GREG FORET

Senior Layout & Previsualisation Artist

France | +33 743 150 160 | hello@greg.foret.com | French & Canadian passport holder

With 15+ years crafting cinematic layouts and previs for animation and VFX, I'm passionate about bringing stories to life. Credits include Marvel's What If...?, Leap! (Ballerina), Angelo Rules, plus VFX work on Dune: Part Two, Game of Thrones, Kong: Skull Island, to name a few. After senior roles at DNEG, I'm now mentoring at ArtFX/e-Artsup. French native, fluent in English, and genuinely excited about relocating to Australia for senior layout/previs opportunities.

PROFESSIONAL EXPERIENCE

SEP 2025 - PRESENT

CGI/VFX Layout & Storytelling Mentor

Clients: ArtFX Lille, e-Artsup Paris, Brassart Paris

Mentoring 4th & 5th year 3D Animation & VFX students

Projects supervised: 11 CGI + 6VFX (released 2026-2027)

Key contriubtions:

- Layout & previs supervision, Script & pitch analysis
- Creative & technical feedback: references, shot efficiency, spatial readability, set dressing
- Hands-on rounds: Maya previs/layout iteration, slap comp guidance, montage awareness
- Layout Workshop: 9×3h sessions

APR 2025 - JUN 2025

Previsualisation Artist

Zagtoon - PARIS, FRANCE

Feature film development under the supervision of the Head of Story, in tandem with the storyboard artists. Multiple back and forth between Maya and Adobe Premiere.

Accomplishments:
- Set up step-by-step workflow and onboarding documents for newcomers
- Defined Studio Library directory tree
- Created rough poses & animation cycles
- Various lens tests
- Created masterscenes

JUN 2023 - FEB 2024

Layout Artist

DNEG - SYDNEY, NSW, AUSTRALIA

Furiosa: A Mad Max Saga

MAY 2021 - MAY 2023

Layout Artist

DNEG - MONTREAL, QC, CANADA

Lead - Fast X, Extrapolations

Artist - Dune: Part Two, Aquaman and the Lost Kingdom, Harry Potter and the Escape from Gringotts, The Witcher: Blood Origins, Shazam!: Fury of the Gods, Borderlands, Devotion, The Battle at Lake Changjin

OCT 2020 - APR 2021

Layout Lead

Squeeze Animation - MONTREAL, QC, CANADA

Marvel's "What If...?" Season 1
Shots review, task assignments, training, previsualisartion ingests, quick python scripts, client calls.

JAN 2020 - SEP 2020

Mocap Technical Animator

Game On - MONTREAL, QC, CANADA

Gotham Knights Video Game

- Motion Capture takes solving & scene integration, Asset formatting, animatic encoding:
- ShotGrid: Pages creation for task tracking/assignment
- Python scripts/UI development for Excel/ShotGrid imports

FEB 2019 - NOV 2019	**Layout Artist**
	Mill Film - MONTREAL, QC, CANADA
	Cats - Developed Python scripts + PyQt UI for Maya to speed up matchmove and rotoanim in-gests.

JAN 2016 - JUN 2018	**Layout Artist**
	Rodeo FX - MONTREAL, QC, CANADA
	Lead: The House with a Clock in Its Walls
	Artist: Fantastic Beasts: The Crimes of Grindelwald, Overlord, Bumblebee, The Greatest Showman, Game Night, Asura, Mowgli: Legend of the Jungle, Downsizing, Game of Thrones Season 6 & Season 7, Valerian and the City of a Thousand Planets, Kong: Skull Island, Black Sails Season 4

AUG 2014 - JAN 2016	**Rough & Final Layout**
	L'Atelier Animation - MONTREAL, QC, CANADA
	Leap! (Ballerina)

FEB 2012 - MAY 2014	**Layout Artist**
	TeamTo - PARIS, FRANCE
	Yellowbird, Calimero Season 1, Angelo Rules Season 2, Plankton Invasion, Pac-Man and The Ghostly Adventures Season 1

APR 2010 - JAN 2012	**Environment Modeler**
	Illumination Studios - PARIS, FRANCE
	Despicable Me 2, The Lorax, Despicable Me Mini-movies

OCT 2008 - JAN 2009 Internship	**Production Assistant**
	Xilam Animation - PARIS, FRANCE
	Mr Baby, Mission: outsourcing management and tracking

JUL 2008 - SEP 2008 Internship	**Props Modeler**
	Mac Guff Ligne - PARIS, FRANCE
	Transporter 3, Pokerstars commercial "Strings

JUL 2007 - AUG 2007 Internship	**Hard Surface Modeler**
	Mac Guff Ligne - PARIS, FRANCE
	Dragon Hunters

SKILLS

- Advanced Maya layout & previs (blocking, camera animation, staging, shot design, camera CG takeover, multi-camera stitches)
- Cinematic visual storytelling, continuity, timing & image composition rules
- High-pressure deadline delivery in feature & episodic animation/VFX pipelines
- Reference curation, shot bible creation, previs to final handoff
- Strong cross-department collaboration & mentoring
- Proficient: Maya (expert), ShotGrid / Flow, Nuke (intermediate), Python (intermediate scripting), Premiere / Davinci Resolve, Photoshop
- Bilingual French/English

ACHIEVEMENTS

- Worked on 58 projects, 81% released theatrically or on streaming platforms
- Layout lead on The House with a Clock in Its Walls
- Acting layout lead on Fast X and Extrapolations
- Key layout artist on animated feature Leap! (Ballerina) – contributed to final cinematic sequences
- Current mentor & jury panelist at world-renowned animation & VFX institutions

EDUCATION

Master's Degree in Project Design & Management
IIM Digital School - PARIS, FRANCE