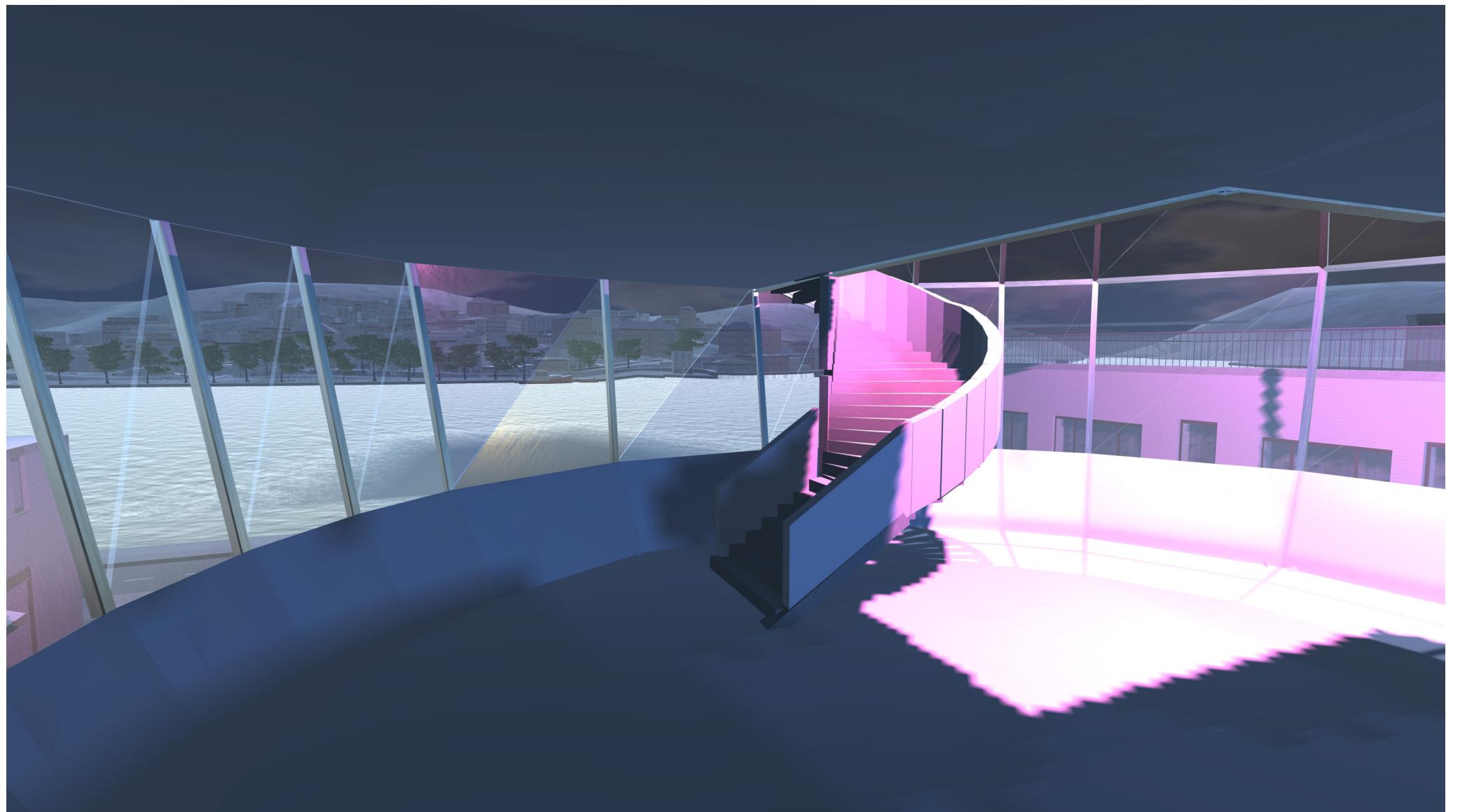


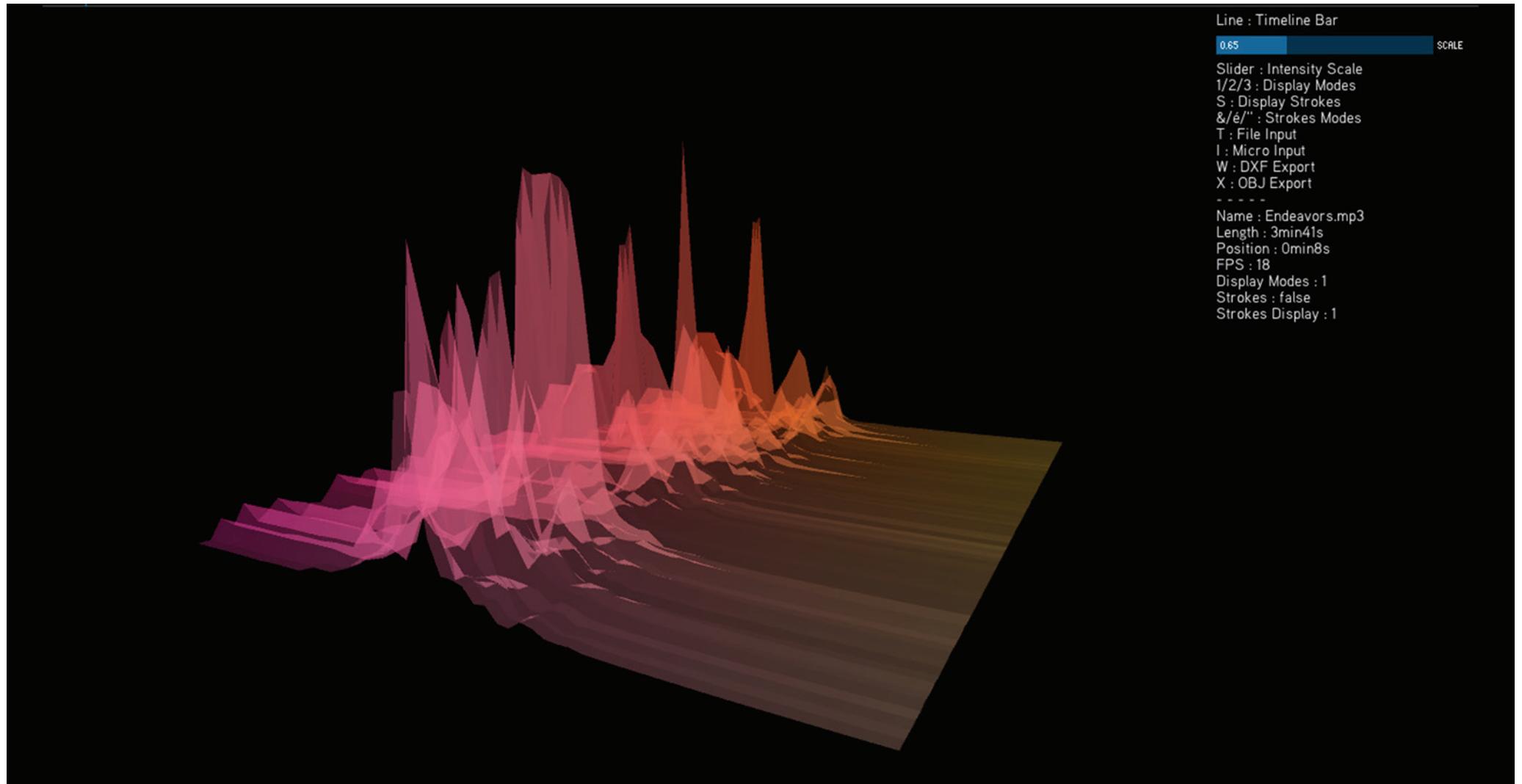
Urban and Housing
Program redefinition for Paris 19th district and housing analysis
[Academic]



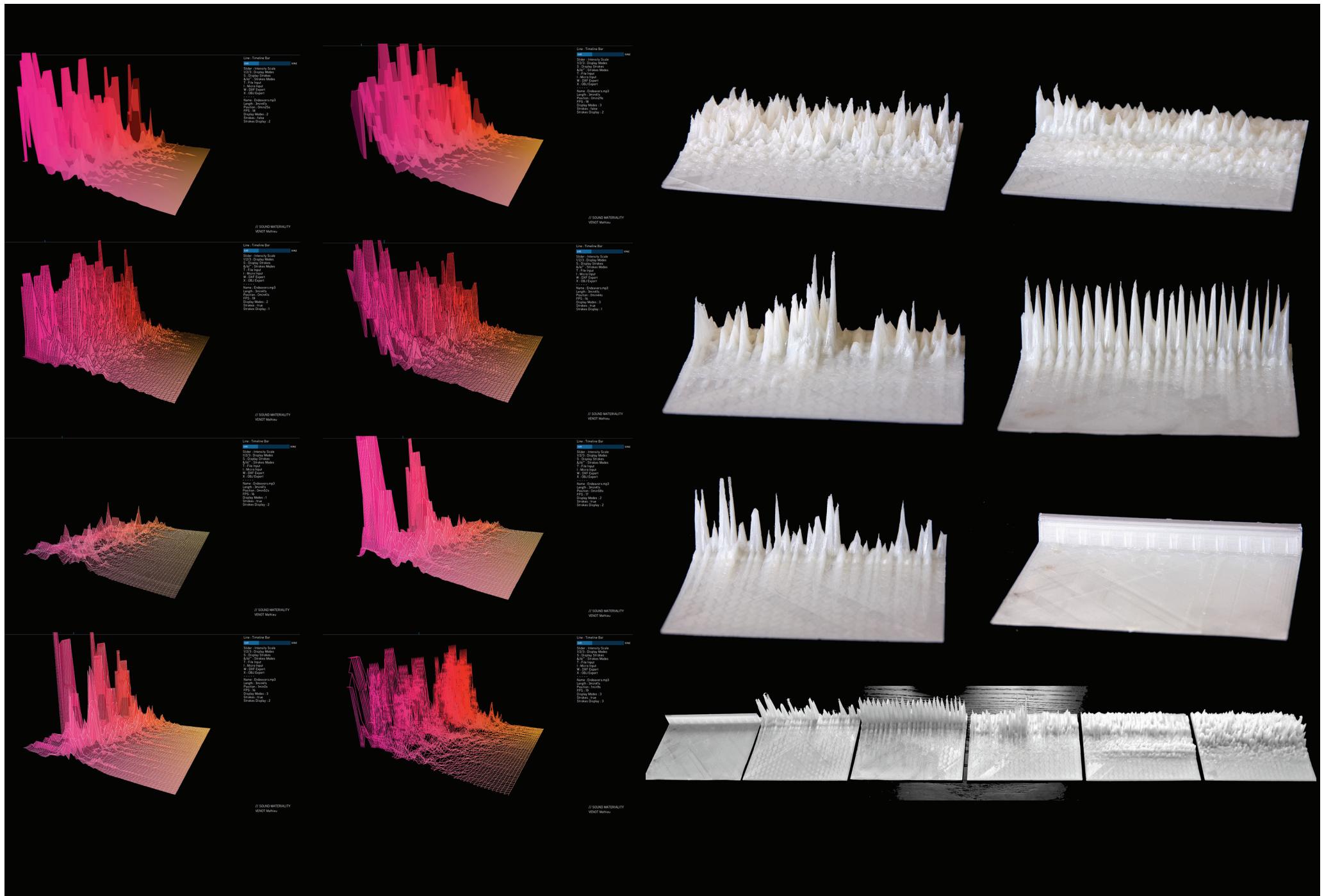


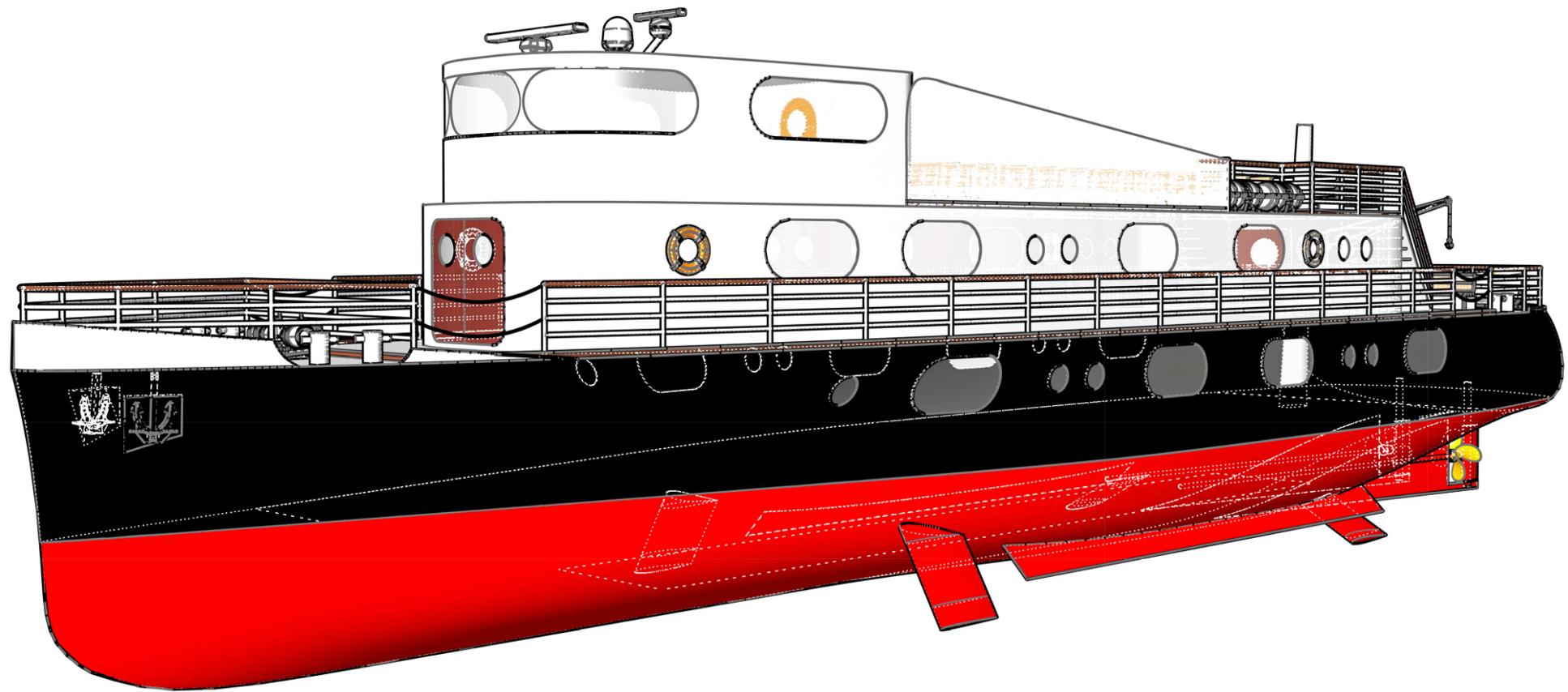
Virtual Reality Architectural Conception Software
Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration
[Academic]



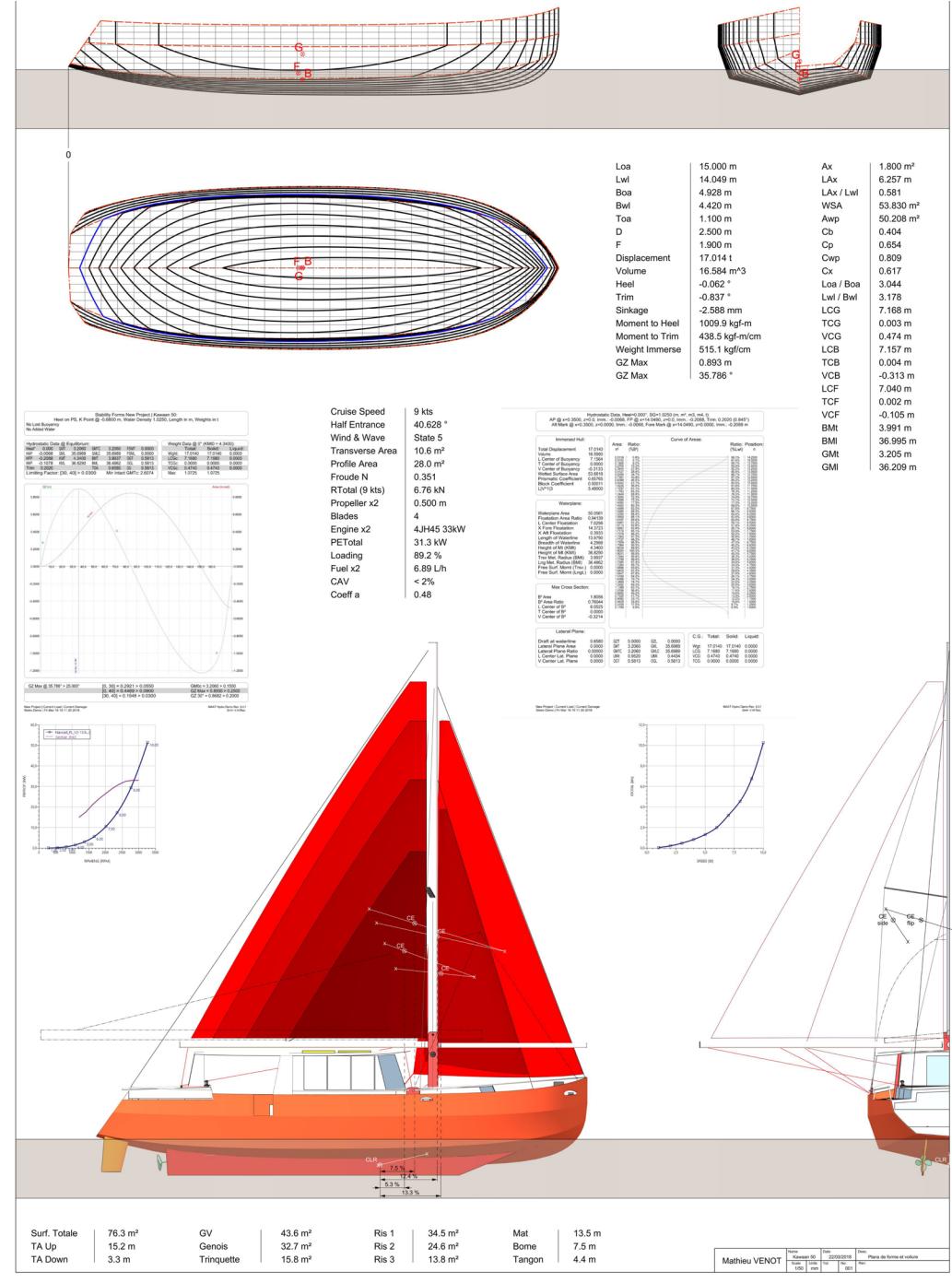
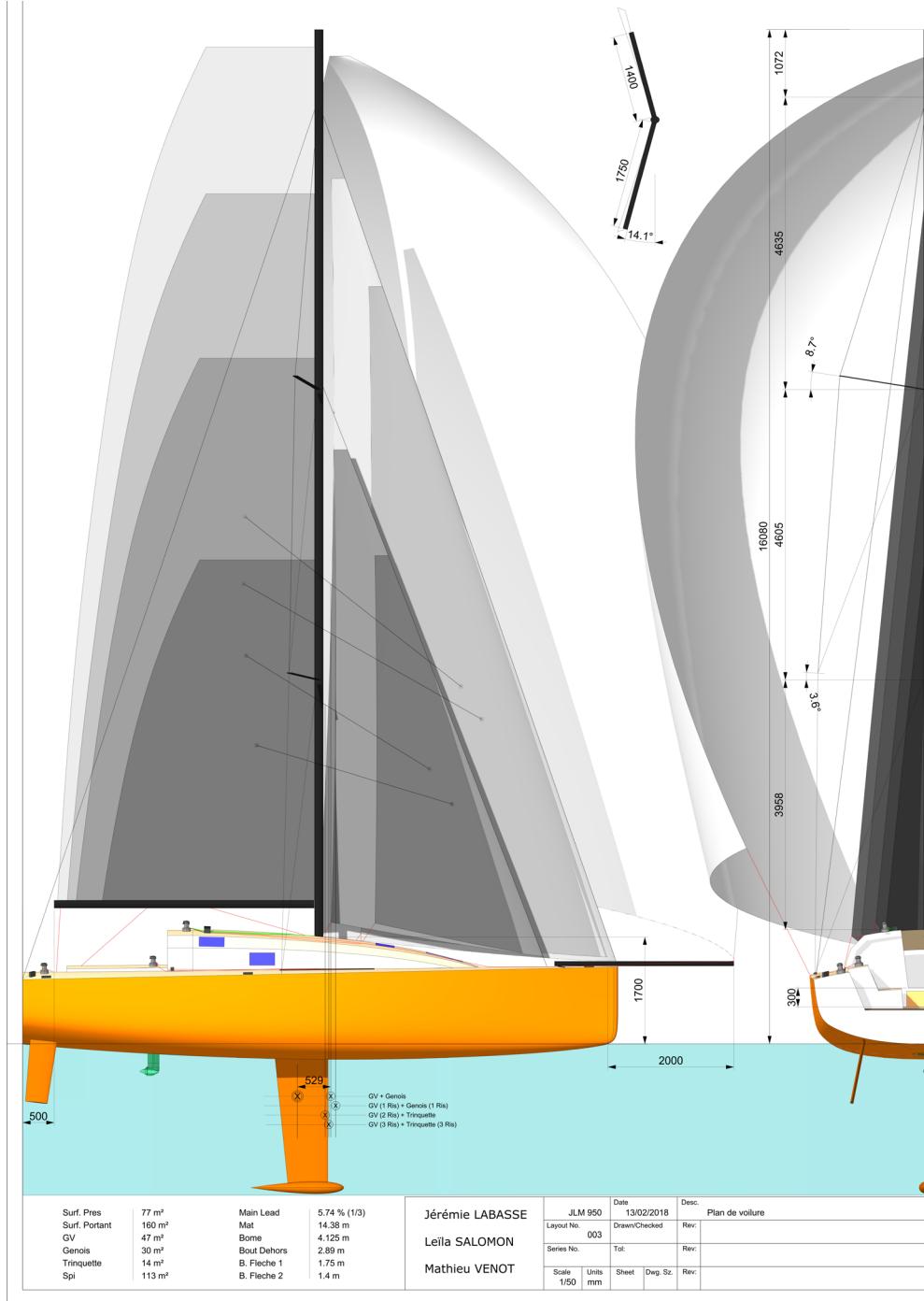


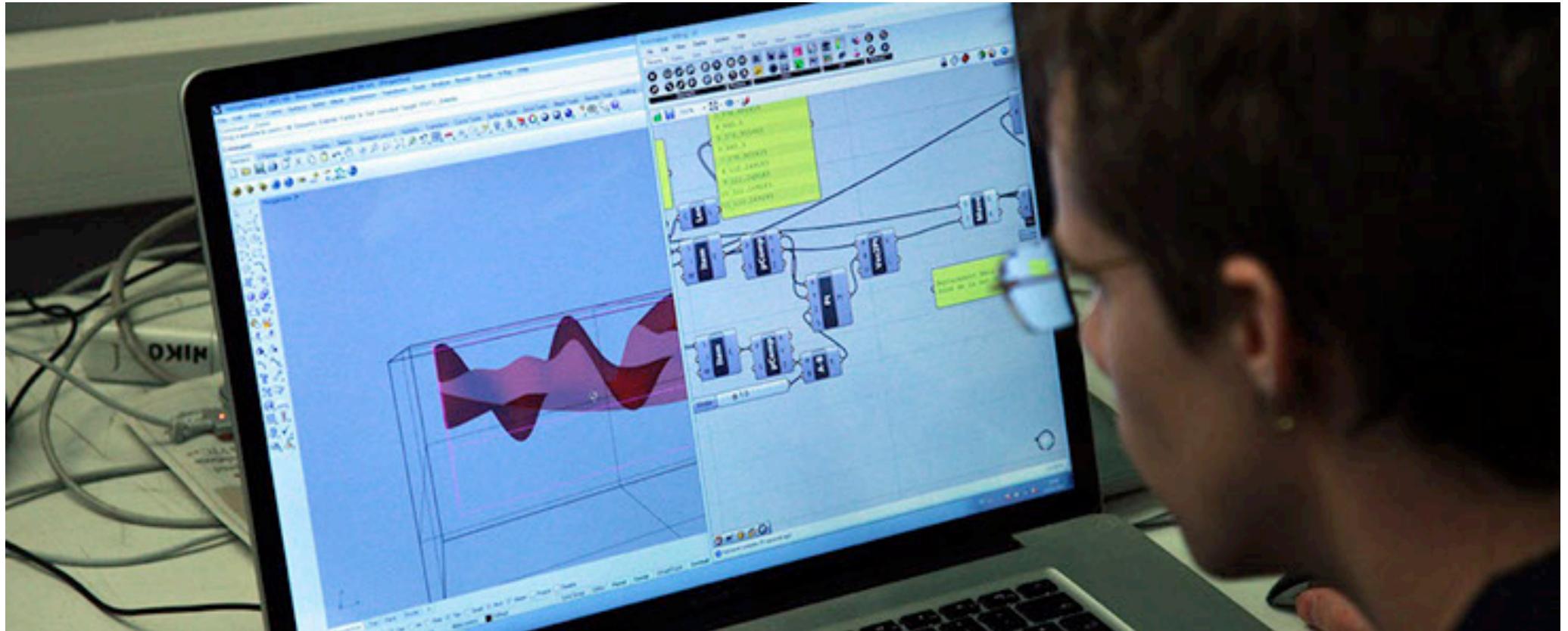
Sound Spectrum Materiality
Sound analysis and extracting for 3D printing prototyping
[Academic]





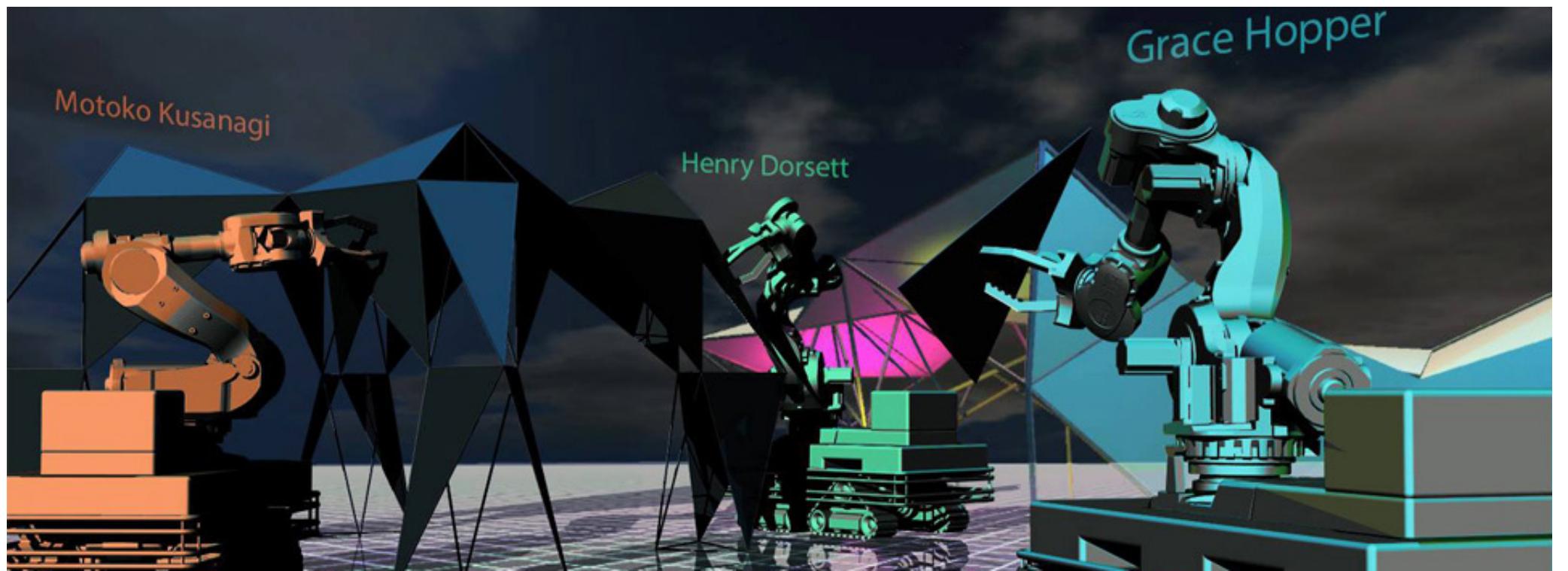
Ships Design Loops
Passenger Transport Ship, Sailing Offshore Racing Yacht and Sea/River Expedition Sailboat
[Academic]





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]





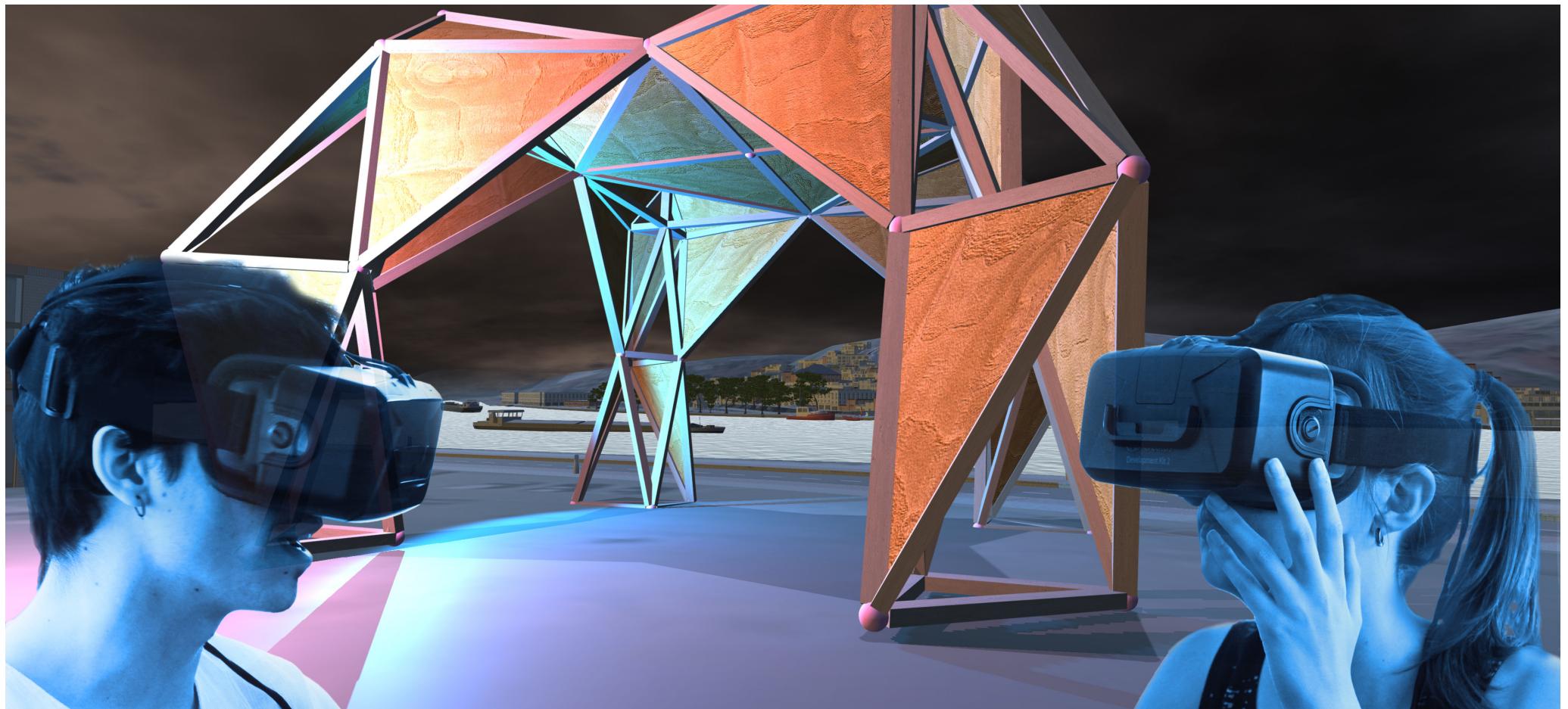
*DMS 2017 Workshop
Virtual Immersive Architecture
[Teaching]*



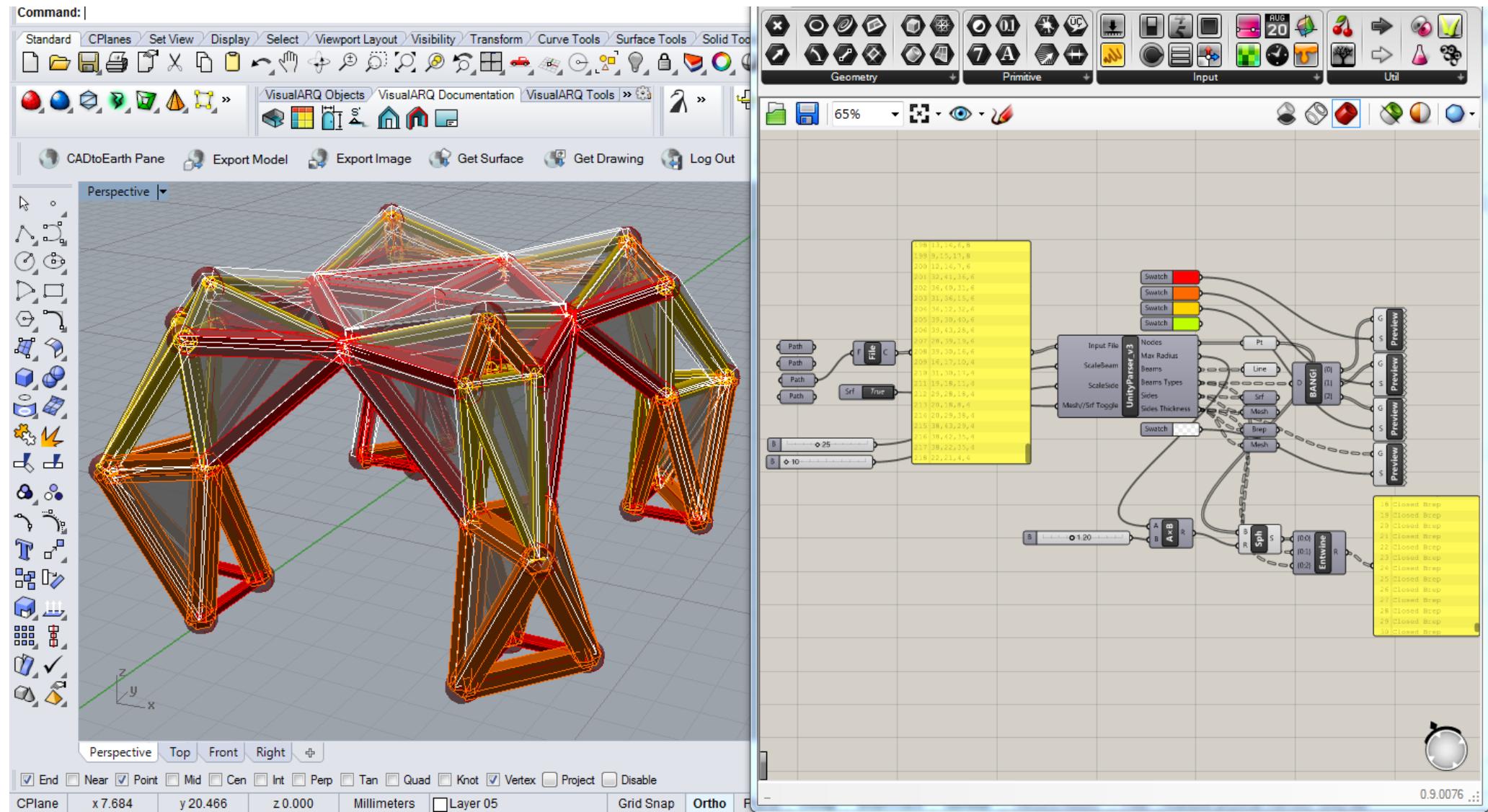


Virtual Reality Workshops
Architectural and fine arts schools, conventions and events, exhibitions and shows
[Teaching]





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



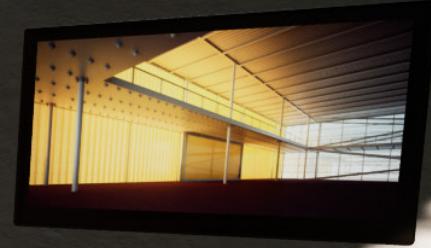


Dixie Lab

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

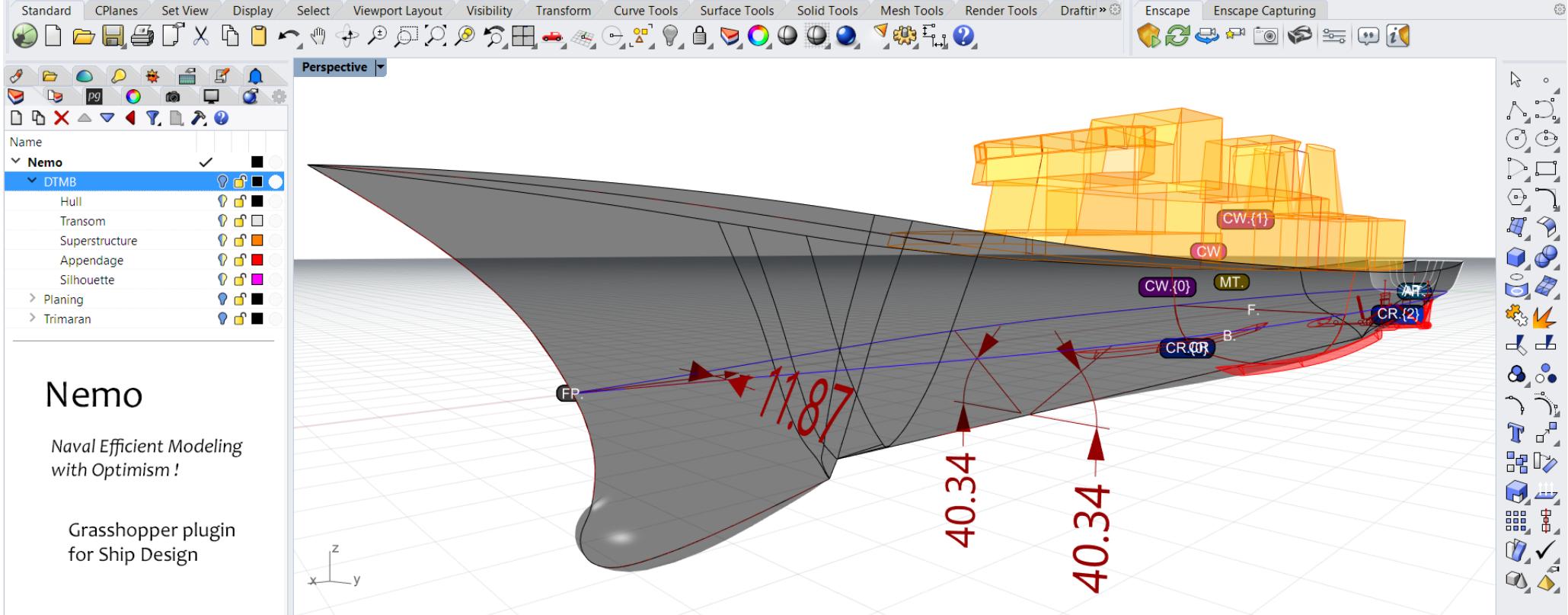
recommended to suppress

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



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:

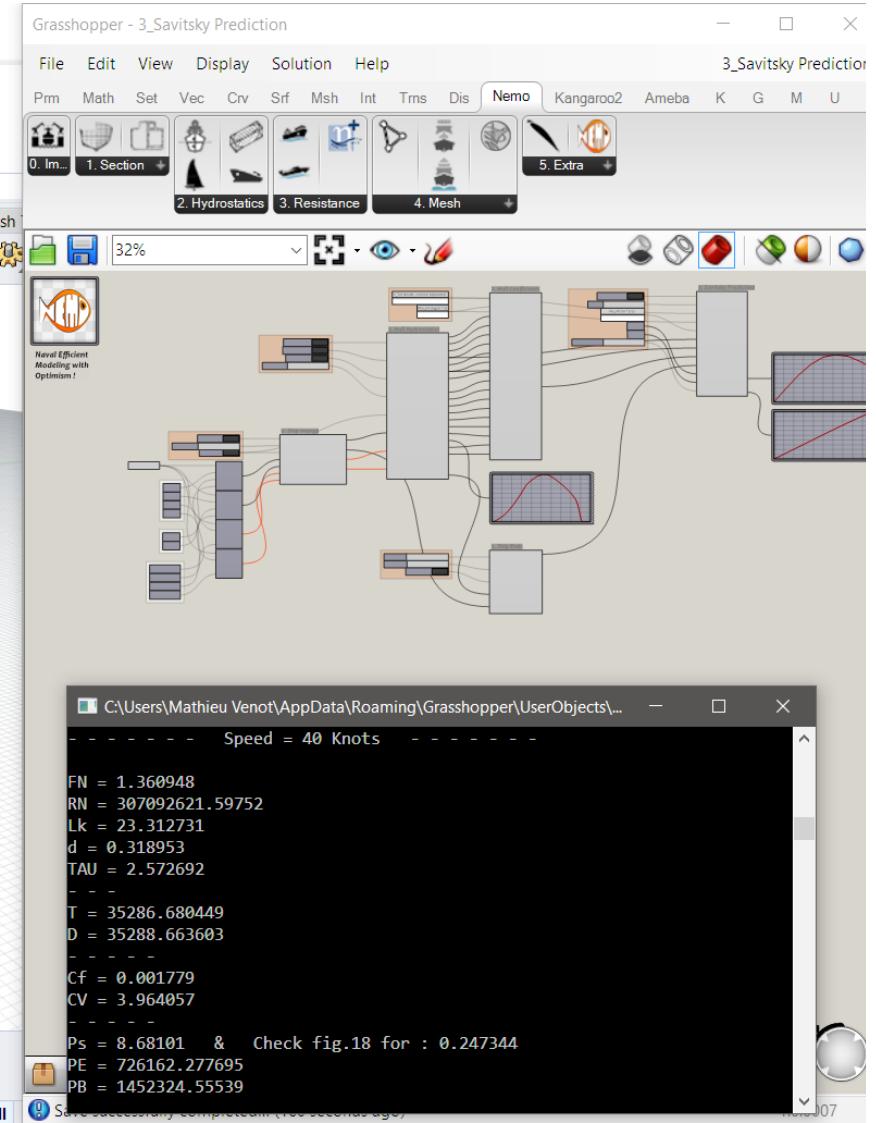
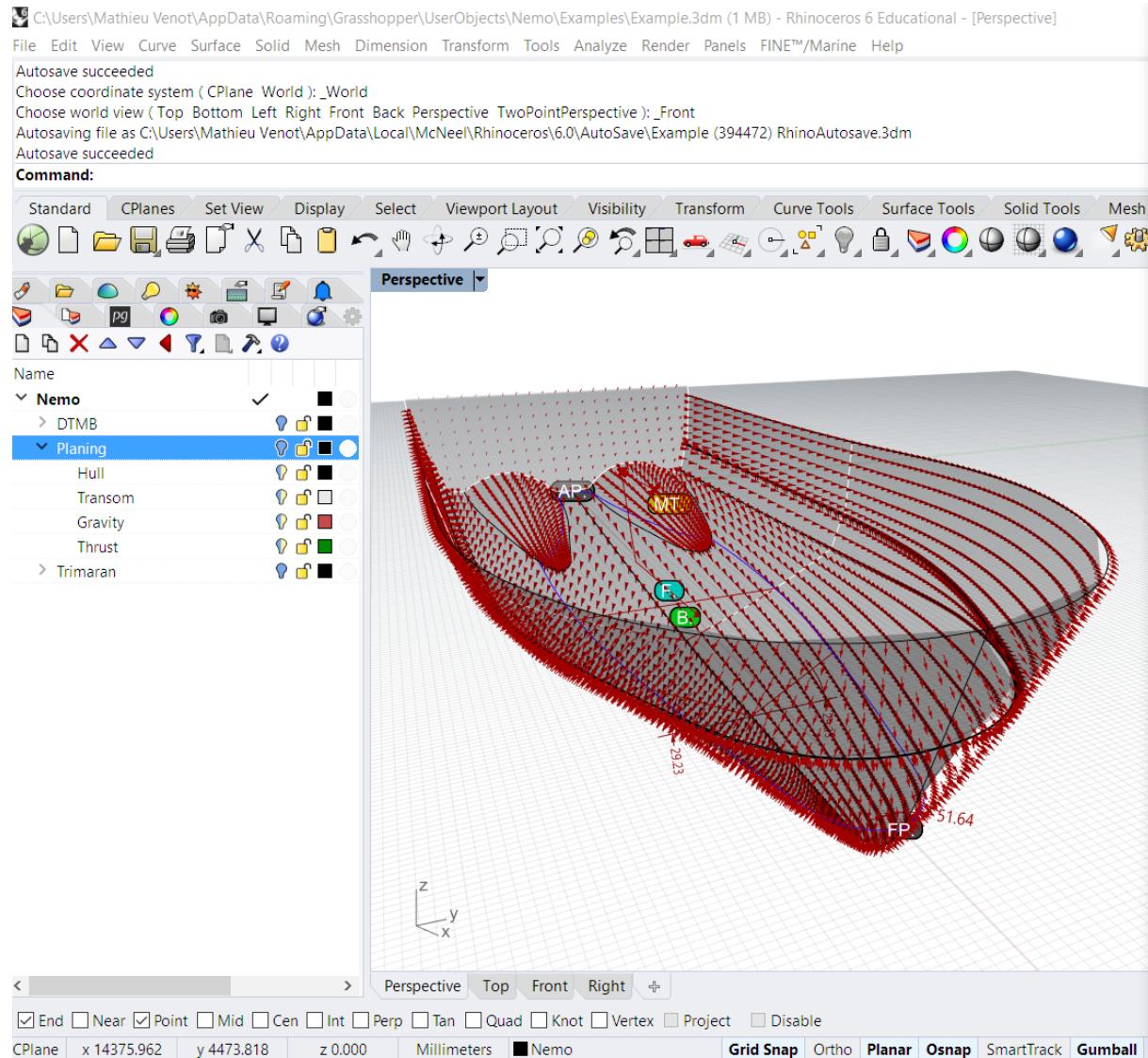


Nemo

Naval Efficient Modeling
with Optimism !

Grasshopper plugin
for Ship Design

Nemo
Grasshopper plugin for Ship Design
[Consulting]





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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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