

# Brent Tyler

Lighting & FX Artist / TD

phone: 661.373.4950  
Email: brent@tylerart.com  
web: http://tylerart.com

## 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

### Production

- Lighting
- Rendering
- Look Dev
- Compositing
- Modeling
- Texturing
- Python / Mel / Maya API
- Particle / Fluid Dynamics
- Rigid / Soft / nDynamics
- Rigging
- Previs
- Layout / Animation

### Software

- Maya
- V-Ray
- Mental Ray
- Arnold
- Renderman
- Krakatoa
- Nuke
- RealFlow
- Photoshop
- After Effects
- 3ds Max
- Speedtree
- ZBrush
- Mudbox
- Mari
- 3D Coat
- FumeFX
- Linux

## Experience

**DreamWorks Animation SKG** – Lead Lighting & Compositing TD 2014 - Current

*All Hail King Julien, The Adventures of Puss in Boots, Dinotrux, Veggie Tales in the House, The Mr. Peabody & Sherman Show, Unannounced TV Productions.*

Developed entire lighting workflow and lighting look dev for new TV productions  
Developed large scale toolsets to work across multiple productions and studios  
Supported existing lighting workflow and toolsets across 8+ productions.

**Nickelodeon Animation Studio** – FX Artist 2012 - 2014

*Teenage Mutant Ninja Turtles*

Designed custom FX for hero shots  
Developed fluid, particle, nCloth, and rigid body based rigs for overseas use  
Developed Python / MEL plugins and scripts for FX pipeline development  
Lit, rendered, and composited FX shots  
Created complex water / vicious fluid simulations in Realflow  
Designed proprietary geometry fracture and rigid body dynamics toolsets

**20<sup>th</sup> Century Fox** – Pipeline / Character TD 2012

*Dawn of the Planet of the Apes*

Developed a modular auto character setup pipeline  
Created auto rigging tools designed for motion capture and keyframe animation  
Developed an asset management system for tracking models, animation, rigs, etc.  
Rigged characters, developed additional rigging and motion capture toolsets  
Implemented tools to copy animation from character to character regardless of rig

**Persistence of Vision** – Lighting and FX Supervisor 2012

*Unannounced Animated Television Show (Under NDA)*

Look development, assembled, lit & rendered shots in VRay  
Modeled environment assets  
Created and managed render farm  
Assisted in rigging, texturing and dynamics

- Ghost Machine VFX** – Lighting & Rendering Lead 2012  
*Car Commercial (Under NDA)*  
 Modeled vehicle interior & exterior from scan data & concept designs  
 Designed V-Ray shading systems and developed the look of the commercial  
 Lit & rendered commercial in V-Ray
- 20<sup>th</sup> Century Fox** – Lead Previs Artist / Pipeline TD 2011 - 2012  
*Percy Jackson 2, The Wolverine, Chronicle, Dawn of the Planet of the Apes*  
 Worked directly with the directors to get the look and feel of their films  
 Motion captured stunt performances and incorporated into previs  
 Scripted multiple tools used throughout development  
 Led up asset development and management  
 Built and animated shots and sequences
- Concept Arts Studios** - Freelance 3D Artist 2010 - 2011  
*XCOM, Halo, Dishonored*  
 Consulted and recommended new pipeline development  
 Created compositions and lit 3D environments based on concept art  
 Produced 3D artwork at large scale print resolutions  
 Photographed and stitched arrays of HDRIs on location
- Flight 33 Productions** - 3D Supervisor / Lighting & Rendering TD 2008 - 2011  
*Life After People, The Universe, Various Productions*  
 Headed up the 3D department and worked closely with 2D teams  
 Designed and directed shots from storyboarding through compositing  
 Worked with directors and producers to visually develop storylines  
 Directed on set HDR shooting and green screen placement  
 Produced seasons of stereoscopic television shows and scripted 3D camera rigs  
 Designed our 3D production pipeline and implemented MEL and Python scripts  
 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 Planet 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 with film directors
- 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  
 Created photo-realistic models, textures, lighting, animation and rendering

- 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 / Scene Assembly Artist 2007 - 2008  
*Battle 360*  
Led modeling of WWII ships, planes, environments and characters  
Assembled scenes, lit, and rendered shots  
Developed shading and lighting workflow / lookdev
- 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

- Dan Delapena** – Lead FX TD, DreamWorks Animation SKG  
I've worked closely with Dan at multiple studios developing many tools for FX production.  
**email:** dandelapena@gmail.com
- Derek Zavada** – *Technical Director*, Hammerhead VFX  
Derek headed up the IT department at Flight 33 Productions. We worked collaboratively on many different pipeline tools.  
**email:** dzavada@gmail.com
- John Griffith** – *Director of Previs*, 20<sup>th</sup> Century Fox  
John headed up previs at Fox. I've worked directly under him on several film projects.  
**email:** bigjohn3d@gmail.com