

BRENT TYLER

3D Generalist

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Objective

Contribute my skills and experience in a creative and professional environment.
Be open to learn and advance my skill set by working with other creative professionals.

Skills

3D / 2D

- Modeling
- Lighting
- Texturing
- Look Dev
- Render Setup
- Mel / Python
- Particle / Fluid Dynamics
- Rigging
- Animation
- Compositing

Software

- Maya
- 3ds Max
- Mental Ray
- V-Ray
- Mudbox
- ZBrush
- Photoshop
- Illustrator
- After Effects
- Nuke
- Real Flow
- 3D Coat
- Mari
- FumeFX
- Shake

Experience

20th Century Fox – Lead Previs Artist

2011 - Current

Unannounced Projects, Various Films

Motion captured stunt performances and incorporated into previs
Created and rigged various assets for export to game engine
Scripted multiple tools used throughout development
Led up asset development and management

Concept Arts Studios - Freelance 3D Artist

2010 - 2011

XCOM, Halo, Dishonored

Created compositions and lit 3D environments based on concept art
Converted simple game models to print resolution renders
Produced 3D artwork for large scale print resolutions
Photographed and stitched arrays of HDRIs on location

Flight 33 Productions - 3D Supervisor / TD

2008 - 2011

Life After People, The Universe, When Aliens Attack, Various Productions

Headed up the 3D department and worked closely with composers
Designed and directed shots from storyboarding through delivery
Worked with directors and producers to visually develop storylines
Directed on set HDR shooting and green screen placement
Produced stereoscopic television shows and scripted 3D camera rigs
Troubleshoot pipeline issues and assisted artists
Mel and Python scripted specialized tools used throughout the pipeline
Worked under extremely short deadlines and within budget constraints
Led look development for various shows and pitches

Digital Domain – 3D Generalist / Modeling Artist

2010

Rise of the Apes, The A-Team

Modeled and textured environments, characters and props for pre-vis
Rigged and animated characters, vehicles and props
Created scripts to speed up production
Designed and developed shots

Taki Games – Lead 3D Artist 2010 - 2011

IPad Popup Book - Pilgrims Progress

Led a team of 3D artists in modeling, texturing, rigging, and animation
Rigged and animated complex unfolding scenes based on real world mockups
Baked out and exported animated assets prepped for the Unity Engine

Ayzenberg Group – Project Lead / 3D Generalist 2007 - 2008

AT&T, Stuntman Ignition, Viva Piñata

Led a team of artists throughout all aspects of commercial 3D production
Developed complex shading networks and lighting setups for rendering
Created photo-realistic models, textures, lighting, animation and rendering
Developed, modeled and animated 3D transitional effects for *Stuntman Ignition* trailer
Posed and rendered out characters for print ads

Sabertooth VFX – Modeling Artist 2008

Various Car Commercials, Nissan Box Ads

Modeled car interior/exterior from scan data and assembled parts for rendering
Designed, modeled and animated various assets for web/television advertisements

Crazybridge Studios – Modeling Lead / Layout Artist 2007 - 2008

Battle 360

Led modeling of accurate WWII ships, planes, environments and characters
Assembled scenes, set up environments and rendered out shots
Created custom shaders and lighting rigs for use in Mental Ray

Star Mountain Studios – Modeling & Texturing Artist 2006 - 2007

Apparitions

Designed and created realistic and stylized assets for in-game and cinematic sequences
Rendered out passes for compositors

Game Wizard Productions – Modeling & Texturing Artist 2006

Monster Smash

Designed, modeled, and textured assets and implemented them into Unreal Editor
Developed animation styles/cycles and worked with motion capture system

Education

The Art Institute of California, Los Angeles 2004 - 2007

Bachelor of Science – *Media Arts and Animation*

Outstanding Portfolio Award, Graduating Class, 2007
Best of Quarter – Organic Modeling, Advanced Image Manipulation
Deans Honor Roll

References

Mike Heinz – Lighting & Compositing Supervisor, Nickelodeon

Mike was my 3D supervisor for the majority of shows at Flight 33.

Email: mike@ravebyte.com

Derek Zavada – *Generalist / Technical Director*, Sony Computer Entertainment America

Derek headed up the IT department at Flight 33 Productions. We worked collaboratively on many different pipeline tools.

Email: dzavada@gmail.com

John McConnell – *VFX Supervisor*, Flight 33 Productions

John headed up all visual effects and filming of our Alien Invasion project. We worked together to deliver quality visual effects within our project budgets.

Email: johnrmccconnell@gmail.com

John Griffith – *Previs Manager*, Fox Studios

John was my supervisor while working on Rise of the Apes, A-Team, and Percy Jackson 2.

Email: bigjohn3d@gmail.com