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PIERRE FRIQUET

Creative Director



PROFILE SUMMARY

Hybrid creator, I design interactive and immersive experiences (VR, dome film, AR, video mapping, aquatic VR ...) with a background in film and TV. My projects have been covered by international media such as **Wired, Vice, Forbes, Verge, CNET, Indiewire, Rolling Stone...**

CONTACT DETAILS

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Living in Paris, France

ACHIEVEMENTS

- Official Selection of Spaced Out at **Sundance** Festival 2020
- **Best Immersion Award** with Patterns at Festival du Nouveau Cinéma in 2016
- Directed **world's first artistic underwater VR experience**, Spaced Out
- Conceptualized the **world's most viewed live-stream**, Welcome to the Other Side
- Advised with legendary filmmakers such as Alejandro Jodorowsky, Marco Caro, Jean-Luc Godard...

ACADEMIC HISTORY

FILM & TV INSTITUTE OF INDIA

Film Direction & Cinematography, 2004-2010

- Directed 20+ short films
- Shot in 16 and 35 mm and mixed in Dolby 5.1
- Learned the aesthetics, craftsmanship and technique of filmmaking
- Trained in screenwriting from conceptualization to the final making of a film.

PIXEL ACADEMIA

Narrative Design, 2021

- Synopsis describing the main lines of the story (story, characters, world, places, back story, etc.)
- Character files (psychological profile, appearance, qualities / faults, motivations / objectives, etc.)
- World building, lore creation and bible writing

PROFESSIONAL HISTORY

CHANEL

VR experience, 2021

- Conceptualized the creative brief
- Shot and edited the experience
- Teamed up with the artistic direction department



TISSOT

Location-based Game, 2021

- Designed and implemented workflow
- Handled the technical execution
- Supervised the store installation
- Helped brainstorm with future deployment



JEAN-MICHEL JARRE

Virtual Concerts, 2020

- Commissioned by French Ministry of Culture and Paris City Hall
- Created the avatar of the artist
- Designed the UX experience and scenography



PAN EUROPEAN RECORDING

Music Video, 2017

- Conceptualized the brief for Maud Geffray and Flavien Berger
- Directed and shot in 360° with custom camera rig
- Supervised animation and VFX



ALEJANDRO JODOROWSKY

Consultancy, 2017

- Advised about immersive technology
- Helped brainstorm with projects in development



SBS

VR Fiction, 2017

- Supervised the screenplay writing
- Conducted the casting
- Directed the experience



ARTE

TV Documentary - 2016-2017

- Interviewed high-profile filmmakers, musicians, tech gurus
- Carried out documentary research
- Wrote voice-overs





PIERRE FRIQUET

TALENTS

- Production of **interactive content** for **installations, exhibitions, mobile apps** and **online experiences**
- Expertise in immersive media (**VR, dome, AR**)
- Ten years of professional experience as a **screenwriter** and **director** for cinema, television, new media and journalism
- Project supervision of **high level international clients** such as the French Embassy of India, MTV, UNICEF, Greenpeace, Republic TV, Nelson Mandela's Children Fund, etc.
- **Creating innovative content** and adapting to new workflows involving volumetric capture, real-time interaction, 3D environment, live footage, etc.
- **International experience** and adaptation in varied and difficult professional environments (shooting during an earthquake)
- **Panelist** at conferences and **lecturer** for workshops in various countries in renowned educational institutions such as **Emerson College** in Boston, **Gobelins Animation School** in Paris, Goethe Institute in Nairobi, ...

LANGUAGE

- **French** : native language
- **English** : fluent
- **Hindi** and **German** : intermediate
- **Zulu** and **Spanish**: beginner

TECHNICAL SKILLS

- Mastery of shooting in celluloid (**16 mm** and **35 mm**) and digital cameras (**Red, Canon, Leica**)
- Mastery of capturing in **360°** (Ozo, InstaPro, Kandao, GoPro Rig,...), **photogrammetry** (Matterport, DSLR...), **motion capture** and **volumetric capture** (Kinect, RealSense)
- Proficient in Adobe Creative Suite (**Premiere, After Effects, Photoshop, Lightroom, XD**) and 360° post-production (**Mistika, AutoPano, PTgui, DaVinci Resolve**)
- Advanced command of game engines (**Unity** and **Unreal**) and AR softwares (**Spark AR, Lens Studio**)
- Proficiency in interactive writing techniques in **Twine**, mind maps and flowcharts in **LucidChart**
- Mastery of coordination and task organization tools such as **Slack, Trello, Mattermost** ...

EMPLOYMENT HISTORY

PROVIDENCES

Head of XR Department, Paris, 2018-2019

- Developed original projects and unique concepts
- Designed a workflow for an immersive installation for HoloLens AR headsets sponsored by Microsoft
- Established partnerships with creators, co-producers and funding agencies

LAIR CREATIVE

Director, New York, 2017

- Pitched concepts to clients such as Samsung
- Advised on the content service strategy

MRKI

Head of Operation, London, 2016

- Co-founded a stealth production company specialized in VR location-based content
- Pitched to leading marketing agencies in Dubai and Royal Foundation in London
- Contributed to get investment of 500K Pounds from a private investor

LA HACIENDA CREATIVE

Head of VR Department, Montréal, 2015

- Setup a department producing immersive content
- Led a team of assistants, researchers and collaborators
- Created a 360° rig with 5 cameras

ORIGINAL EXPERIENCES

BERLIOZ TRIP

AR Game, 2021

- Co-wrote and conceptualized the UX/ UI
- Created the game design
- Teamed up with Sonic Solveig production

SPACED OUT

VR Aquatic Experience, 2020

- Wrote, produced and directed the world's first artistic underwater experience
- Selected at Sundance Festival 2020 and half dozen festivals around the world
- Won the Special Jury Prize at FilmGate Festival in Miami, 2020

PATTERNS

Dome and VR experience, 2016

- Wrote, produced and directed the 40 minutes dome film
- Design an unique workflow to deploy the content in different formats (dome and VR)
- Won the Best Immersion Award at Festival du Nouveau Cinéma in Montréal, 2016