

Brent J. Zorich



-lobby at ILM-

Lead Film Game Convergence Specialist

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Topics to be discussed:

Film Game Convergence

Demo Reel Creation

Job Strategy

Film Game Convergence

"The art of taking digital film assets and getting them to export and build in game."



+



Film Game Convergence

At what point does the video card on the 360/ PS3 crash and realtime video play become choppy and crash.



Film Game Convergence

Things to consider:

poly count on characters (including LODs)

poly count on environments

size of textures

size of normal maps

amount of lights in scene

dynamics count

Film Game Convergence

Hero characters can typically vary in LOD count

-based on experience-

*-good rule of thumb is to multiply
each version by .65*

*-texture maps can vary as well, LOD texture
sizes reduces risk of video card crash*

Film Game Convergence

Research and Development done while at Lucasfilm addressed these issues. Shown to George Lucas and approved while in Lucasfilm Animation Singapore. Adds better believability to the game.

Ultimate goal for a company like a Lucasfilm/ DreamWorks SKG/ or a Disney would be to have a core texturing/ modeling/ and rigging team that would make one asset used for both.

This cuts overhead and saves rendering time as well.

-for NDA reasons cannot give actual Lucasfilm example that r and d was on-

Film Game Convergence

Another example similar:



Digital Boba Fett TFU



Digital Jango Fett AOTC

What needs to be done to get render Jango to build in the TFU engine?

What needs to change in topology?

What needs to change in texture size?

How many keyframes will be dropped on playback or on looping motions?

Will cloth be a dynamic spring solution or will it be bound damping joints?

Brent J. Zorich

key life works

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Demo Reel

Length 4:18

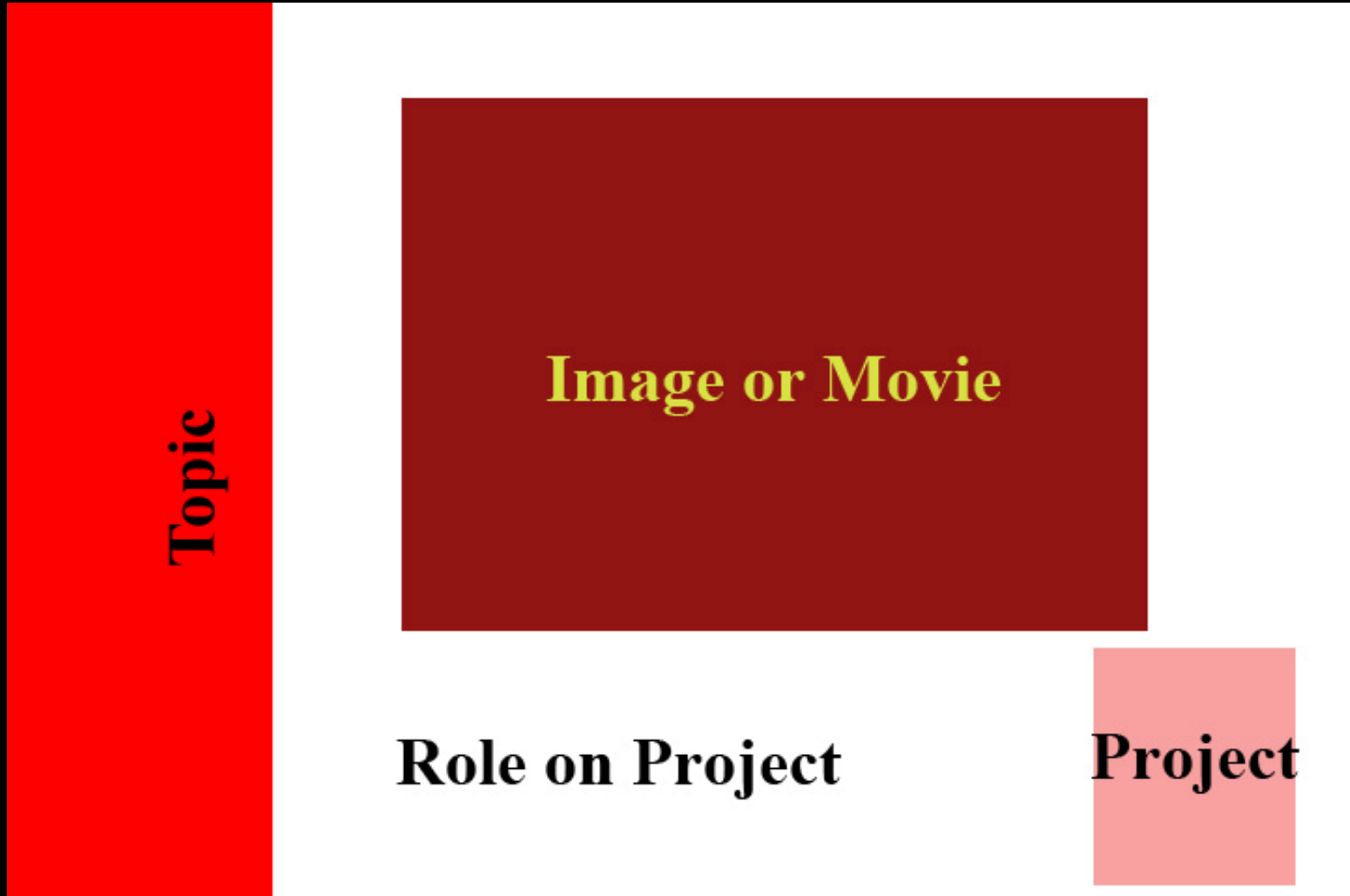
Demo Reel shown at Panel at Siggraph as well as to schools

Student Reels should be under two minutes.

My Demo Reel in College was One Minute.

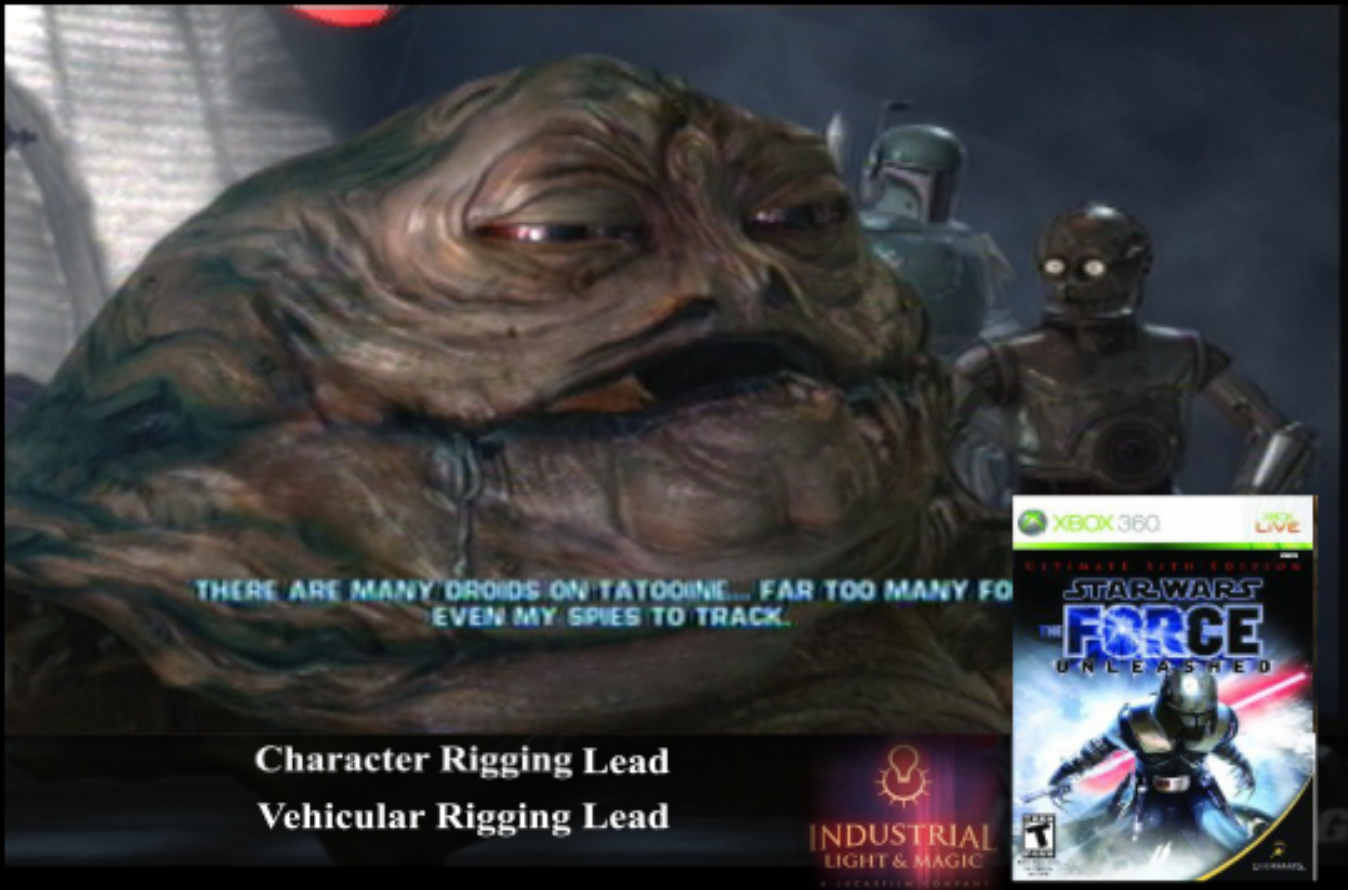
On a reel, cover your grounds and show your skill set. Why I chose to work where I did.

Demo Reel Visual Communication



Jabba the Hutt: no morph targets, facial setup joint based

KEYFRAME ANIMATION RIGGING



Character Rigging Lead
Vehicular Rigging Lead



Reference Used: Books on slugs and invertebrates from Skywalker Ranch Library. All joint based setup, bShapes too expensive.



Indicates Technology Used

KEYFRAME ANIMATION RIGGING

Boba Fett: ILM cloth, projectile, prop, effects, expression driven pads
Ultimate Evil: ILM cloth, prop, no morph targets, effects, jiggle



Character Rigging Lead
Vehicular Rigging Lead



Ultimate Evil and Boba Fett The Force Unleashed most Complex Characters

Indicates Technology Used



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Ultimate Evil and Boba Fett The Force Unleashed most Complex Characters

Indicates Technology Used



*Flexing and deformation achieved with quaternion node.
No Morph Targets (All joints).*



Nominated



**Madden 09: Character Rigging Lead
Joint based rigging setup**

**Over twenty joints in arm and forearm
Rigid weighting seams around shoulder pad**

Be good to your engineers



*Flexing and deformation achieved with quaternion node.
No Morph Targets (All joints).*



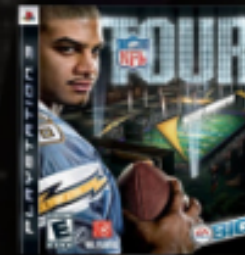
Matching rig to Madden 09
Cheerleader Skirt joint based.

Character Rigging Lead



EA Sports uses “Central Teams” to handle franchises

*Flexing and deformation achieved with quaternion node.
No Morph Targets (All joints).*



NFL Tour: Character Rigging Lead
Joint based rigging setup

Over twenty joints in arm and forearm

**Players on EA Sports “Football” now based
on scan data due to this project**



Corrective Morph Targets, Real Time Cloth, and Joint System

MOTION CAPTURE RIGGING



Nominated



NBA 2K8: Player Rigging



Higher Critical Acclaim than the Majority of Games out there.

Difficult Engineering Test.



Corrective Morph Targets, Real Time Cloth, and Joint System



Real Time Replay

College Hoops 2K8: Player Rigging
Rigging Identical to NBA 2K





Shoulder Pad Research and Development



Old Player Proportions



MOTION CAPTURE RIGGING



Player Rigging



Old Player Proportions



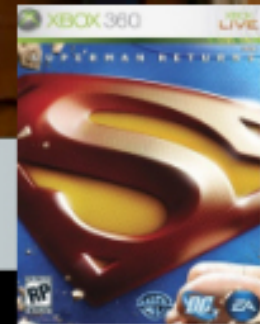
Shoulder Rigging



Louisville Alternate Uniform

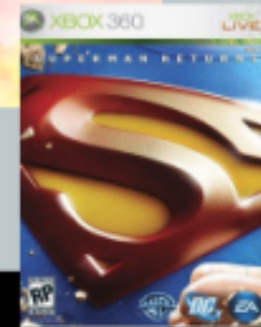


Shoulder achieved with Take 2 Interactive Custom Node
“Be good to the engineers!”



“Superman Returns”: Lex Luther Clothing Modeling

Modeled out from body.



“Superman Returns”: Character Setup

Always good to have a least one winged character on your reel.

Show a leg, an arm, and a wing done properly, you can pretty much do anything.

KEYFRAME ANIMATION RIGGING



T-Rex: Modeling, Rigging, Animation
approved by scientists

Shows modeling and that science is backing.

Model and attributes cannot be disputed.

with Lisa Connors

KEYFRAME ANIMATION RIGGING

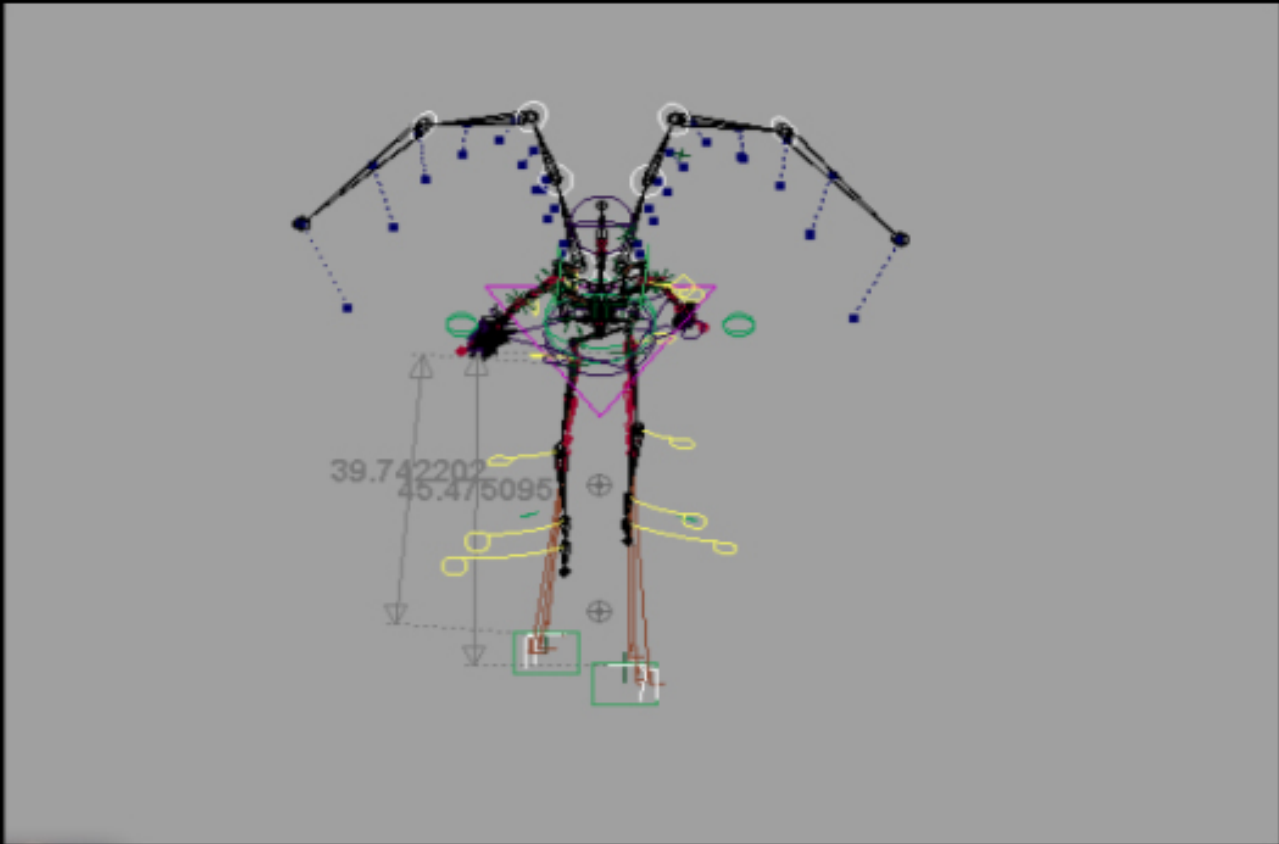


Thescelosaurus Rig Test
Modeling and Rigging
approved by scientists

Shows modeling and that science is backing.

Model and attributes cannot be disputed.

Shows worked with both Animation House and Scientists *Team Project”



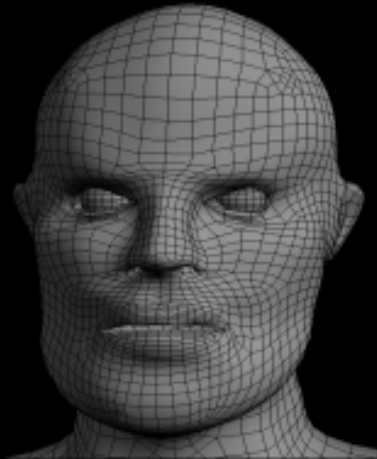
ILM, LucasArts, and Lucasfilm Animation convergence



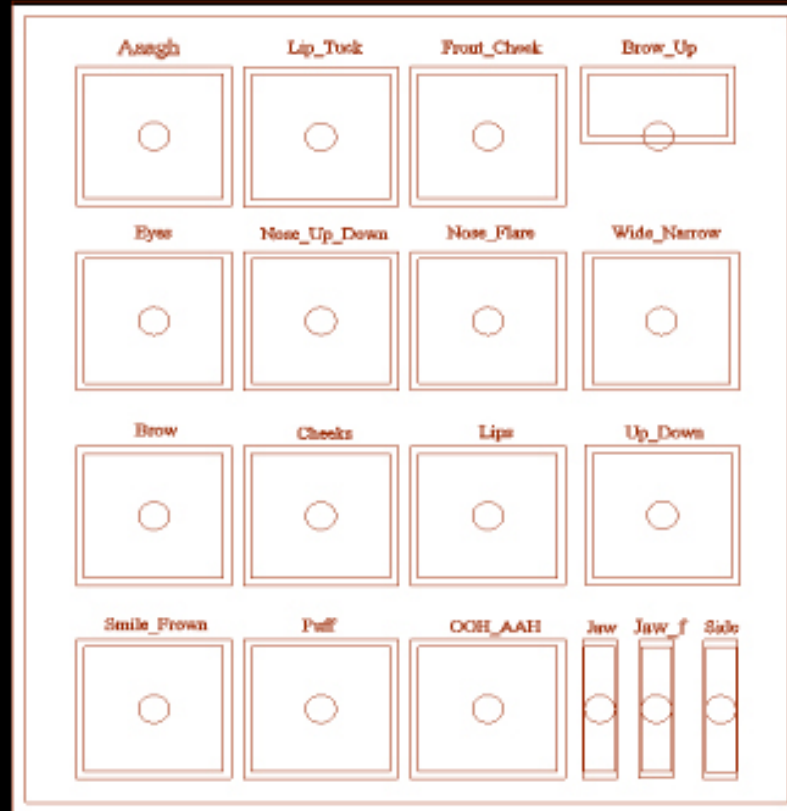
Film Game Convergence



FACIAL GRAPHIC USER INTERFACE



“Test Model”



GUI Setup based on “Star Wars” experiences at Lucasfilm, Ltd.

Try to have at least one human head that looks decent.
Can be exaggerated.

AT-AT, Falcon, and Snowspeeder: no morph targets, effects

KEYFRAME ANIMATION RIGGING



Character Rigging Lead
Vehicular Rigging Lead

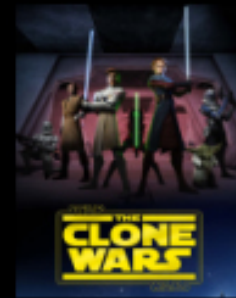


Shows that vehicles have been completed by me as well.
Makes more diversified.

COMPOSITING



Compositing and Color Correction: Season Two



ONLY SHOW COLOR IF SOMEONE IN THE INDUSTRY HAS SAID YOUR COLOR WORK IS GOOD.

Color people are the first to get cut typically.

COMPOSITING



Compositing and Color Correction: Season Two



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COMPOSITING



*Sequence showcased at Annual Firmwide
Lucasfilm, Ltd. all staff company meeting*

Compositing and Color Correction: Season Two



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INDUSTRY HAS SAID YOUR COLOR WORK IS
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Color people are the first to get cut typically.



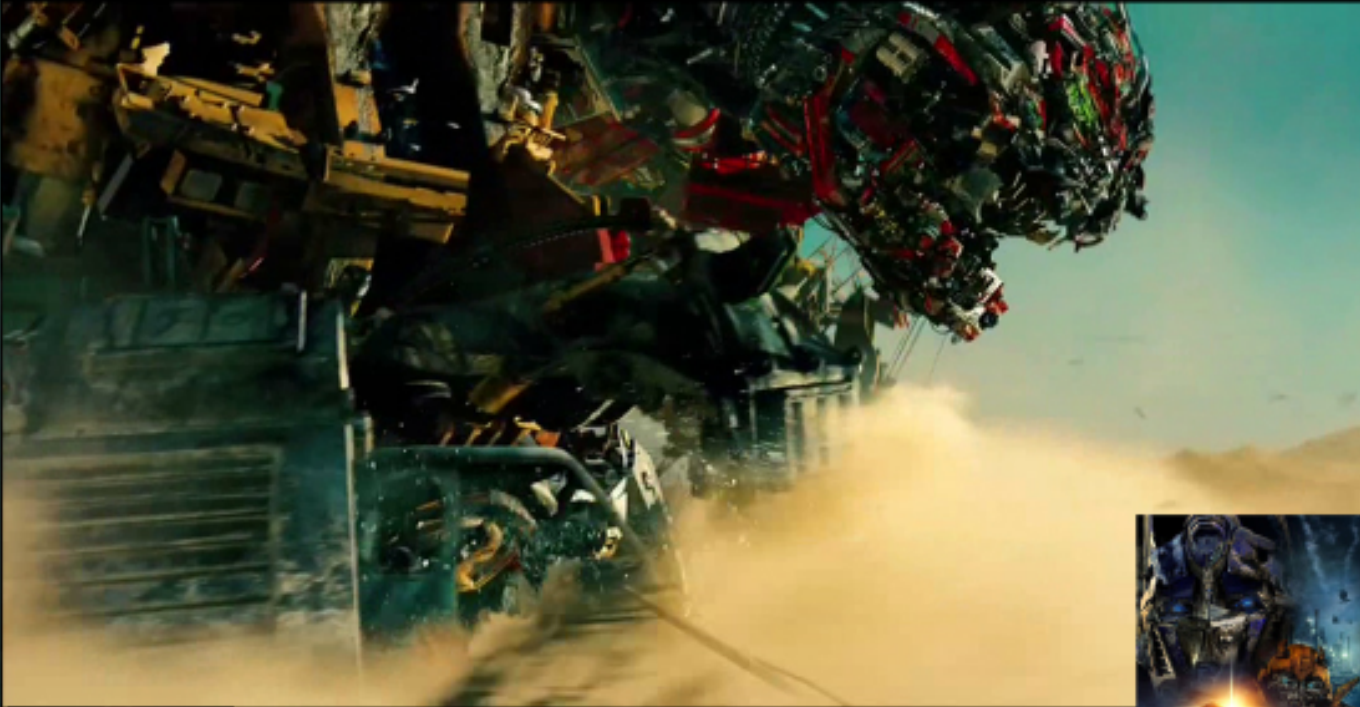
Shot Approval



Research and Development in Creature Dev Meetings at ILM

Billing and credits.

Tools and nodes discussed, color and lighting is what was critiqued



Shot Approval



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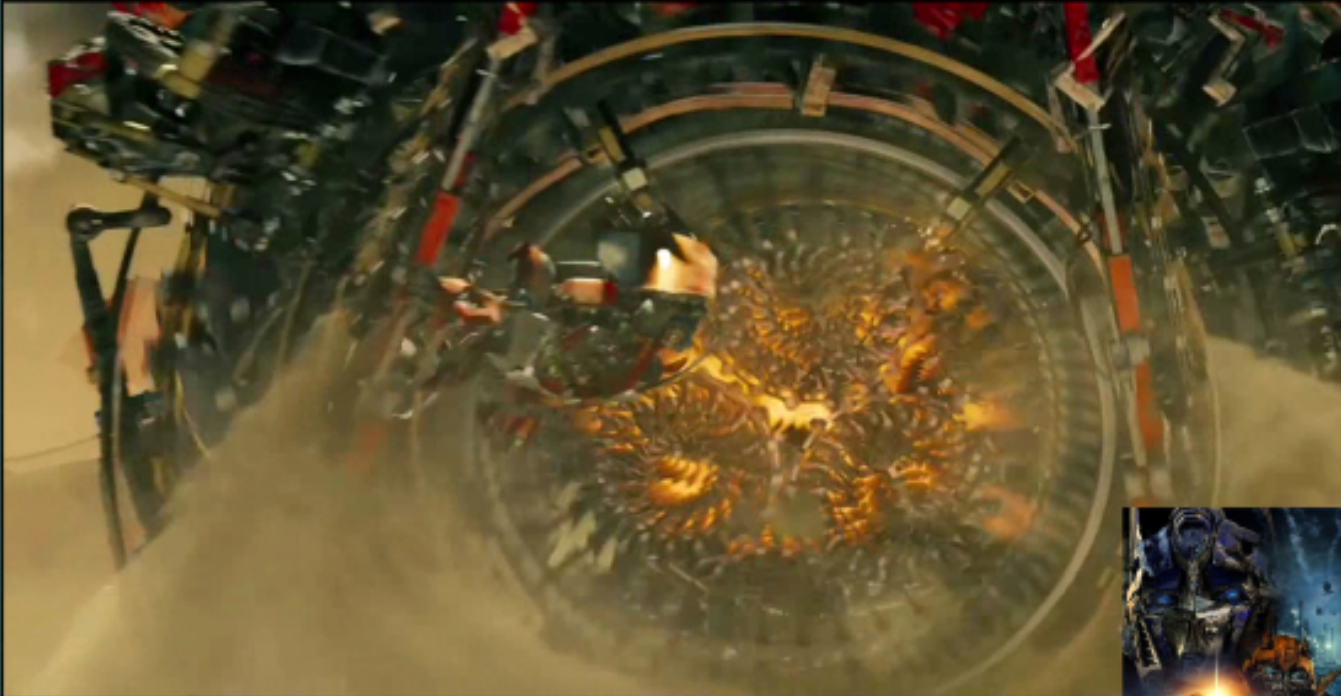
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“Lucasfilm’s Assassin”

Star Wars The Force Unleashed
Ultimate Sith Edition



Show Process. I showed the layering setup.

KEYFRAME ANIMATION RIGGING



**Lucasfilm, Ltd. rigging for marketing
Deformation Rigging Research for 360/ PS3 version**

Shows cartoony rigging. Mentions next gen r and d. Non ILM.

Cancelled next gen project. Games need to be fun, not just look good.



Squash and Stretch Rig: Tribute to Fantasia

Shows cartoony rigging skillset. Shows squash and stretch.



Nominated



Character Rigging R and D



R and D on swing as well as kickoff, can go towards the end of the reel.
Minimal Involvement... Toward end of reel.





Prototype rigged character completed prior to departure to Lucasfilm, Ltd. including the following: muscle jiggle; flexing; and breathing. Built with existing EA Sports technology.



Minimal Involvement... Toward end of reel. Get involved with as many things as possible in your first years starting out.

ARCHITECTURE



Gensler Architectural design firm ranked #1 in the world.



Undergraduate training... Bachelor of Science in Industrial Design (Specialty Retail Env). Relates to animation because of companies like Disney. Gensler designed Animal Kingdom

More on Gensler ...

Clients

We have 2,200 active clients—large and small, public and private, for-profit and nonprofit—a true cross-section of the global economy. We put ourselves in the world of our clients to see issues and challenges through their eyes. Our approach to individual projects is always viewed in the context of our clients' larger business plans and strategies, enabling us to add more value to their enterprises.

Everything we do is organized around providing the best possible service to our clients. As we've grown, we've expanded resources and diversified our expertise to provide a 24/7-platform for delivering client projects, regardless of size, complexity or location.

Gensler owes its success to client partners:



Architectural Record **Top 150 Architecture Firms**
1st among architecture firms

Building Design & Construction **The Giants Issue**
1st for 28 consecutive years

Engineering News-Record **Top 150 Global Design Firms**
1st among architecture firms

Engineering News-Record **Top 500 Design Firms**
1st among architecture firms

Interior Design **Top 100 Giants**
1st for 28 consecutive years

World Architecture **Top 100 Firms**
1st among architecture firms

ARCHITECTURE



nbbj

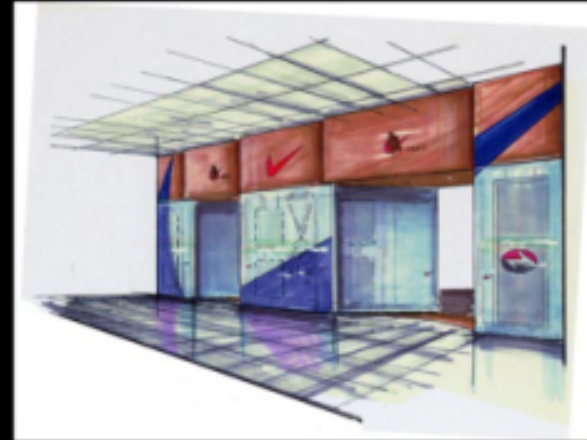
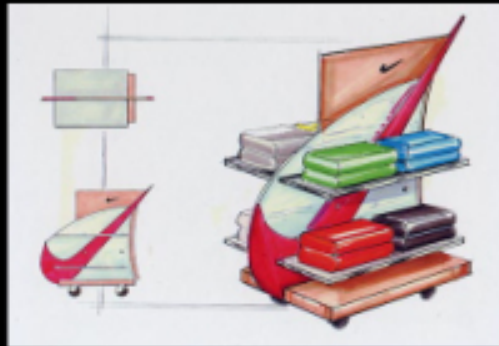
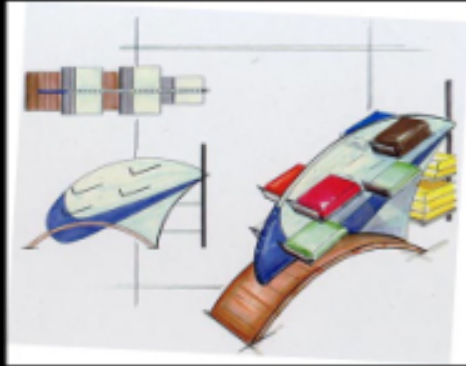
Architectural design firm ranked # 2
in the world in hospitality design.



Research and Development; Material Specification

At the time worked, ranked number two overall. Again, experience relates. Worked with a member of the interior design hall of fame. Relates directly to video game development. Showed international experience.

DESIGN



**Shows that you can draw, shows realism.
Always show last.**

Handed a drawing or sketch by Art Director.

ILLUSTRATION



**Shows that you can draw, shows realism.
Always show last.**

Handed a drawing or sketch by Art Director.

Issue 10

Features and Interviews

- Double Negative – Behind the scenes with the masters of film VFX
- Which software package? – Don't waste time learning the wrong software, figure out which one you need to master with this guide
- Arcmedia – Lovely architectural visualisation for you to drool over

Tutorials

How to create amazing pieces of artwork

- Winter wonderland – Vue – Create a Christmas-style, snow swept scene
- City 2050 – Lightwave – Find out how to create great looking atmospheric effects
- Female Rogue – 3ds Max/ZBrush – How to model a thief on the rooftops
- American Muscle Car p2 – Maya – The concluding part of the tutorial to create a Camaro

Industry

The inside track on the CGI industry

- Workspace news – learn what's happening in the 3D industry
- Brent Zorich – Film/Game convergence for LucasFilm!
- Uni focus – The CGI animation course at Westminster Uni

Portfolio and Biography featured

3D ARTIST MAGAZINE



Good to show publications if published. Only 3 seconds on the reel.

Thank You



Questions?