

BRENT TYLER

3D Generalist

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Shot Breakdown

AT&T phone (Blue)

Maya, After Effects, Photoshop, Mental Ray

I modeled the main phone and cell phone, all texturing, most shader development, rendering, and some compositing.

Toyota Commercial

Maya, After Effects, Photoshop, Mental Ray

This is a fictional Toyota commercial. I am responsible for texturing, lighting, shader development, animation, rendering, and dynamics. 10 hours for texturing, shading, lighting, and animation. 4 hours on particle work. Modeled from scan data.

First Apocalypse, Rajasaurus Test

Maya, After Effects, Photoshop, Zbrush, Mudbox, Mental Ray

I received a base dinosaur model from another studio. I am responsible for tweaking the original model, Zbrush and Mudbox detailing, most of the texturing, all shader development, lighting, rendering, and compositing.

When Aliens Attack, Ships Approach Earth Sequence

Maya, After Effects, Mental Ray

I was the 3D Supervisor on this show. In this shot, I am responsible for all work from modeling and look development, animation, shot development, lighting and rendering.

When Aliens Attack, Jet Fighter Sequence

Maya, After Effects, Mental Ray

I am responsible for alien ship modeling and all texturing, look dev, lighting, shot design, rendering, and most compositing.

The Universe, Binary Star System

Maya, After Effects, Mental Ray

I am responsible for all work from storyboarding and look development through compositing. I developed the gas clouds with Maya fluids. Total time was under 40 hours.

The Universe, Planetary Collision

Maya, After Effects, Mental Ray, Developed Scripts

I am responsible for everything except for some compositing, including dynamics, animation, and shot design. Total time was under 24 hours.

Sci-Trek, Trapdoor Spider Burrow

Maya, After Effects, Photoshop, Mental Ray

I took this shot from blocking to final render. I am responsible for most of the models, all the texturing, lighting, animation excluding the camera animation, and rendering. Total time was under 32 hours.

Battle 360, B-25 Doolittle Raid

Maya, Photoshop, Mental Ray

I modeled and textured the USS Enterprise and USS Hornet (aircraft carriers) as well as the B-25 bombers. I assisted in development of the ocean shaders used throughout the show. I also managed rendering on a tight deadline.

When Aliens Attack, Collector Ship

Maya, After Effects, Mental Ray

I am responsible for the entire shot.

When Aliens Attack, Robots In Street

Maya, After Effects, Mental Ray

I was on set shooting IBL's and developed the robot concept, model, rig, and did all look dev.

AT&T phone (Orange)

Maya, After Effects, Photoshop, Mental Ray, Reel Smart Motion Blur

I led a team of artists on this commercial. I supervised modeling and texturing. I am solely responsible for lighting, shader development, animation, and rendering.

Life After People, Christ the Redeemer

Maya, After Effects, Photoshop, Mental Ray, Developed Scripts

I am responsible for texturing, lighting, dynamics, and fluid cloud work. I designed and utilized a script that simulates rigid bodies, yet is as light as particle simulations to get quick results. I supervised a team of artists who modeled, created trees and vines, animated, and rendered the scene.

Life After People, Library of Congress Collapsing

Maya, After Effects, Photoshop, Mental Ray, Developed Scripts

I am responsible for everything except for some compositing, including dynamics, animation, lighting, and shot design. Total time was under 24 hours.

Alien Invasion Test

Maya, After Effects, Photoshop, Syntheyes, Mental Ray, Developed Scripts

I am responsible for texturing, lighting (excluding ships), dynamics and effects, fluids (explosion), and assisted in tracking and compositing. I supervised animation.

Life After People, Mass Damper Falling Through Floors

Maya, Real Flow, After Effects, Photoshop, Mental Ray, Developed Scripts

I am responsible for everything except for some compositing, including modeling, texturing, lighting, dynamics and effects, animation, and rendering. I utilized Real Flow's rigid bodies to get quick, accurate results on the breaking floors.

Life After People, Fulsom Dam

Maya, Real Flow, After Effects, Photoshop, Mental Ray

I am responsible for some texturing and all lighting, animation, dynamics, and water simulations. I used Real Flow, supplemented by Maya particles for the water simulations.

Life After People, Burj Al Arab

Maya, Mental Ray, Developed Scripts

I am responsible for all dynamics, animation, fluids (dust/smoke)

Life After People, Oil Tanks

Maya, Mental Ray, Blastcode, Developed Scripts

I am responsible for all dynamics and effects, fluids, and base compositing.

The Universe, Black Hole

Maya, After Effects

I am responsible for all elements through rendering including dynamics and effects. Total work time was under 6 hours.