



## **Dr. Tony Soileau**

### **CV**

Tony is a general dentist from Lafayette, Louisiana. He was born and raised in south Louisiana, which makes him a true Cajun. His practice focuses on restorative rehabilitation and cosmetic enhancements. He graduated from LSU School of Dentistry in New Orleans in 1994. He has been president of his local dental society and is an associate professor at LSU School of Dentistry. He has been a faculty member of the Institute of Oral Art and Design (IOAD) in Tampa, Florida and the Pacific Aesthetic Continuum (PAC~Live) in San Francisco. He is a member of the ADDA, LDA, ADA, AGD, AACD, and his Fellowship in the Academy of Comprehensive Esthetics. He has published over 50 articles on esthetic dentistry as well as incorporating technology into a general dentistry practice in leading dental journals such as Dentistry Today, CERP, Inside Dentistry, Dental Economics, and PPAD. Many of his techniques and articles can be found on his website . He may be contacted at 337-234-3551 or on his cell at 337-344-2564.

### ***Simplified Techniques for both Beautiful and natural Composite Veneers and fillings***

The patients general dentist are now seeing are becoming more and more concerned with not only their dental health but also their dental appearance. Porcelain is a fantastic restorable material but not every patient can afford it. Composite resin is a great alternative but the dentist used to have to possess extreme artistic talent to create both beautiful and natural looking restorations. Learn how the latest generation of composite material practically blends itself to the natural tooth taking most if not all of the guess work out of the dentist hands. Every general dentist can also be a dental artist regardless of their experience. Let me show you how!

During this lecture I will cover all aspects of composite restorations. *This will include case selection, placement technique for anterior and posterior restorations, bleaching techniques, case presentation, and photography.*