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**Mathieu VENOT**

*mathieuvenot.com*



# Mathieu VENOT

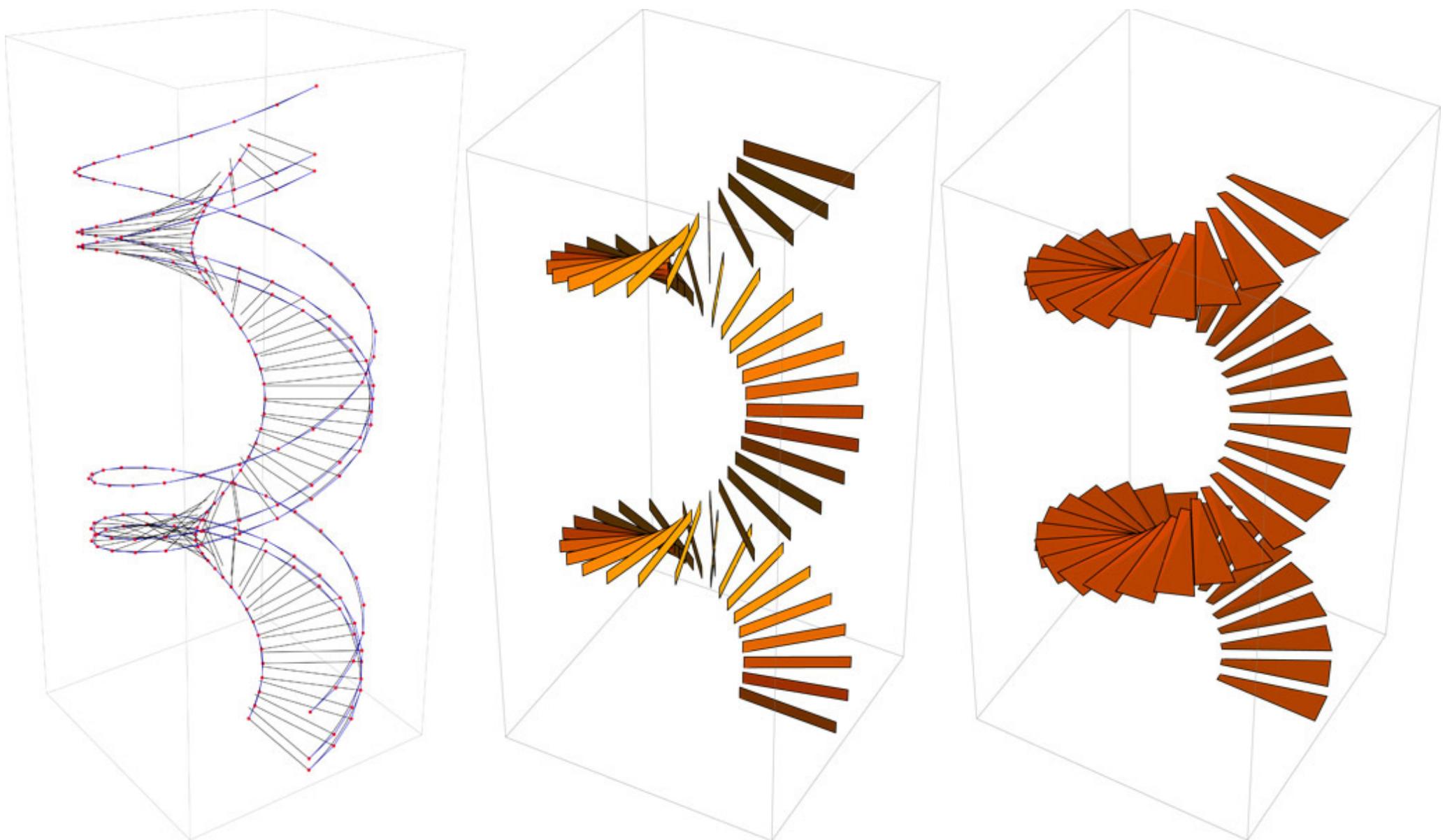
Allée Murillo  
44300 Nantes FRANCE

+336.79.33.64.10  
[mat.venot@gmail.com](mailto:mat.venot@gmail.com)

*Student in Naval Architecture, MSc  
Architect, MArch  
Born September 30, 1990*

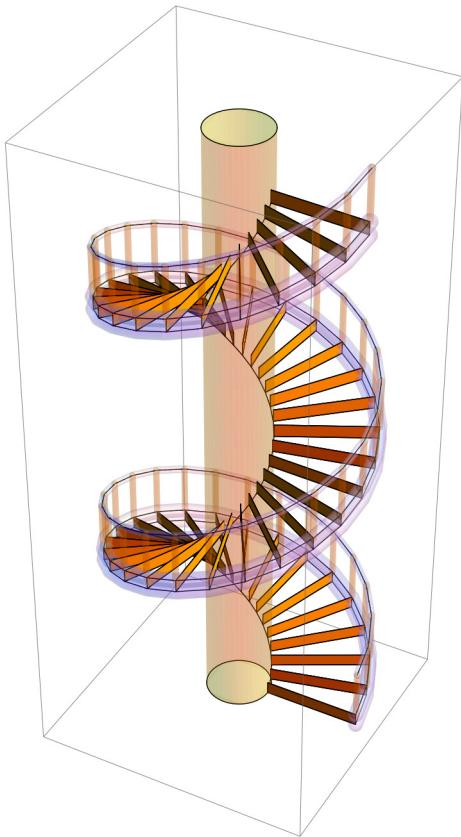
*[mathieuvenot.com](http://mathieuvenot.com)*

	Experience	Education
10/2015 - Now	Dixie Lab : Co-founder	
05/2013 - Now	Mathieu Venot : Consultant	
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	

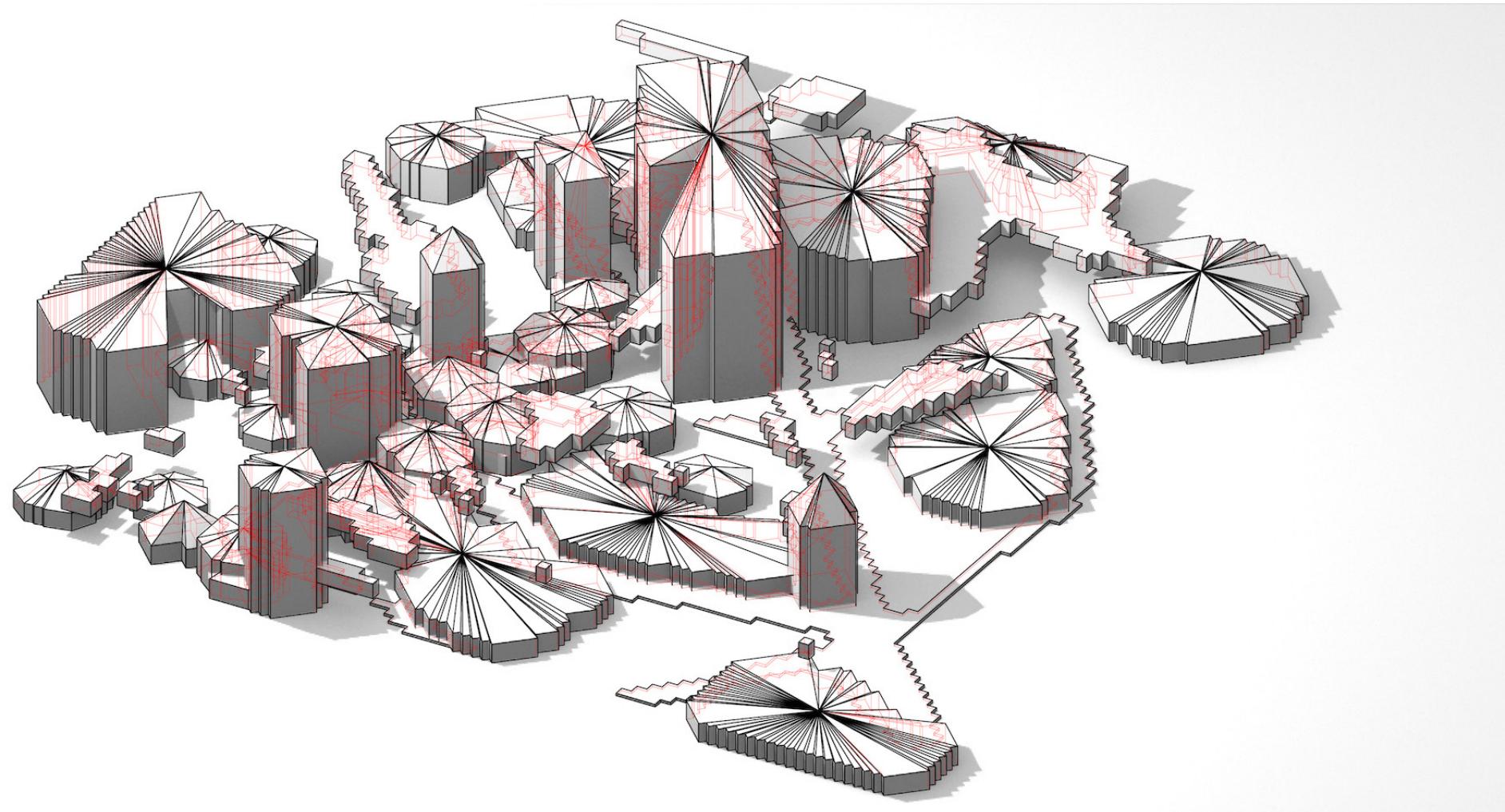


Mathematical programming  
*Helicoidal stair construction by mathematical operations*  
[Academic]

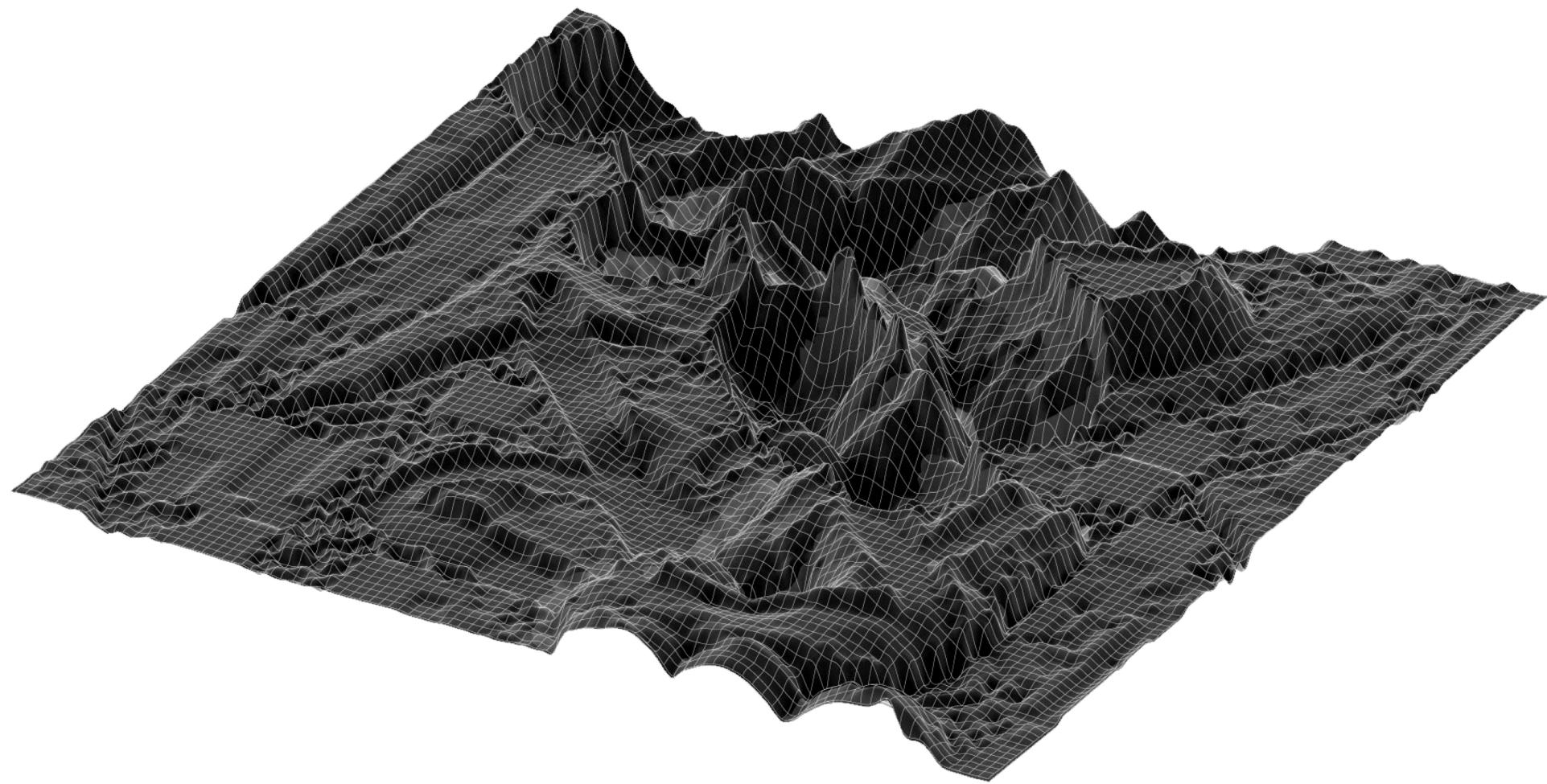
```
Show[{nonbezier1, nonbezier2, ligneh, lignehnez, tube, lignegarde,  
lignemarche, tubegarde, surfcm, tubemarche, tubeext, barriere}]
```

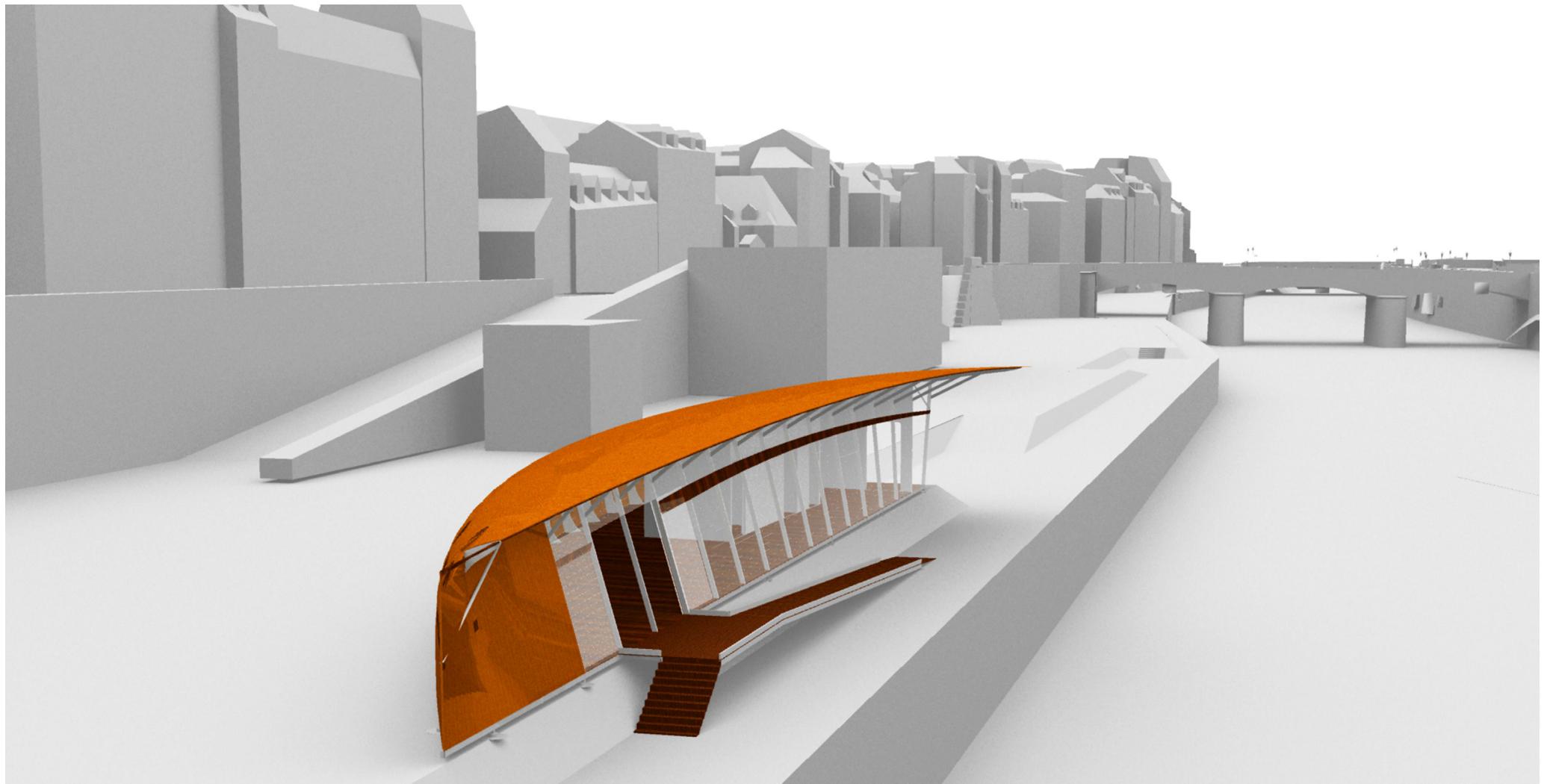


```
pointsSurfMarchel =  
Table[{ptsMarchesIntOK1[[i, j]], ptsMarchesExtOK1[[i, j]], ptsMarchesExtOK1[[  
i, j + 1]], ptsMarchesIntOK1[[i, j + 1]], ptsMarchesIntOK1[[i, j]]},  
{i, 1, Length[ptsMarchesIntOK1]}, {j, 1, Length[ptsMarchesExtOK1[1]]}];  
  
surfmarcheOk1 = Delete[Map[Polygon, pointsSurfMarchel,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

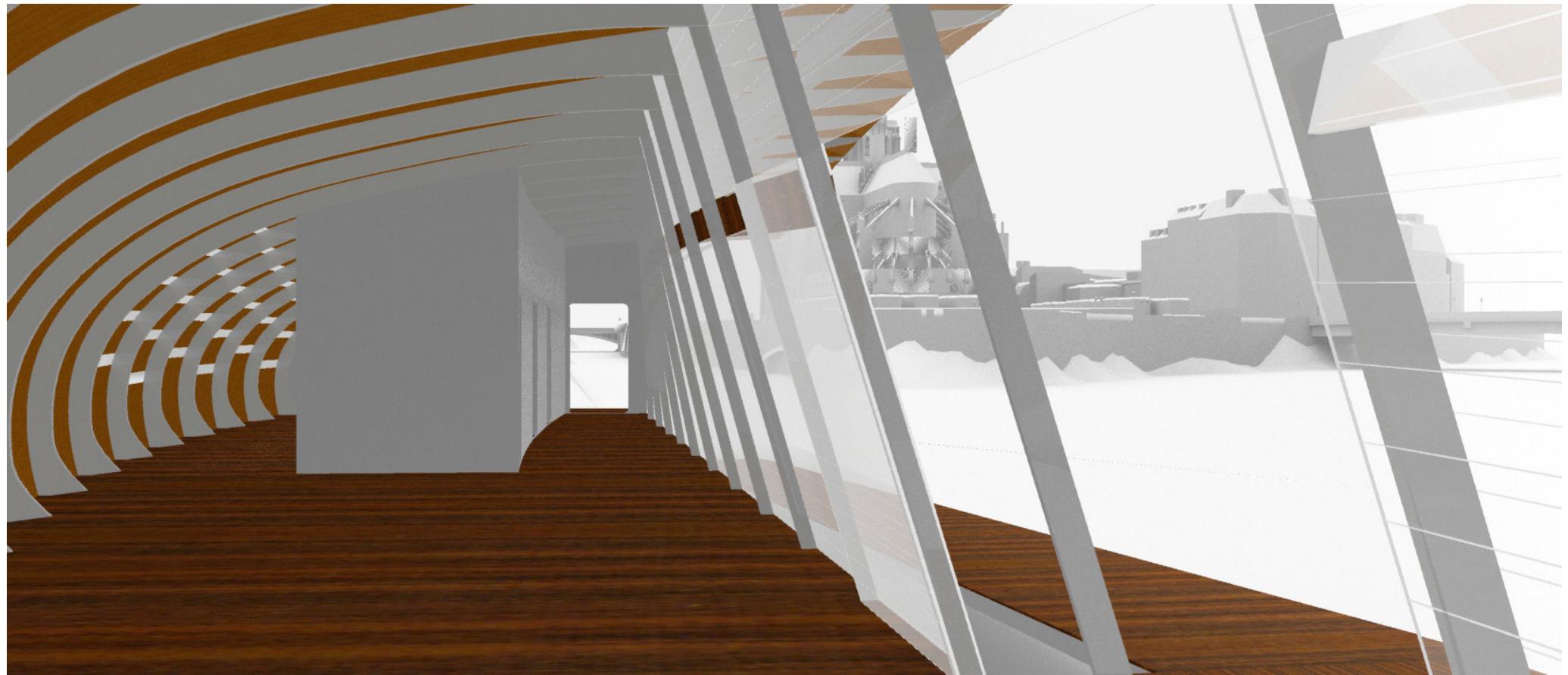


*Generative Landscapes*  
*Shape and color detection for procedural generation*  
*[Academic]*





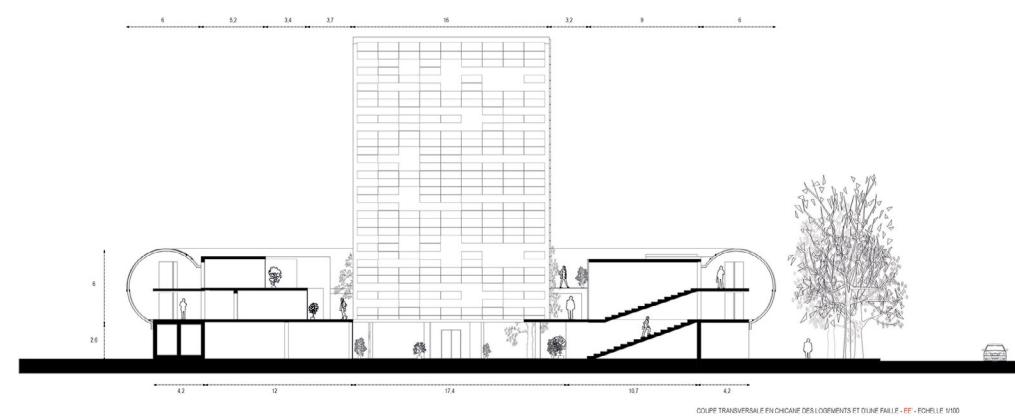
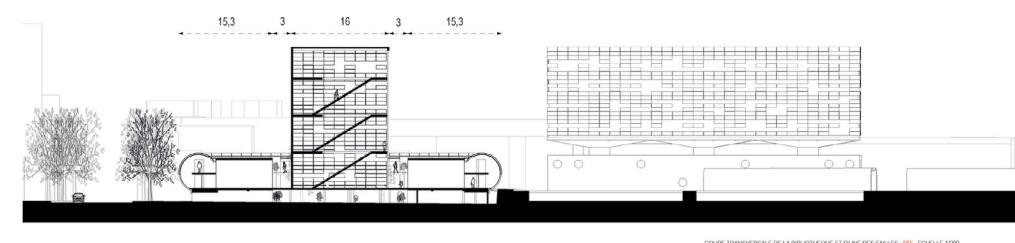
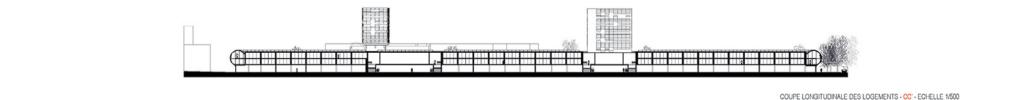
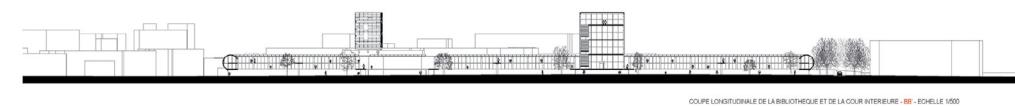
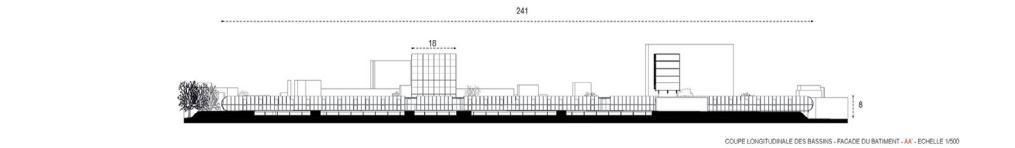
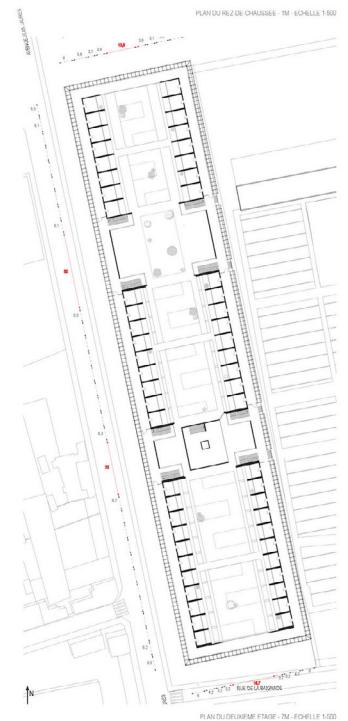
Structural Station Cover  
*Boat station parametric design*  
*[Academic]*

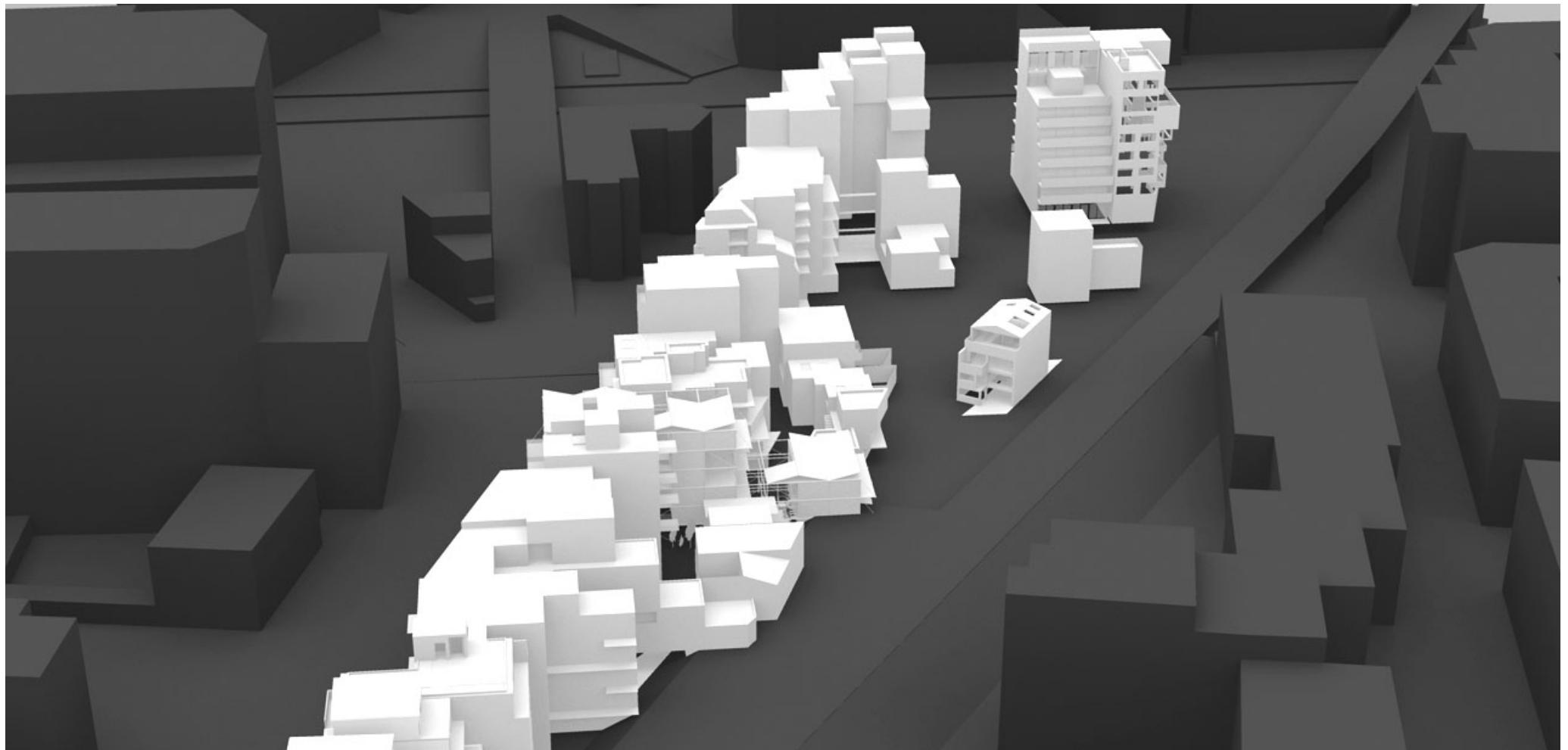




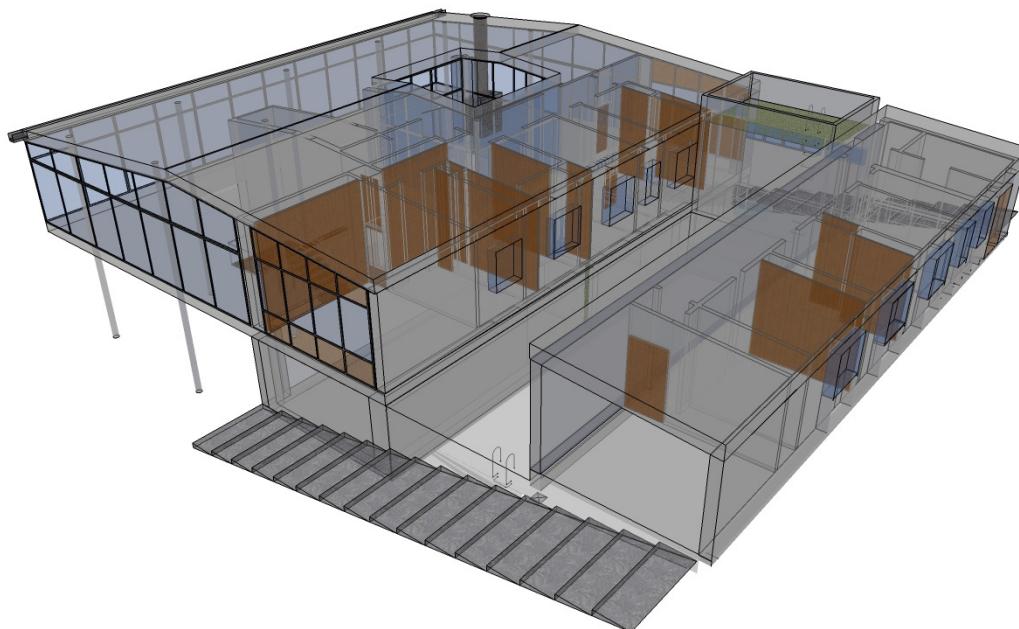
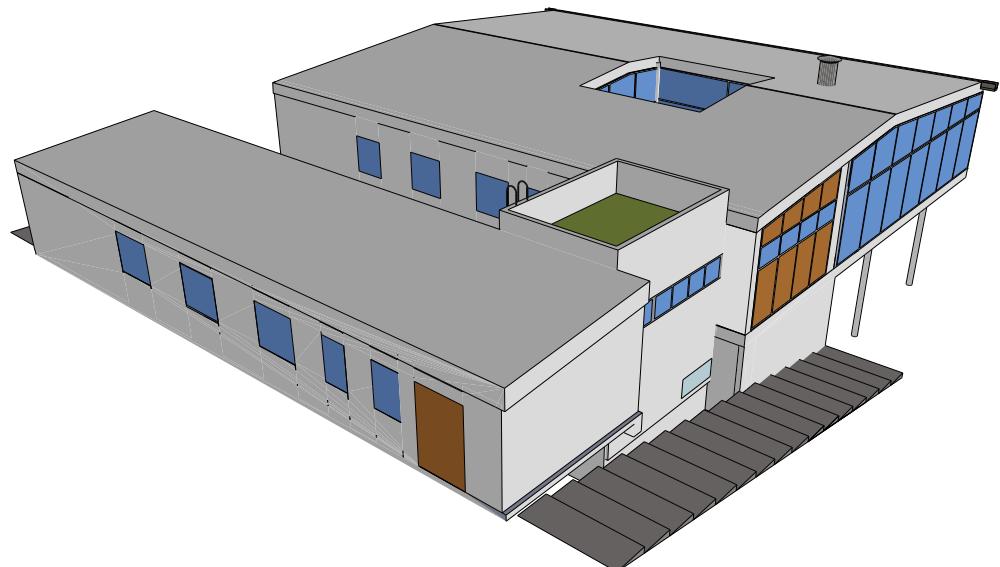
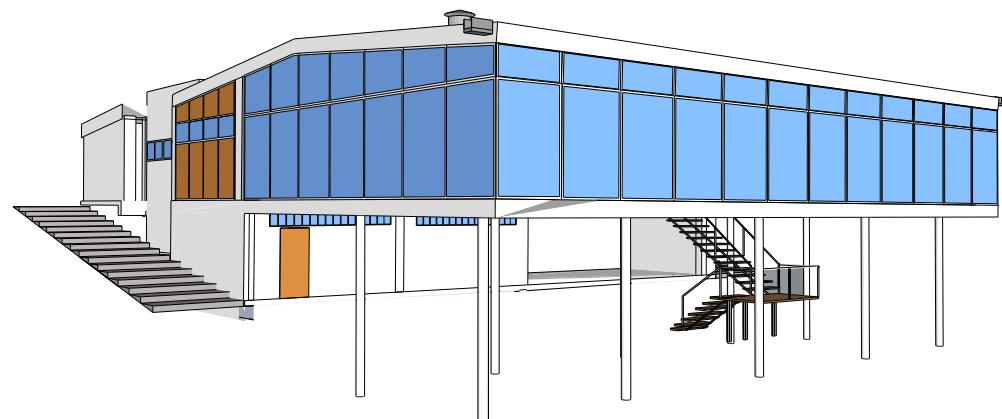
Factory Rehab

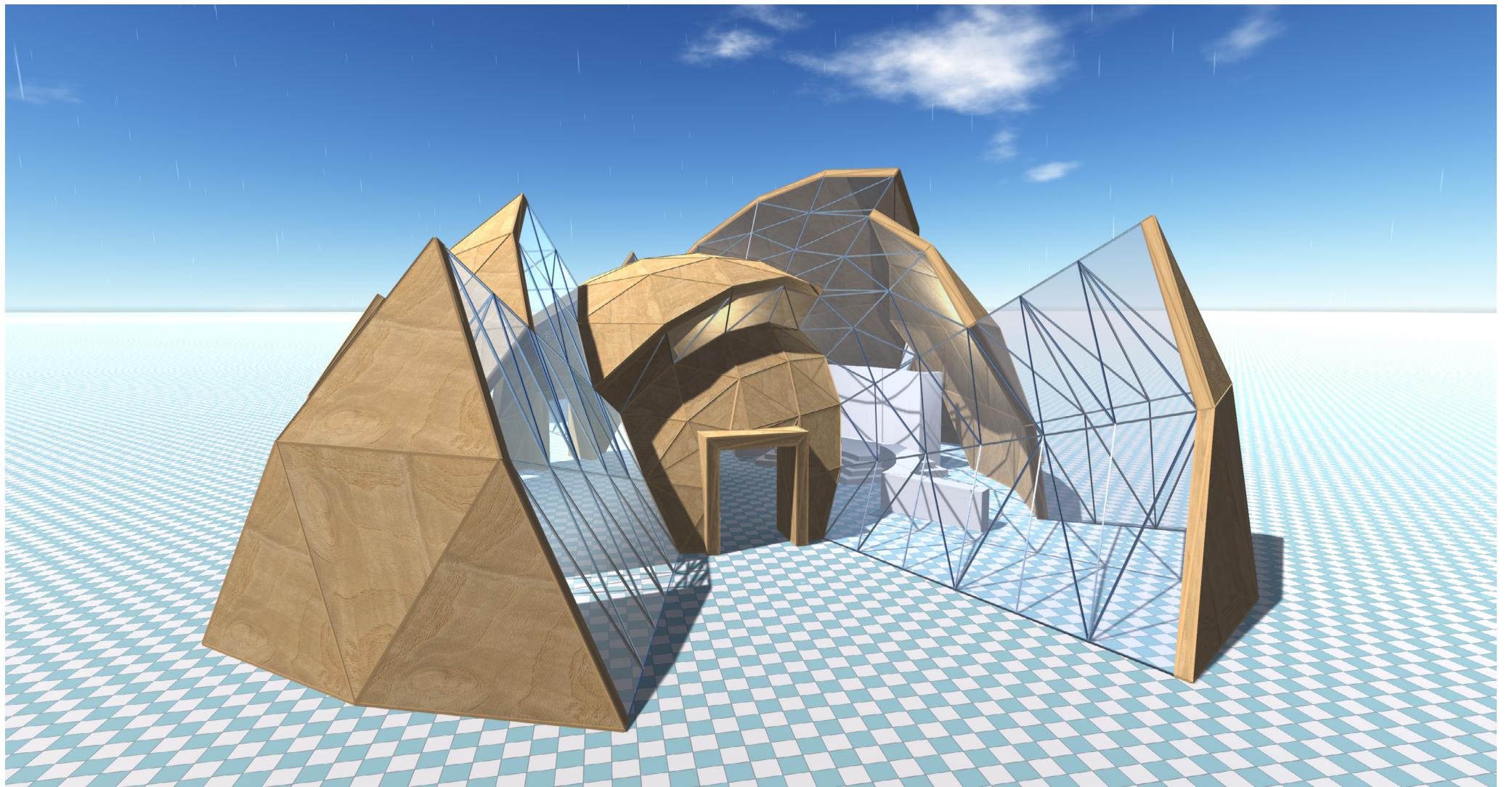
*Rehabilitation of the Ivry's water treatment factory into students complex and housing  
[Academic]*



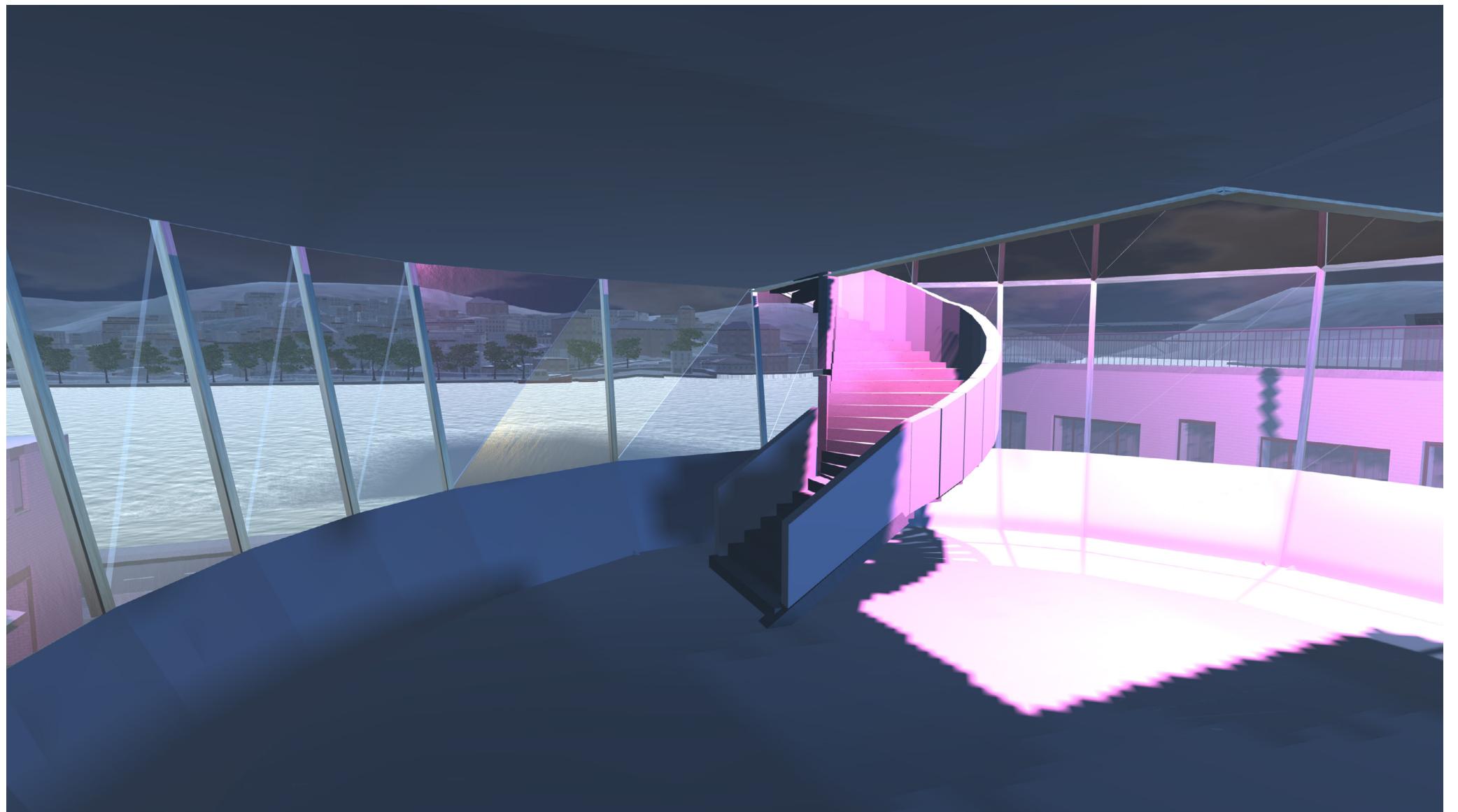


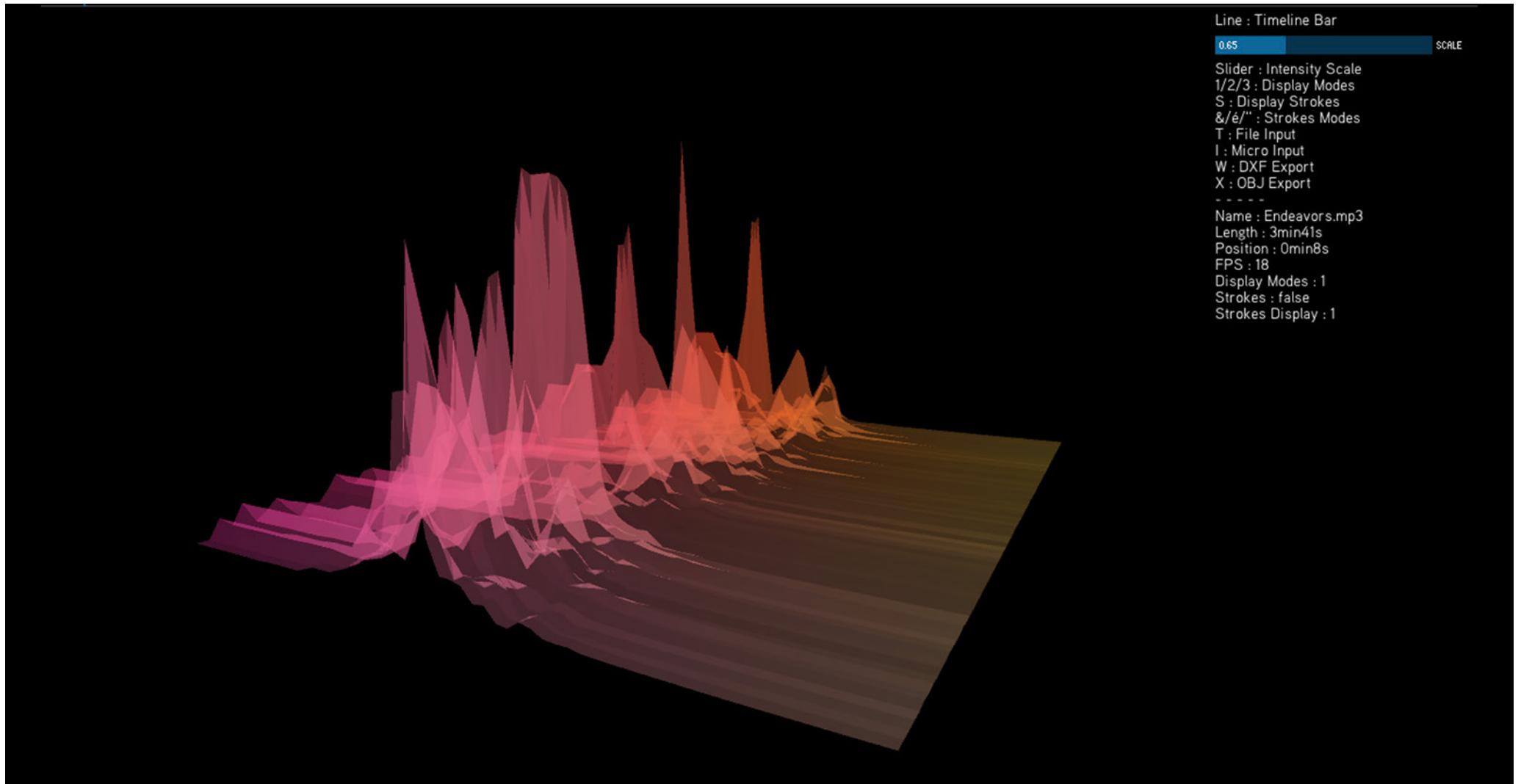
*Urban and Housing*  
*Program redefinition for Paris 19th district and housing analysis*  
*[Academic]*



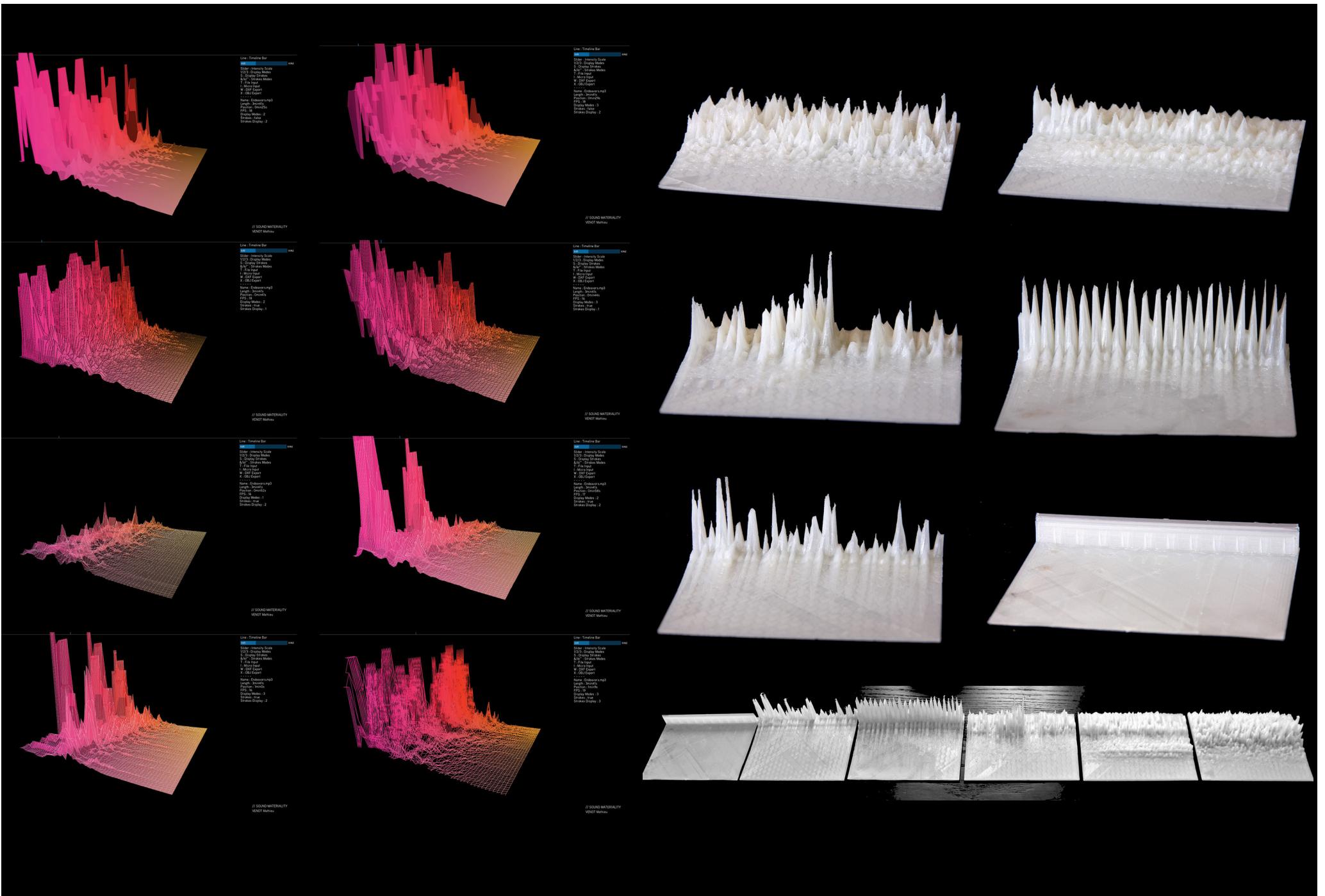


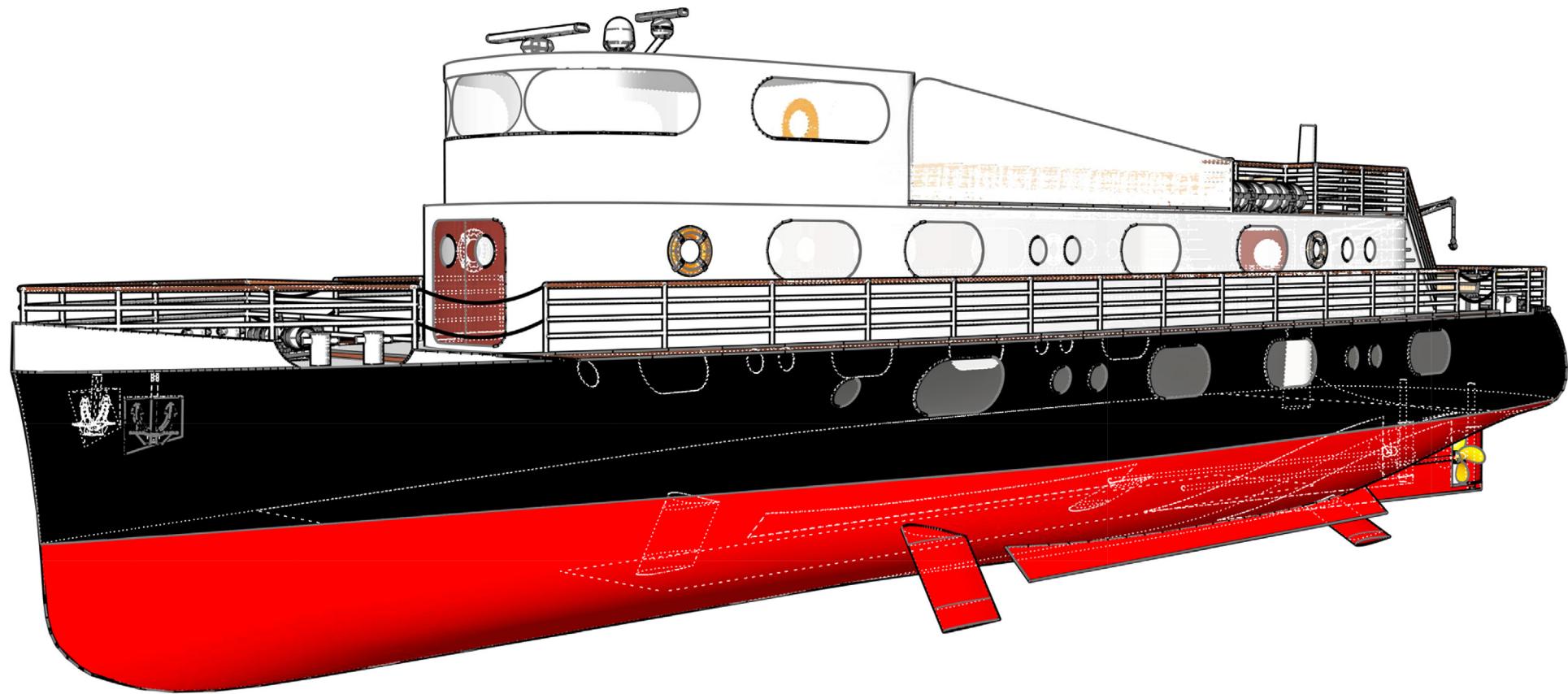
*Virtual Reality Architectural Conception Software*  
*Real-time immersive simulation, environment acquisition, interoperability and multi-user collaboration*  
*[Academic]*



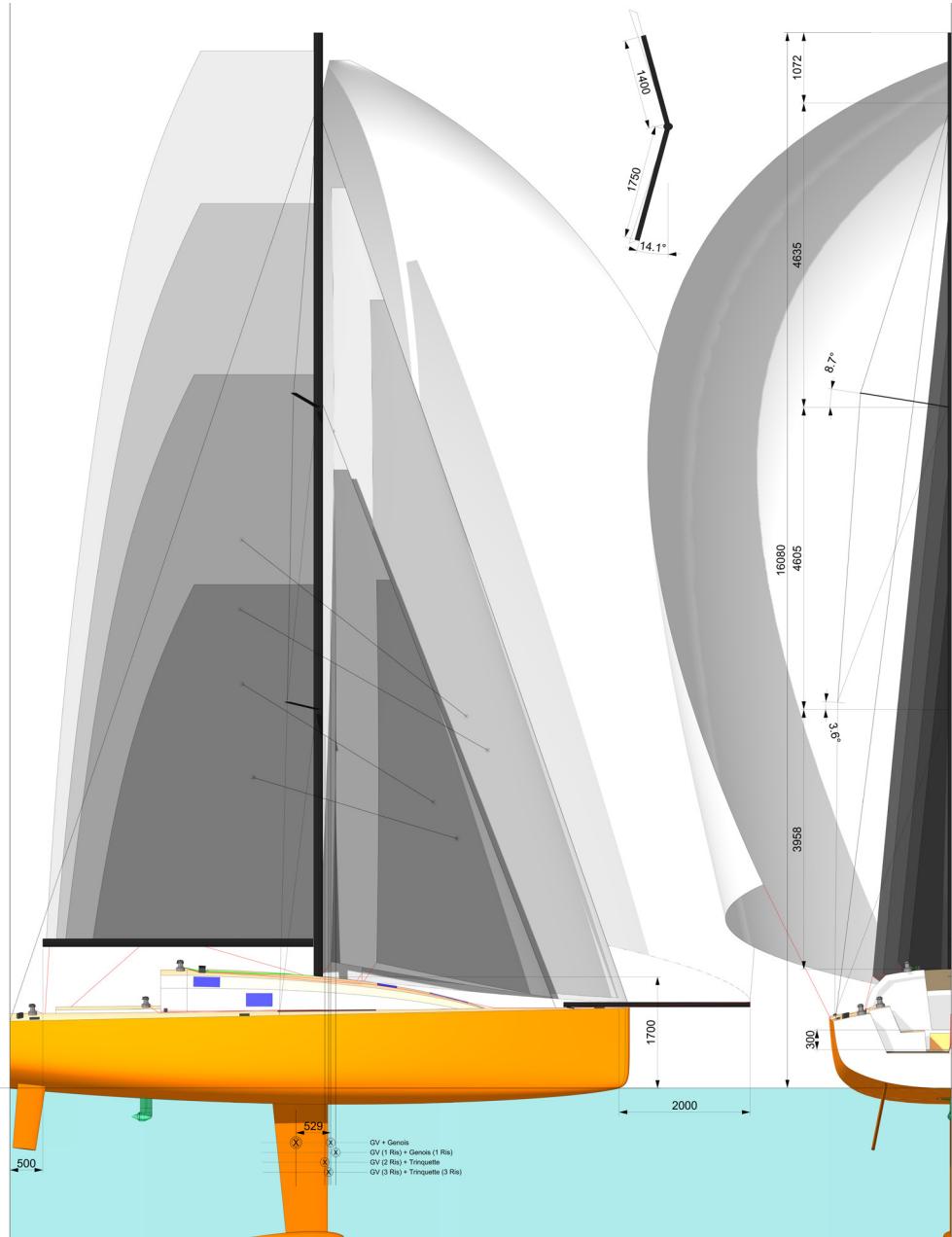


Sound Spectrum Materiality  
Sound analysis and extracting for 3D printing prototyping  
[Academic]



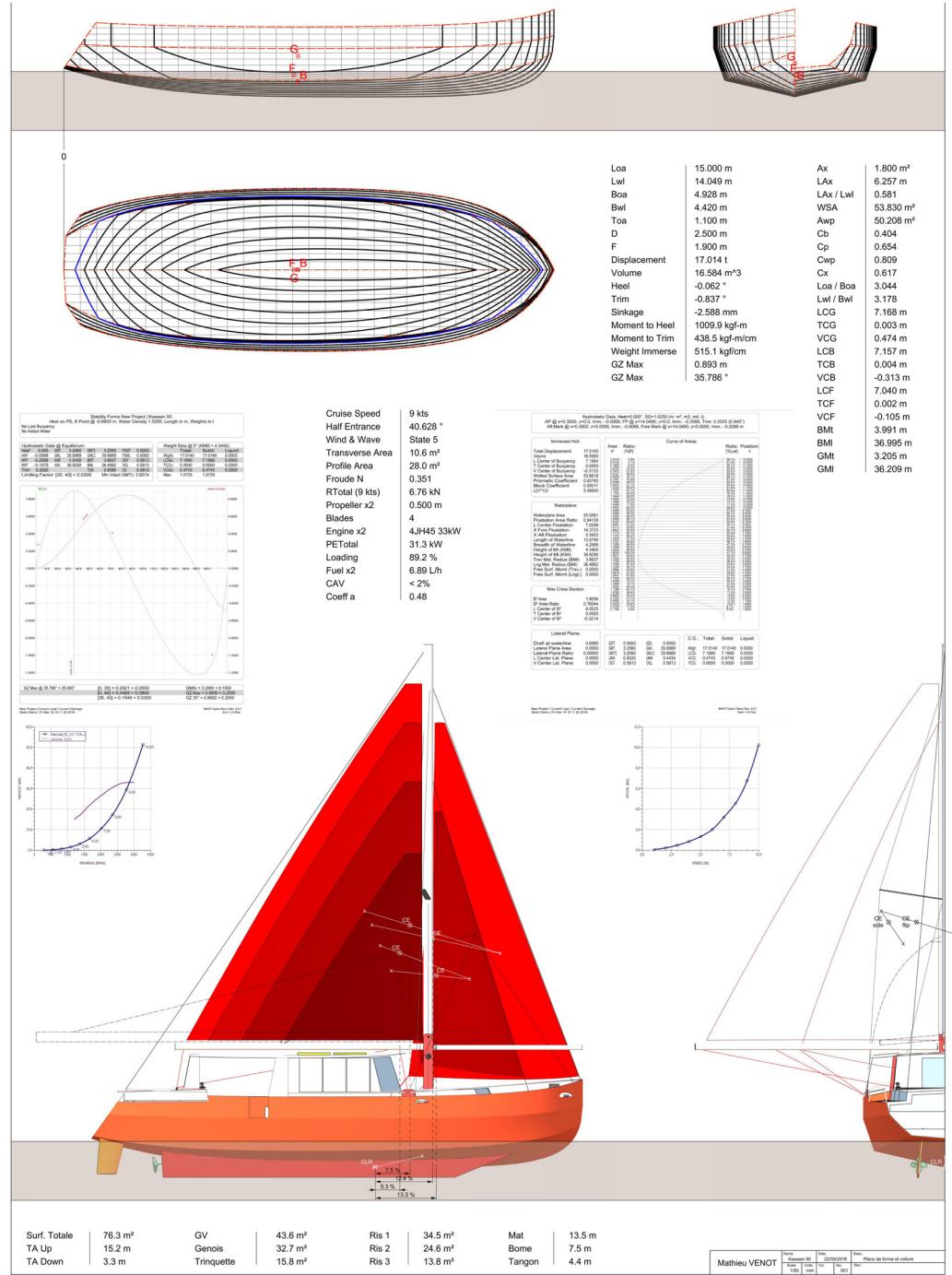


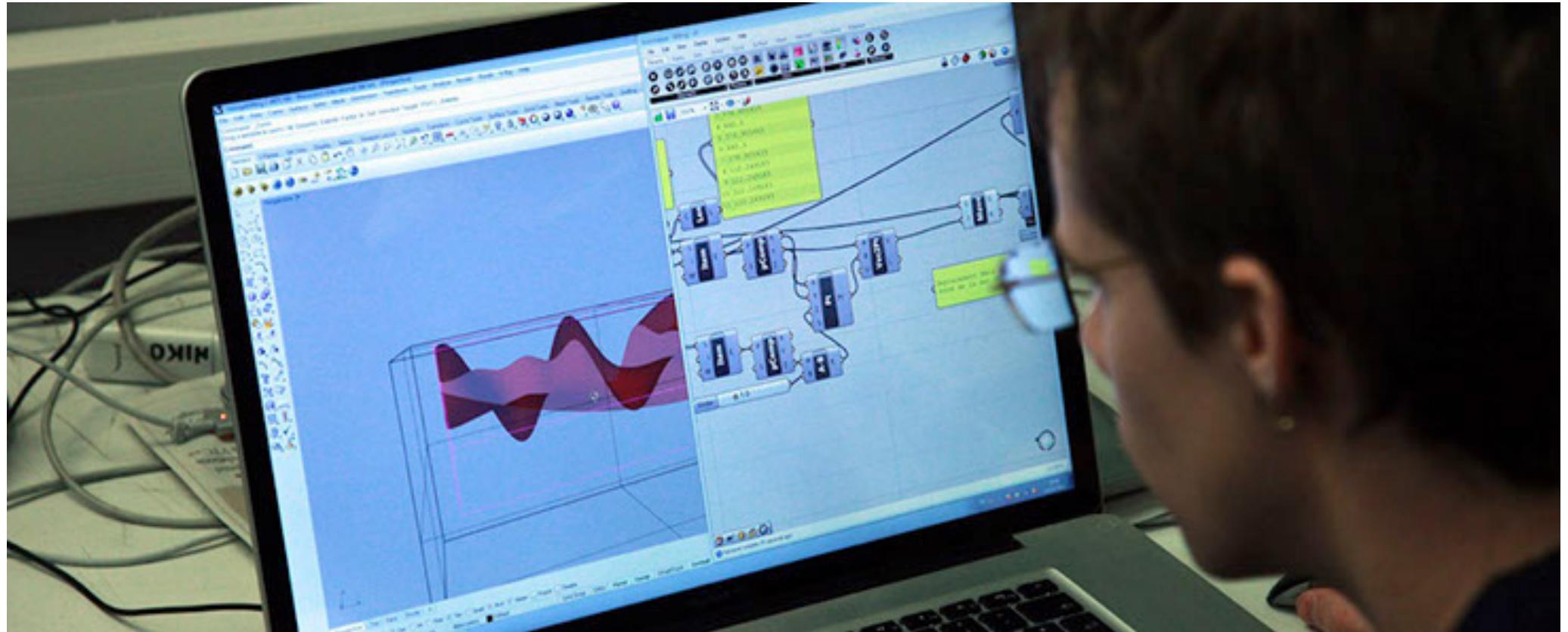
*Ships Design Loops*  
Passenger Transport Ship, Sailing Offshore Racing Yacht and Sea/River Expedition Sailboat  
[Academic]



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

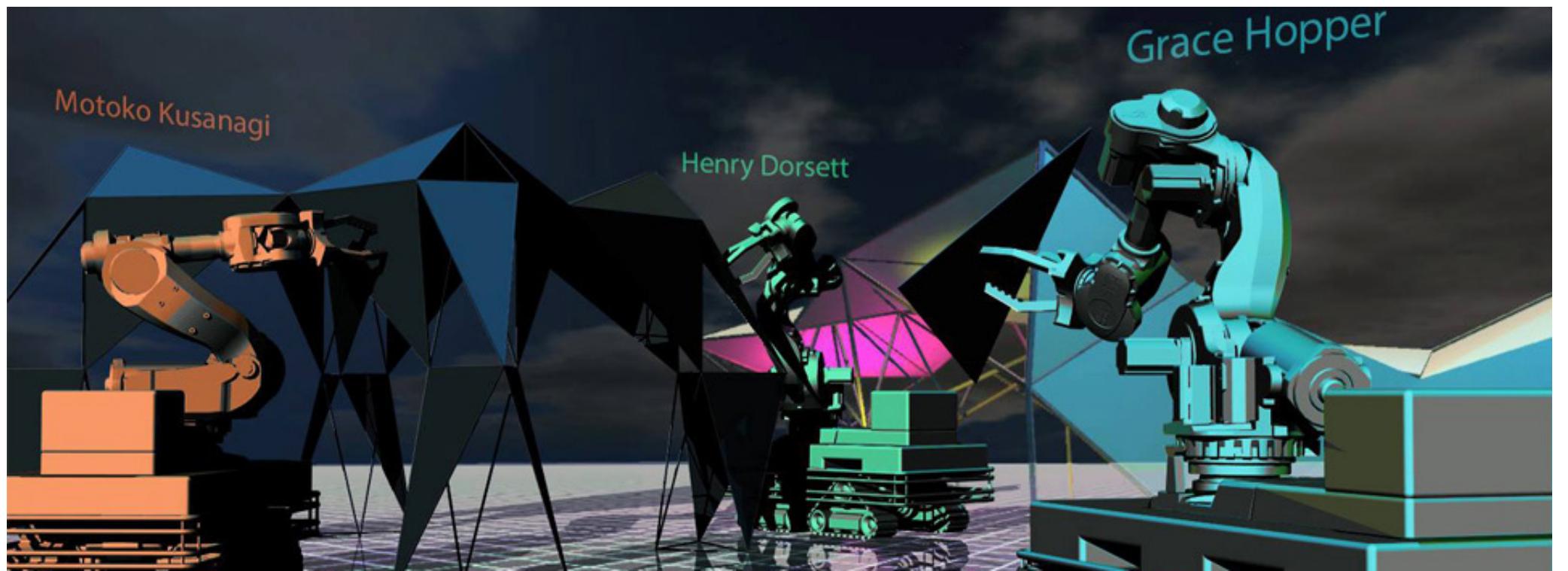
Jérémie LABASSE      JLM 950      Date: 13/02/2018      Desc: Plan de voilure  
 Layout No. 003      Drawn/Checked Rev:  
 Series No. Tol. Rev:  
 Scale 1/50 Units mm Sheet Deg. Sz. Rev:  
 Leïla SALOMON      Mathieu VENOT





*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]*





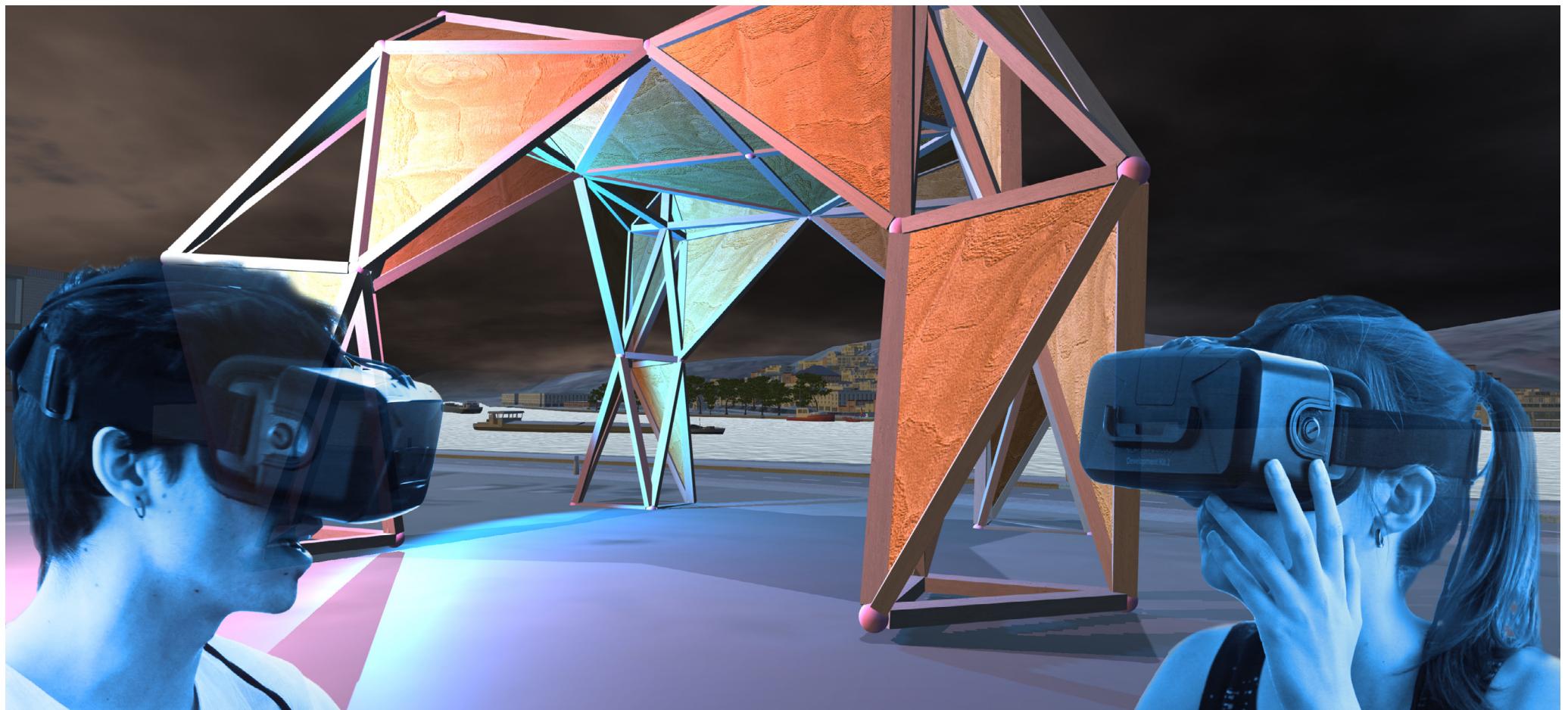
*DMS 2017 Workshop  
Virtual Immersive Architecture  
[Teaching]*



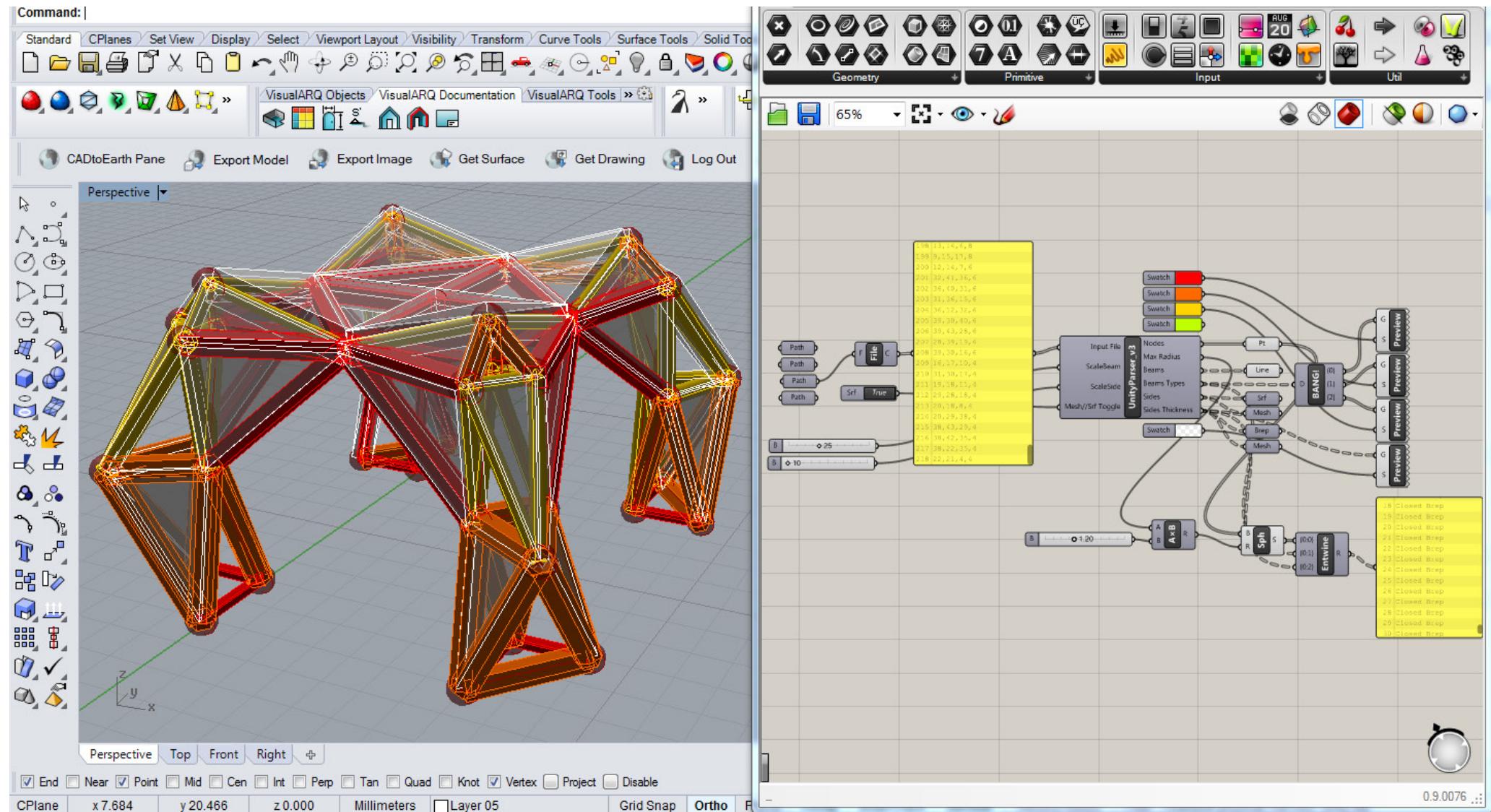


*Virtual Reality Workshops*  
*Architectural and fine arts schools, conventions and events, exhibitions and shows*  
*[Teaching]*





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





*Dixie Lab*

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

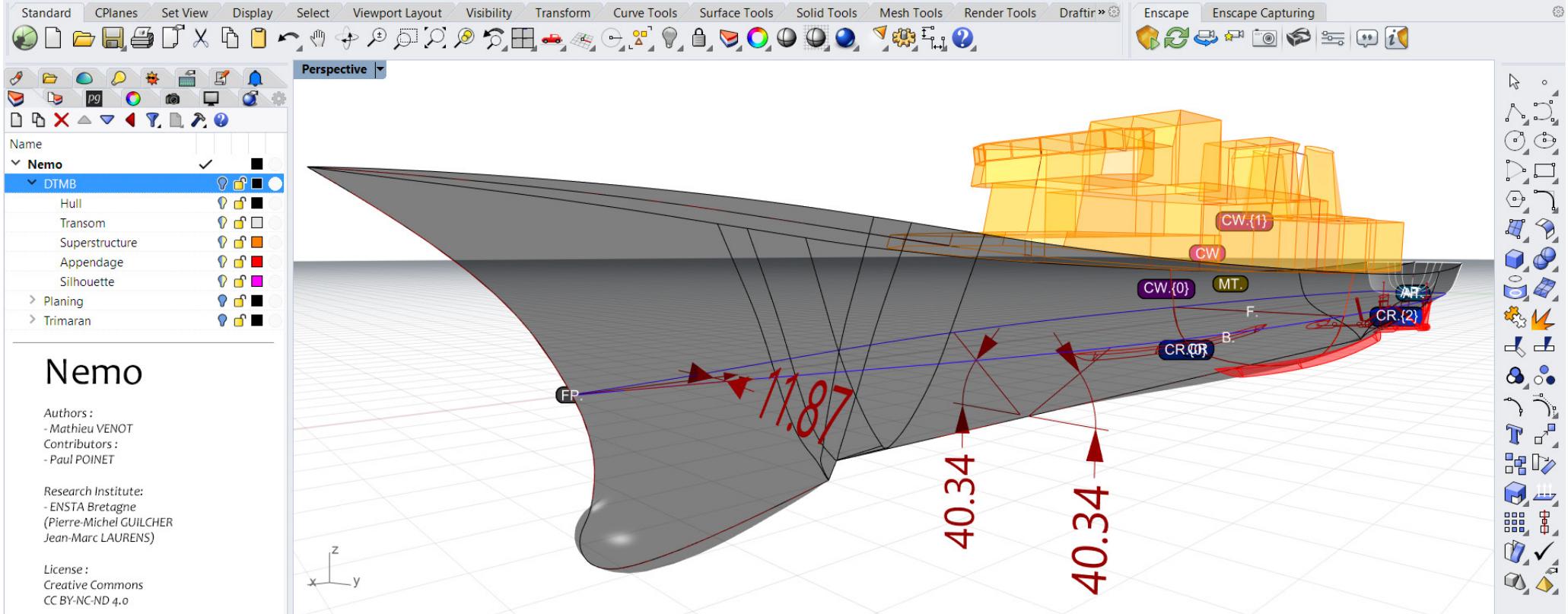
recommended to suppress

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
- 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:



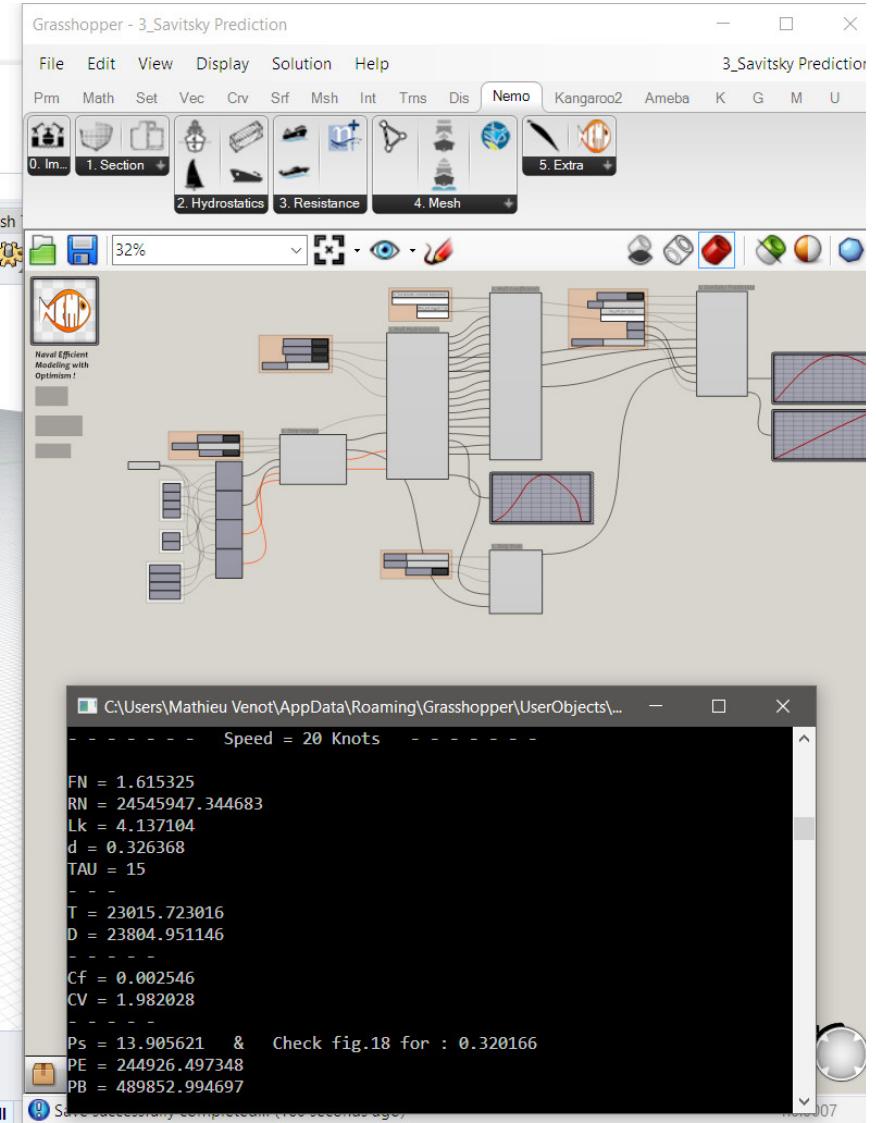
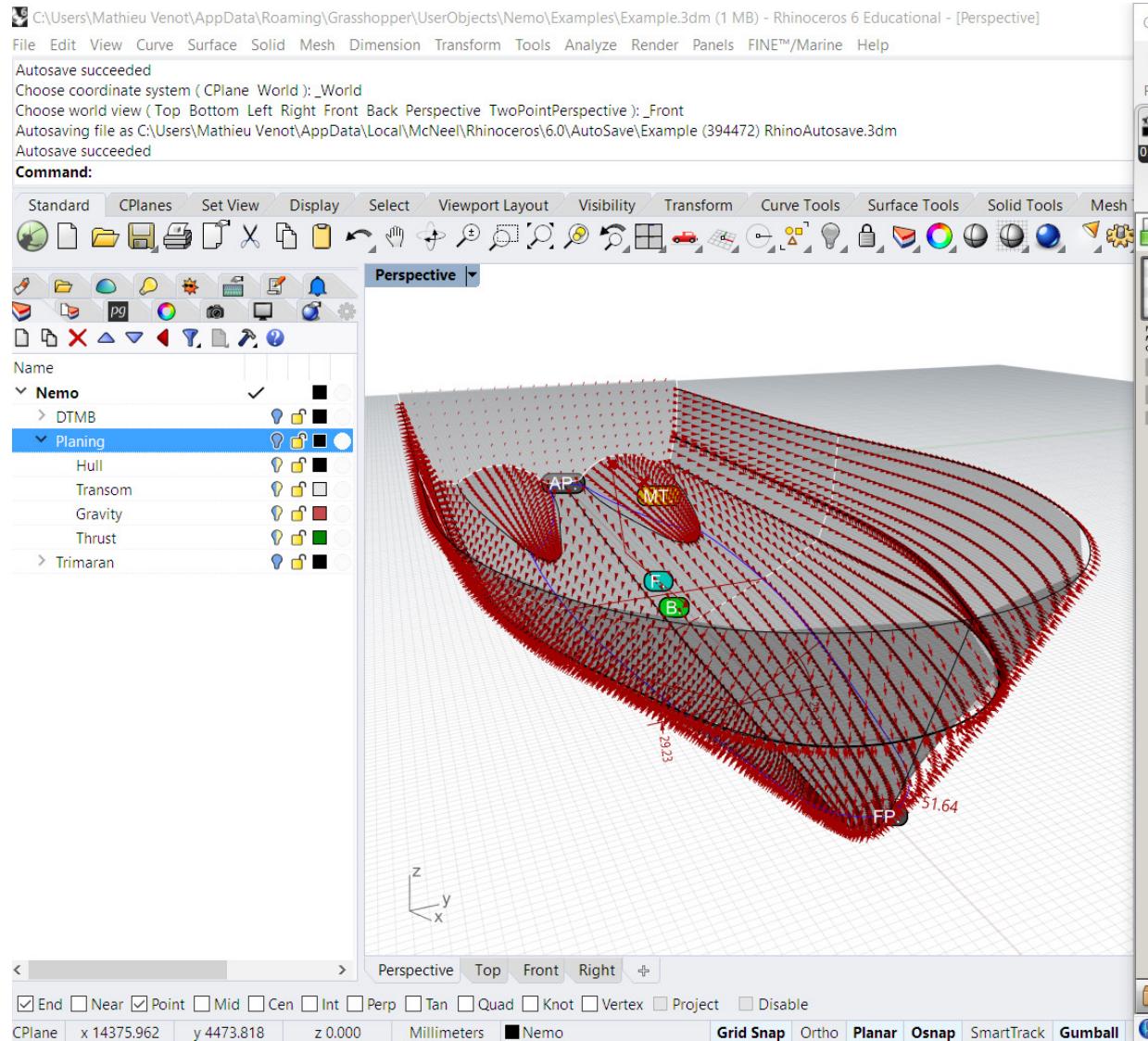
## Nemo

Authors :  
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Contributors :  
- Paul POINET

Research Institute:  
- ENSTA Bretagne  
(Pierre-Michel GUILCHER  
Jean-Marc LAURENS)

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*Nemo*  
Grasshopper plugin for Ship Design Loop  
[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]*



**Mathieu VENOT**

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