

# I am a Pebble



A FILM BY

mélanie Berteraut Platon

yasmine Bresson

léo Coulombier

nicolas Grondin

maxime Le Chapelain

louise Massé

# CONTENT

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# STORY

Bubble, a young otter lives with three mossy stones and thinks of them as her family. Bubble imagines them as real otters, but as she becomes aware of their true nature, she has to face her loneliness.





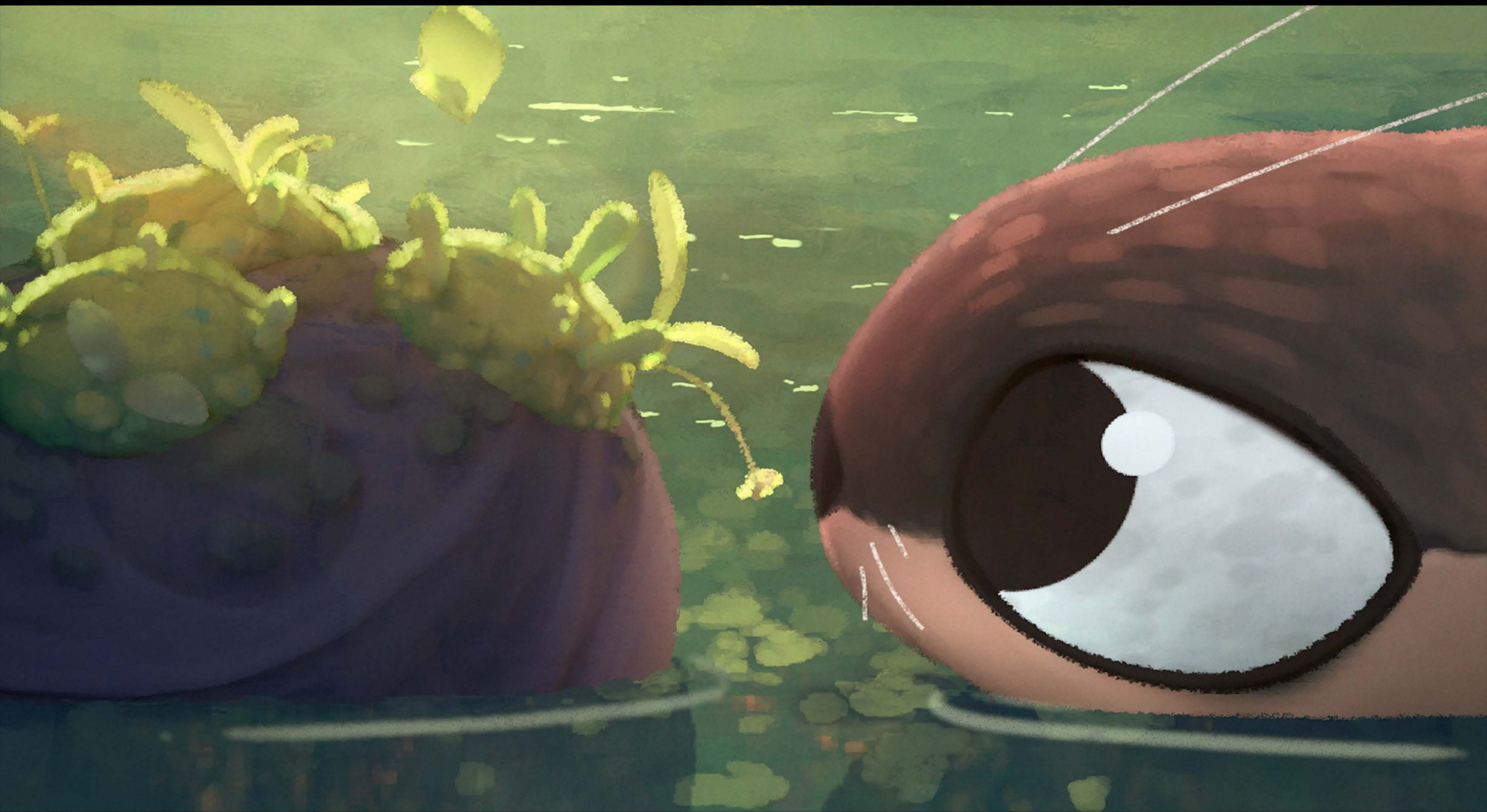


# INTENTIONS

I am a Pebble is a short and poetic tale taking place near a river, featuring a little otter and pebbles. It explores themes such as identity, family, mimesis, loneliness and life choices. The film is showing the struggle to find ourselves between what we want to believe and what we truly feel in reality, by questioning our own nature and relation to others.

The story was inspired by an ambiguous family situation and those distant relationships we can have with our closest entourage. It was an intimate and challenging process to explore those feelings through the relationship of an otter and pebbles, some really contrasted characters, but with a few common points such as their shape and place of life.

The final point is about seeing others as they are, and let them express. Like the otter who, after accepting her own complexity, accept the pebbles as they are and give them the time and space to finally be.

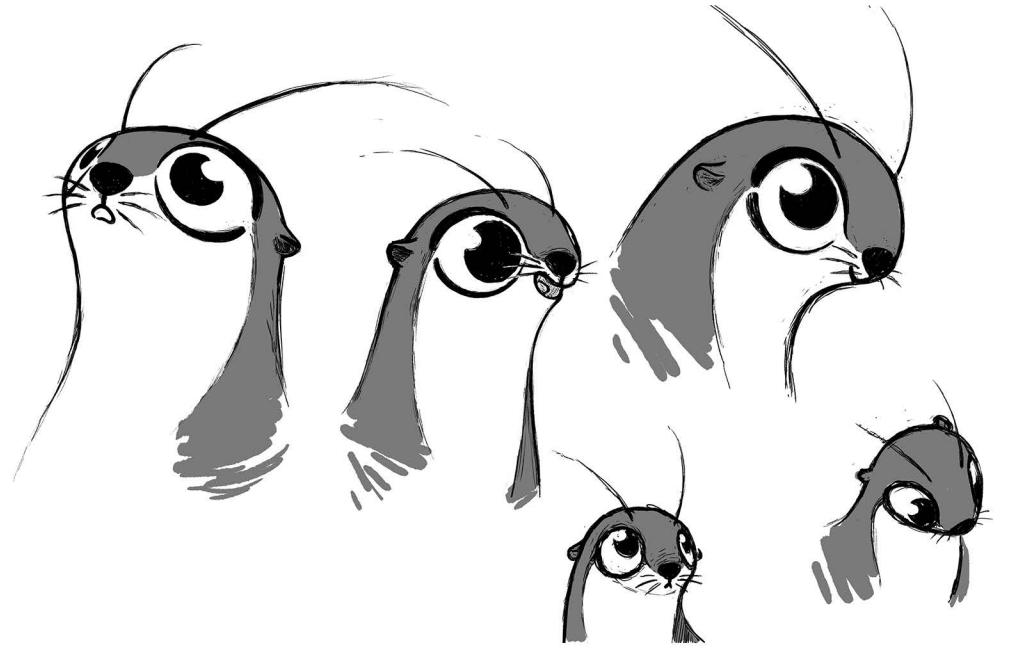
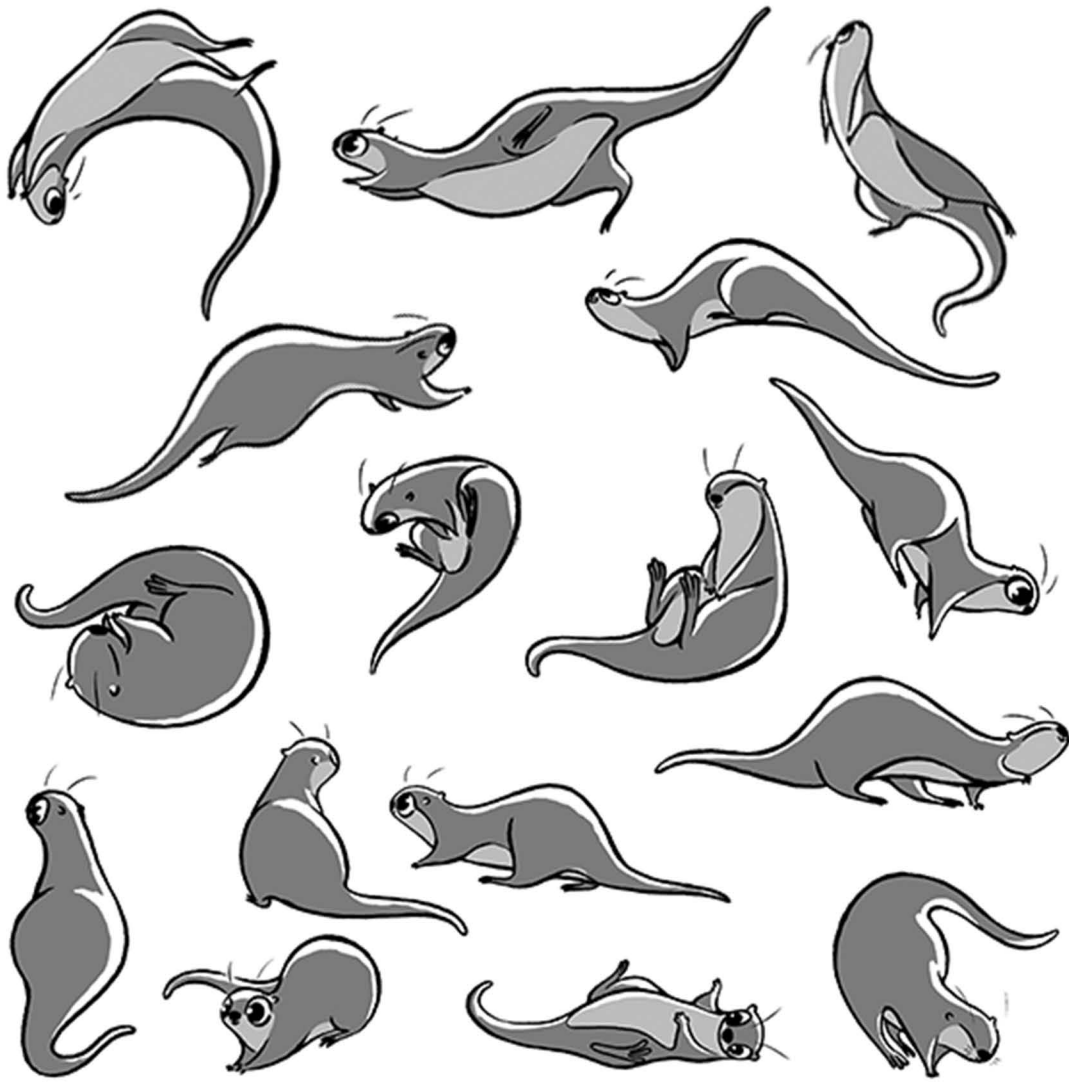










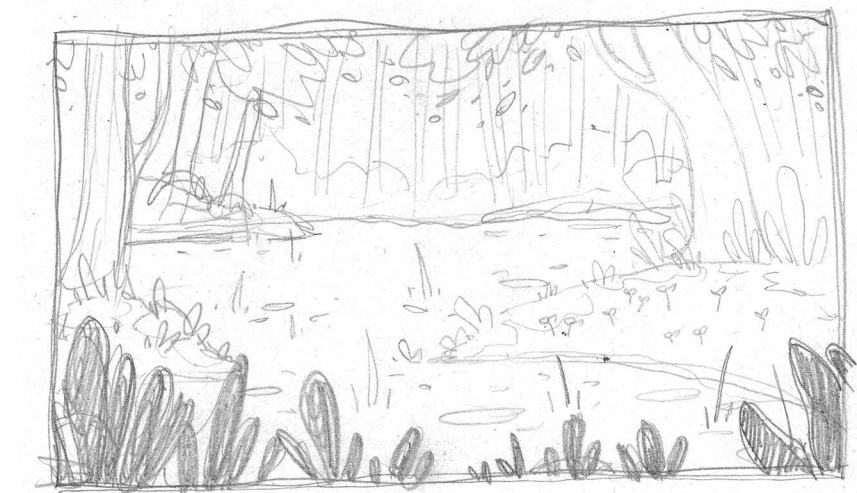


VISUAL DEVELOPMENT

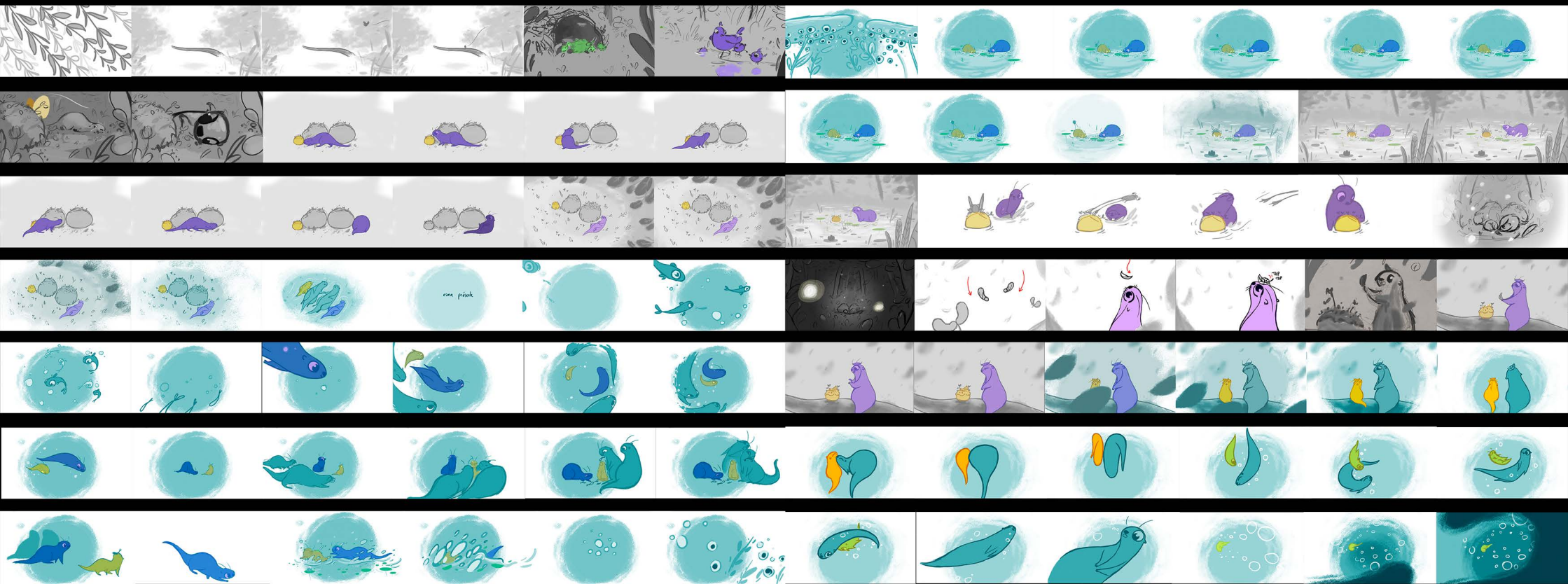






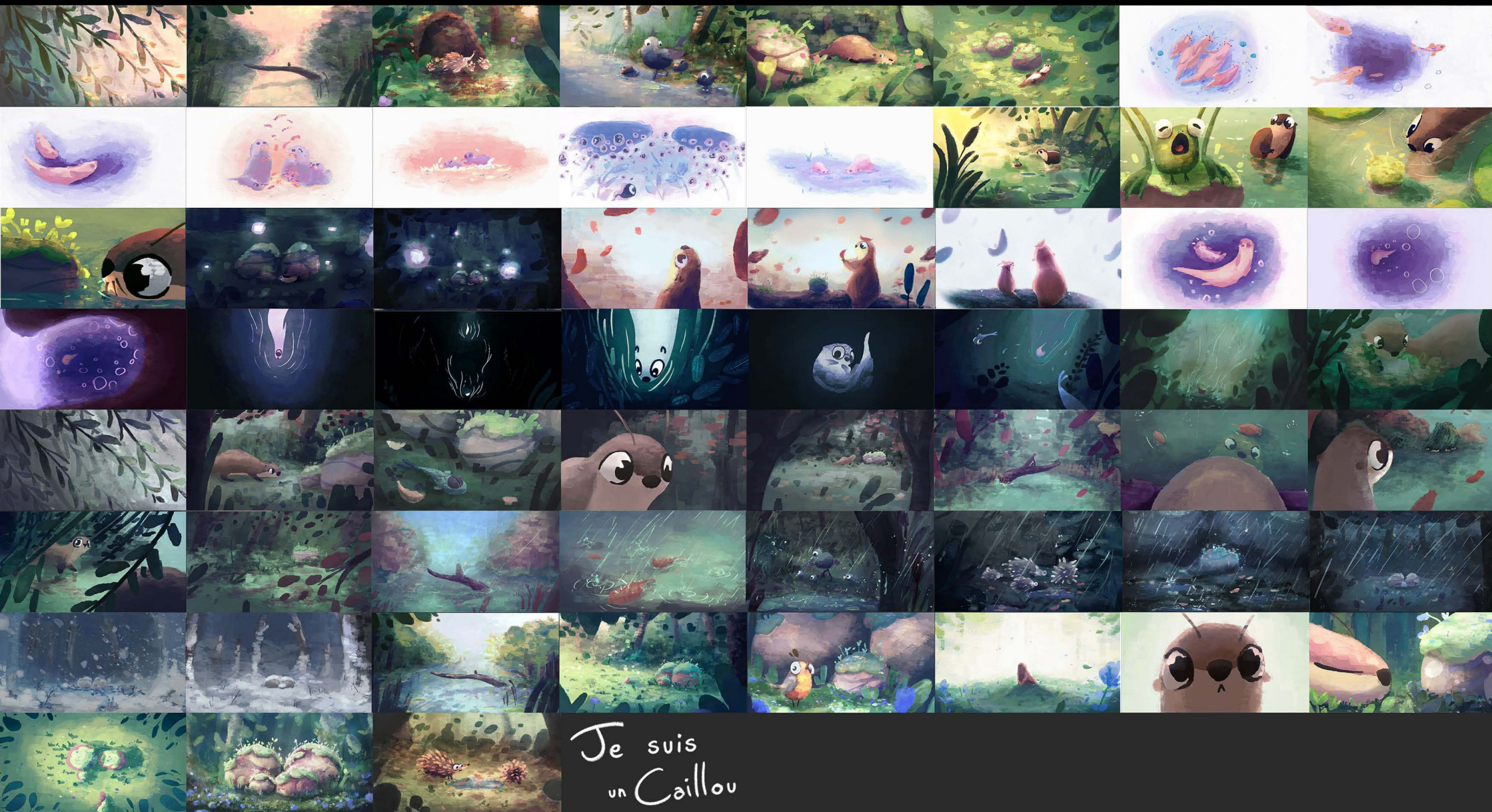


VISUAL DEVELOPMENT



STORYBOARD

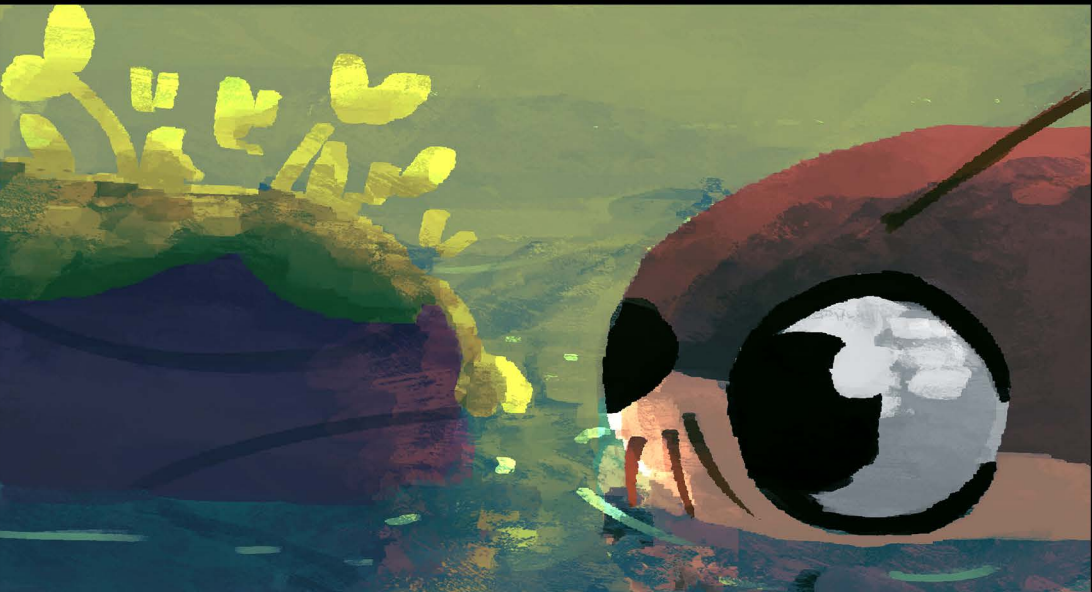


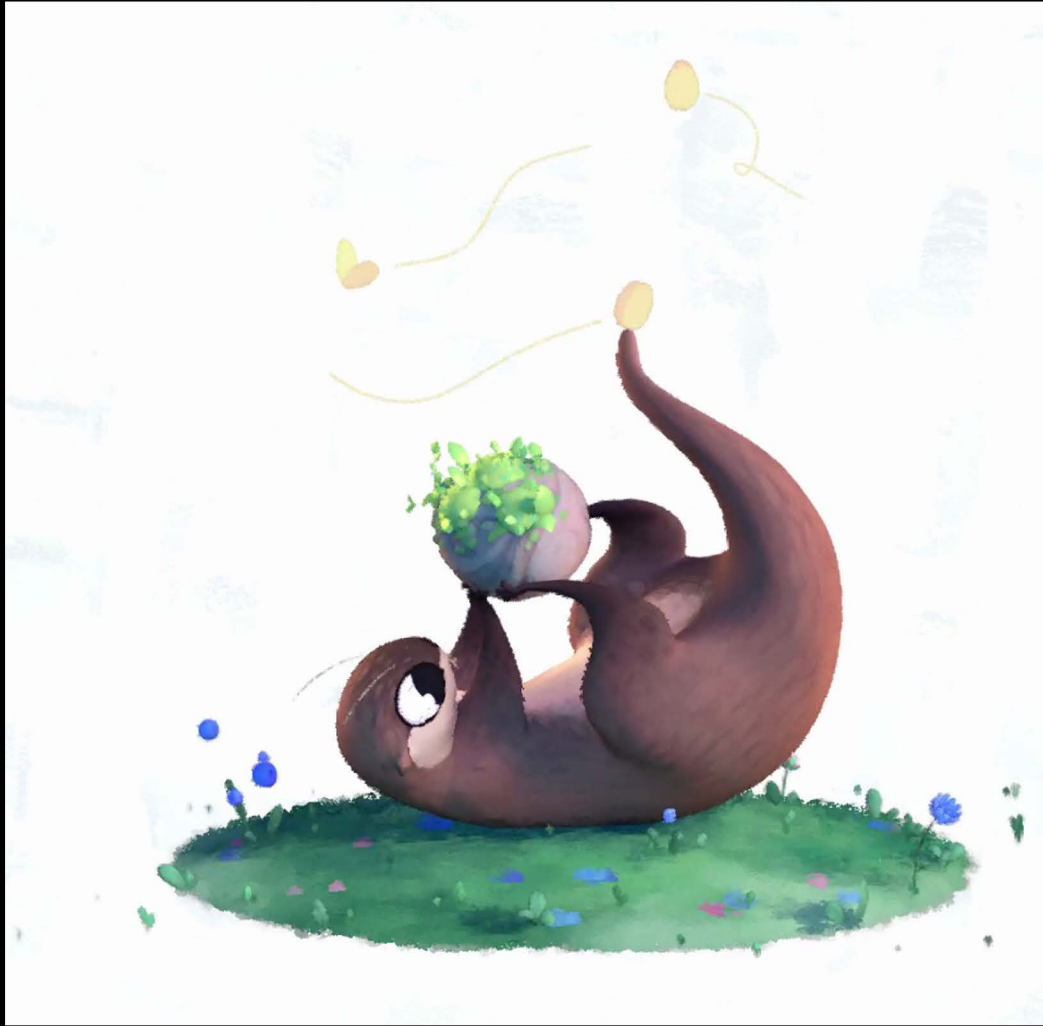


Je suis  
un Caillou

COLOR SCRIPT

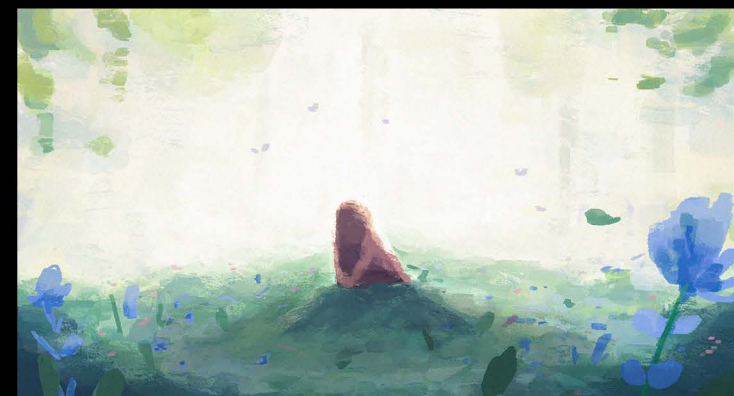
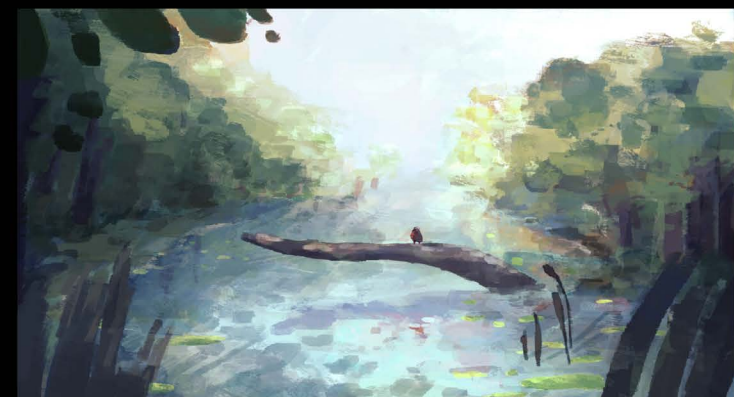






CHARACTER TEST





SHOT PROGRESSION



# CREDITS

**Writers**

Maxime Le Chapelain, Yasmine Bresson

**Producer**

ESMA (school)

**Storyboard / Layout**

Maxime Le Chapelain

**Design**

Yasmine Bresson

**Colorscript**

Nicolas Grondin

**Set Dressing**

Mélanie Berteraut Platon

**Modeling / Texturing**

Mélanie Berteraut Platon, Yasmine Bresson, Nicolas Grondin

**Rig**

Louise Massé

**Animation**

Maxime Le Chapelain, Louise Massé

**Lighting**

Yasmine Bresson, Mélanie Berteraut Platon

**Compositing**

Nicolas Grondin, Mélanie Berteraut Platon

**RnD**

Léo Coulombier

**FXs**

Nicolas Grondin, Maxime Le Chapelain

**Animation Interns**

Josephine Galvaing, Lena Vanheeghe

**Rendering Intern**

Lucie Damin

**Sound Design**

José Vicente, Tristan Le Bozec

**Music**

Sacha Coulombier

**Distributor**

Francois Heiser for Yummy Films

# DIRECTORS



*mélanie Berteraut Platon*

Mélanie Berteraut Platon is a Modeling and Comp Artist. After an art preparatory class she joined ESMA where she met great people, learned a lot and specialized in rendering. Her first job after graduating was in Compositing at Jungler and she is now Props Modeler at Superprod. She is looking forward for different projects and various roles as Comp or Modeling Artist to continue to learn and create beautiful things with 3D. You can reach her at [melanie.berteraut@gmail.com](mailto:melanie.berteraut@gmail.com).



*yasmine Bresson*

Yasmine Bresson is a Lighting and Comp Artist. After studies in graphism and fine art she went into four great years at ESMA, learning the many aspects of 3D and specialized in rendering. During her studies, she had the chance to get an internship with Louise and other friends at A Large Evil Corp, she then worked on the very short film 'Waterproof' with Louise again and Maxime, before teaming up again for 'I am a Pebble'. She is now a Lighting/Comp Artist at Nobody Studio in Montpellier, France. You can reach her at [yasminebresson@hotmail.fr](mailto:yasminebresson@hotmail.fr).

# DIRECTORS



léo Coulombier

Léo Coulombier is a Tech Artist and Developer. He jumped straight into his greatest study years at ESMA after high school, with a specialization in rendering. He had not done 3D or any art-related studies beforehand, but had been working on building his own set of skills about these on his own with the internet. He is now working as a lead tech artist and developer in a multiplayer survival video game at Sastre Studios, an indie video game studio. You can reach him at [leo.coulombier@gmail.com](mailto:leo.coulombier@gmail.com) .



nicolas Grondin

Nicolas Grondin is a Compositing Artist. After three years of graphic design studies, he went to ESMA to learn 3D because 2D required some skills that he did not have at the time. Through many projects, at school, he tried to stylize 3D to look like 2D in many ways. These years have completely changed his perception of the world from an artistic point of view through colors, light, aspect of everything and his own interpretation of it all. Today he is working as a compositing artist at Jungler ! You can reach him at [nicolas.grondin@lilo.org](mailto:nicolas.grondin@lilo.org) .



# DIRECTORS



maxime Le Chapelain

Maxime Le Chapelain is an Animator. He started studying psychology before diving into art with sculpting and then entering at ESMA. There, he discovered and specialized in animation and storytelling. He also worked on group projects like 'Waterproof' with Yasmine and Louise before teaming up again for 'I am a Pebble'. He then worked as a CG Animator in France at Tsunami Studio, Cube Creative and is now developing his next projects. You can reach him at [mlechapelain.59@gmail.com](mailto:mlechapelain.59@gmail.com).



louise Massé

Louise Massé is a Rigging Artist. She went through an Engineer preparatory class before joining ESMA. During those four years, she specialized in rigging and animation. She had the chance to get an internship with Yasmine and other friends at A Large Evil Corp, she then worked on the very short film 'Waterproof' with Yasmine again and Maxime, before teaming up again for 'I am a Pebble'. She then flew to London where she worked for Ritzy Animations, Aardman, SuperProd and now MPC. You can reach her at [louise.masse@treillieres.com](mailto:louise.masse@treillieres.com).

*Thank you !*