



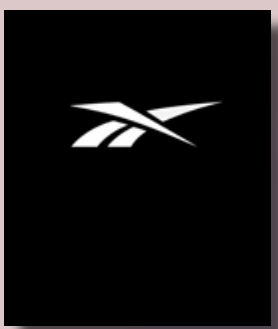
INDUSTRIAL DESIGN
1998

BACHELOR OF SCIENCE

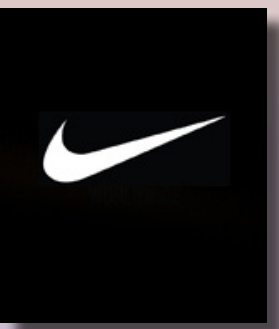


THESIS: AUTORIGGING
DINOSAURS IN PYTHON
2011

MASTERS DEGREE



PRODUCT DESIGN &
PITCH TO REEBOK CEO

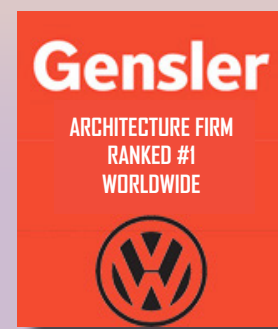


BRAND & ARCHITECTURE
INDUSTRIAL DES THESIS



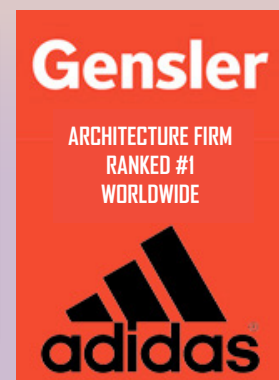
ARCHITECTURE FIRM
RANKED #2
WORLDWIDE
REPUBLIC OF CHINA

ARCHITECTURE



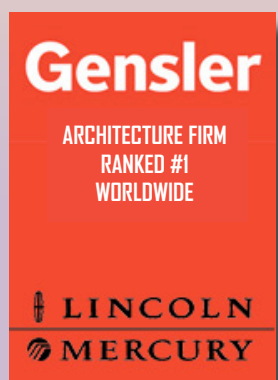
ARCHITECTURE FIRM
RANKED #1
WORLDWIDE

ARCHITECTURE



ARCHITECTURE FIRM
RANKED #1
WORLDWIDE

ARCHITECTURE



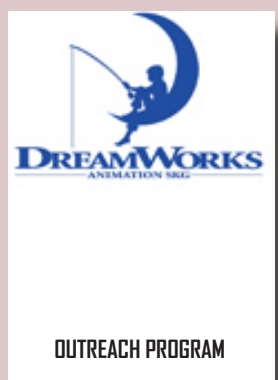
ARCHITECTURE FIRM
RANKED #1
WORLDWIDE

ARCHITECTURE



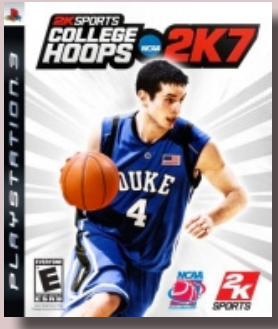
The Mystery Dinosaur

RIGGING



OUTREACH PROGRAM

PARTICIPANT



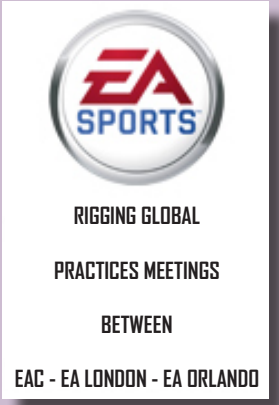
RIGGING



RIGGING

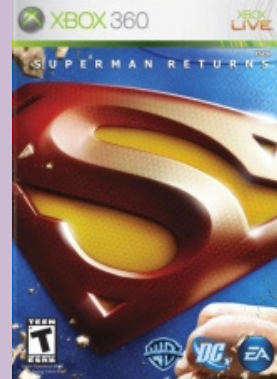


RIGGING



RIGGING GLOBAL
PRACTICES MEETINGS
BETWEEN
EAC - EA LONDON - EA ORLANDO

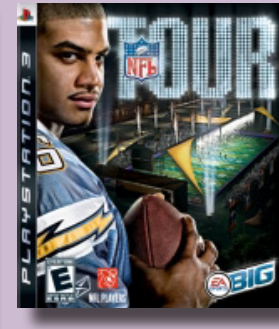
BI-MONTHLY ATTENDEE



RIGGING



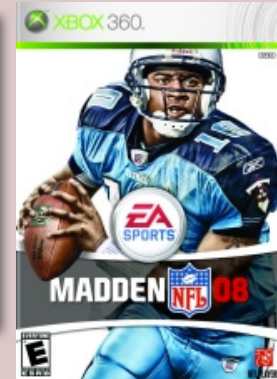
RIGGING PROTOTYPING



LEAD RIGGING



LEAD RIGGING



RIGGING



RIGGING PROTOTYPING



LEAD RIGGING



RIGGING

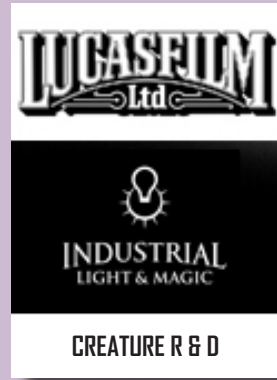


LEAD RIGGING



RESEARCH AND
DEVELOPMENT
SHOWN TO
GEORGE LUCAS

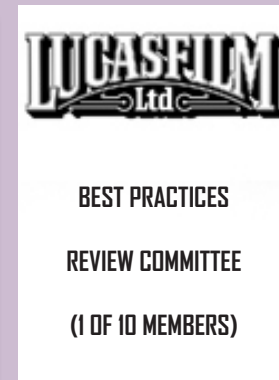
FILM GAME CONVERGENCE



WEEKLY ATTENDEE

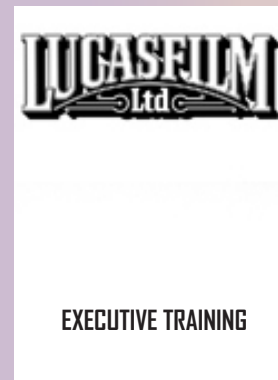


RESEARCHER



BEST PRACTICES
REVIEW COMMITTEE
(1 OF 10 MEMBERS)

BI-MONTHLY ATTENDEE



EXECUTIVE TRAINING

RECIPIENT



LEAD RIGGING



RIGGING R & D



RIGGING R & D
■ SPIELBERG PROJECT ■



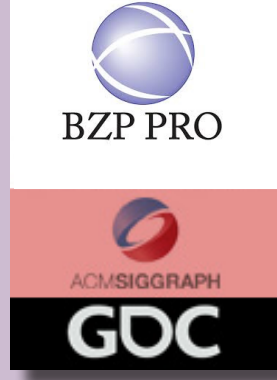
COLOR CORRECTION



SHOT EDITING MONTHLIES



DAILIES SHOT CRITIQUING



CHIEF EXECUTIVE OFFICER
■ LLC BOOTH OWNER ■



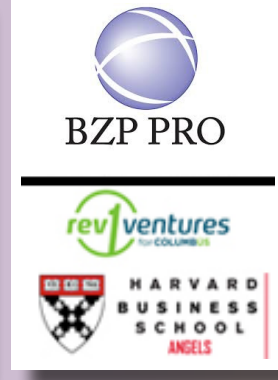
3 ACQUISITION ATTEMPTS
(1 OF THE COMPANIES WORTH
OVER 120 BILLION)

CHIEF EXECUTIVE OFFICER



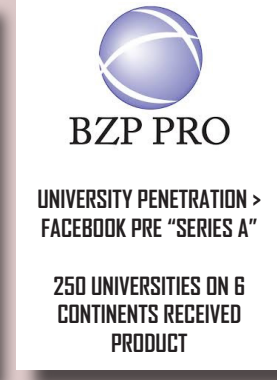
MODULAR RIGGING
TOOLS
-TAIL-TOES-WINGS-

CHIEF TECH AUTHOR



rev|ventures
HARVARD BUSINESS SCHOOL ANGELS

CHIEF EXECUTIVE OFFICER
■ MENTORSHIP RECIPIENT ■



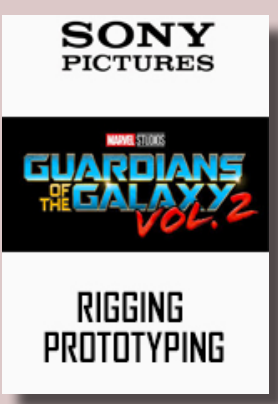
UNIVERSITY PENETRATION >
FACEBOOK PRE "SERIES A"
250 UNIVERSITIES ON 6
CONTINENTS RECEIVED
PRODUCT

CHIEF EXECUTIVE OFFICER



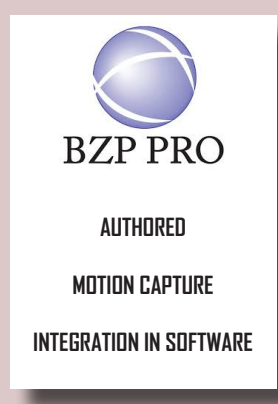
WORLDWIDE FEATURED
SMART SKINNER
RIGGING SOFTWARE

CHIEF TECH AUTHOR



RIGGING PROTOTYPING

RIGGING



AUTHORED
MOTION CAPTURE
INTEGRATION IN SOFTWARE

CHIEF TECH AUTHOR



FBX SCENE OPTIMIZER
INTEGRATION FOR
VIDEO GAME EXPORT

CHIEF TECH AUTHOR



POSE SPACE LIBRARY
INTEGRATED INTO
SOFTWARE TECHNOLOGY

CHIEF TECH AUTHOR



"RIGR" AUTOMATED
PIPELINE & WORKFLOW
SOFTWARE @ ILM LEVEL

CHIEF TECH AUTHOR

SMART SKINNER SOFTWARE CONTROL RIG (12K LINES OF CODE)
80 HOURS OF LABOR COMPLETED IN 20 SECONDS

SMART SKINNER ON WORLDWIDE MAGAZINE'S DISC

SMART SKINNER FEATURED ON WORLDWIDE COVER

ADDITIONAL INFLUENCES

JANGO FETT

GENERAL GRIEVOUS

DEPARTMENT NOTABLE ALUM

JONY IVE: CHIEF DESIGN OFFICER
APPLE

UNIVERSITY REC FOR MY PRODUCT

northumbria UNIVERSITY NEWCASTLE
Northumbria University
Squires Annex
Sandyford Road
Newcastle Upon Tyne

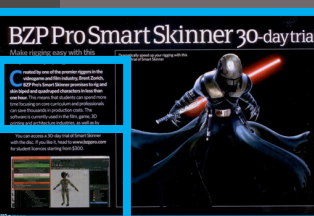
Dear Brent,
Happy New Year!
I am just writing to thank you for the donation of your BZP Pro rigging software licences.
We have begun to implement it into the modules of our course and it is becoming a real time and stress saviour for me, my colleges and students.

BRENT J. ZORICH FEATURED IN THREE WORLDWIDE MAGAZINES

- WORLDWIDE COVER FEATURE: I HAVE WRITTEN TECHNOLOGY ON THE COVER OF A MAGAZINE
- WORLDWIDE FEATURED EXPERT

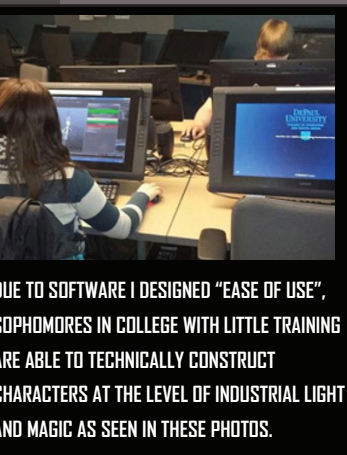
- WORLDWIDE TWO PAGE FEATURE ON BRENT J. ZORICH AT LUCASFILM

- SOFTWARE I AUTHORED INCLUDED ON WORLDWIDE MAGAZINE'S ACCOMPANYING DISC



There are few people in the 3D industry who can claim to have worked on bestselling EA games titles one year and hung out at Skywalker Ranch with Lucasfilm the next, but Brent Zorich is a man who can. Zorich was part of a steering committee meeting for Lucasfilm on film/game convergence. In addition, he was lead rigger on *The Force Unleashed: Ultimate Sith Edition*. On this title, he was working in the LucasArts division, looking at pipeline and storage optimisation and lead rigging on such characters as Jabba the Hutt and Boba Fett. Zorich was also dealing with convergence on all divisions from Lucasfilm to LucasArts, Lucasfilm Animation, Industrial Light & Magic and Lucasfilm Animation Singapore.

Created by one of the premiere riggers in the videogame and film industry, Brent Zorich, BZP Pro's Smart Skinner promises to rig and skin biped and quadruped characters in less than one hour



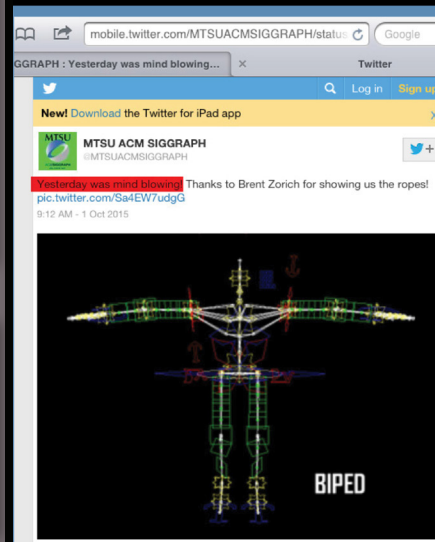
DUE TO SOFTWARE I DESIGNED "EASE OF USE", SOPHOMORES IN COLLEGE WITH LITTLE TRAINING ARE ABLE TO TECHNICALLY CONSTRUCT CHARACTERS AT THE LEVEL OF INDUSTRIAL LIGHT AND MAGIC AS SEEN IN THESE PHOTOS.

CUSTOMER FEEDBACK ON MY SOFTWARE

"Your rigging software is so awesome and easy to use and has allowed me to experiment without any headaches. Here is the second scene I did with your software and am sculpting and texturing each one. It's a big project but I really want to show everyone how they can break free from the fear of rigging with BZP PRO."



TOP INDUSTRY FEEDBACK ON MY SOFTWARE



One of the most powerful people in graphics, The Siggraph Conference Chair (and his staff), referred to my software as "MIND BLOWING" after my presentation.



LECTURED

AT OVER 40

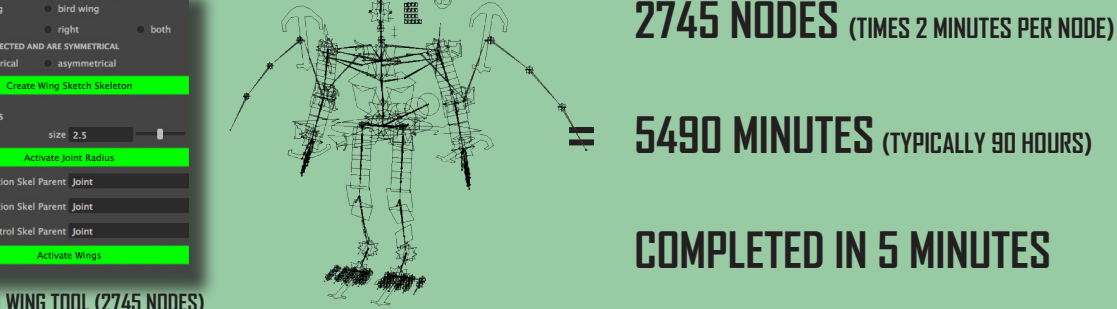
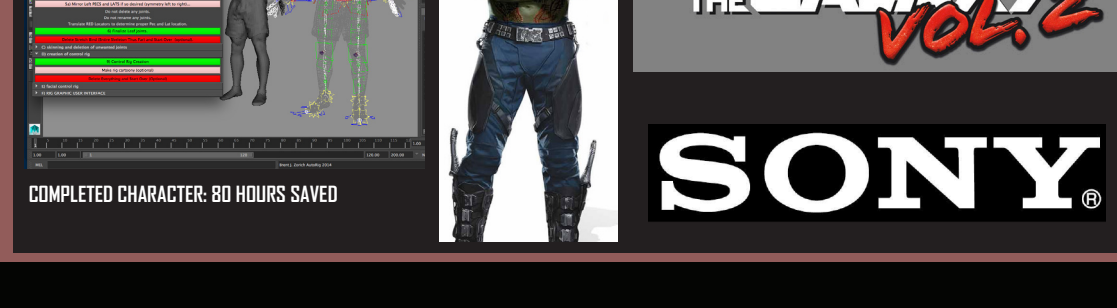
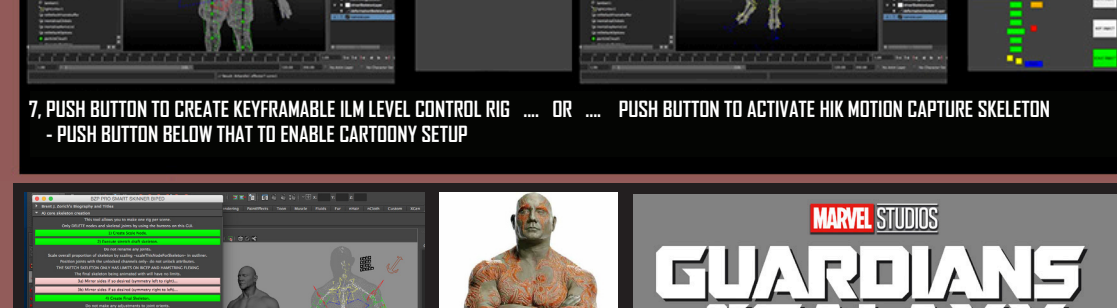
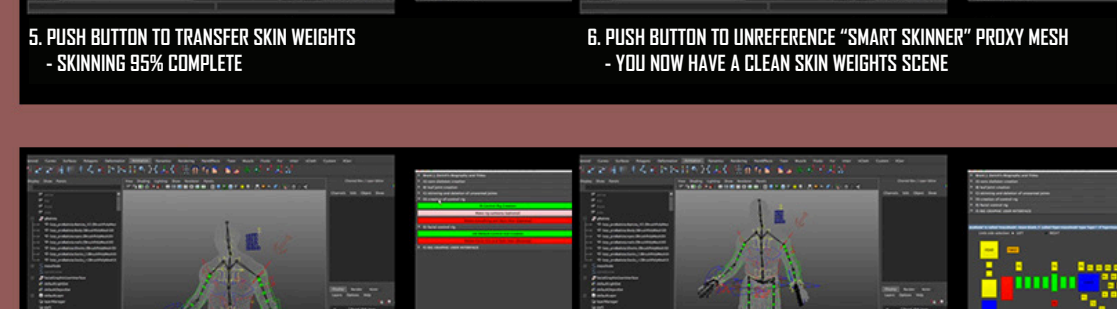
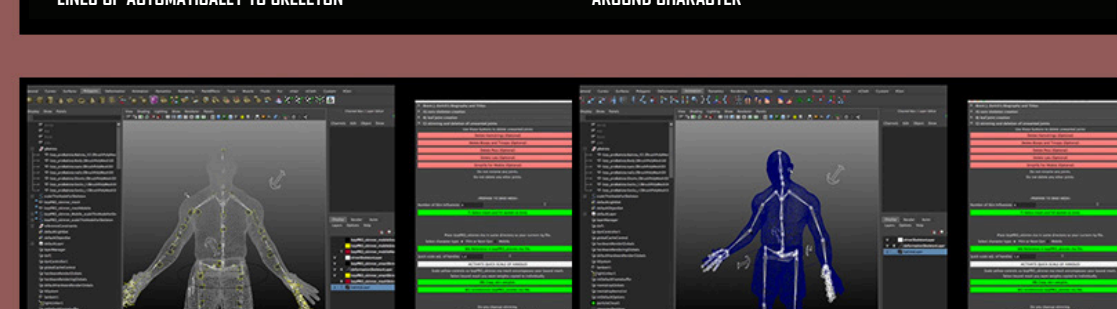
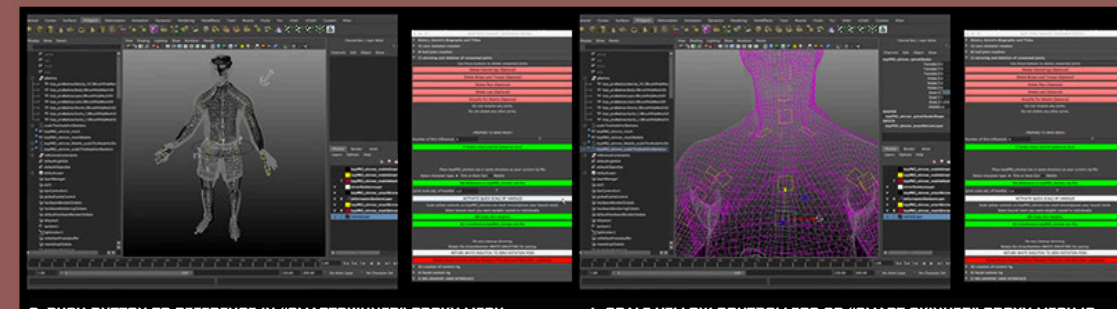
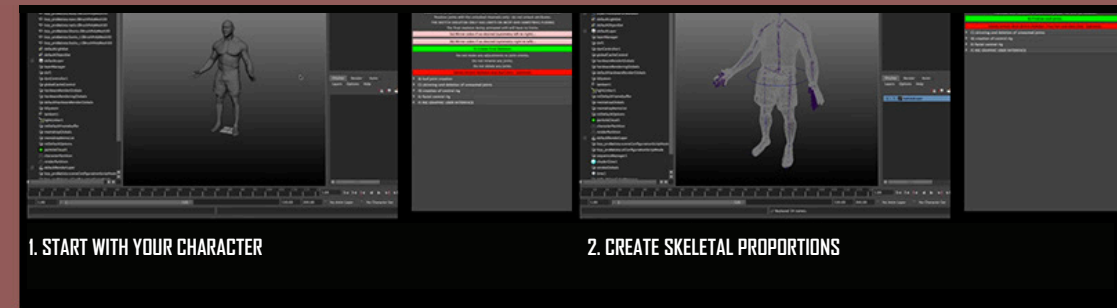
UNIVERSITIES

ON THE TOPIC

OF RIGGING



MY SOFTWARE WORKFLOW ON SONY PICTURES CHARACTER



1. START WITH YOUR CHARACTER

2. CREATE SKELETAL PROPORTIONS

3. PUSH BUTTON TO REFERENCE IN "SMARTSKINNER" PROXY MESH - LINES UP AUTOMATICALLY TO SKELETON

4. SCALE YELLOW CONTROLLERS SO "SMART SKINNER" PROXY MESH IS AROUND CHARACTER

5. PUSH BUTTON TO TRANSFER SKIN WEIGHTS - SKINNING 95% COMPLETE

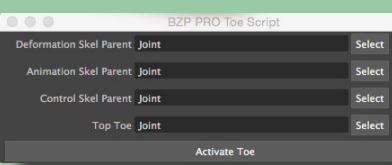
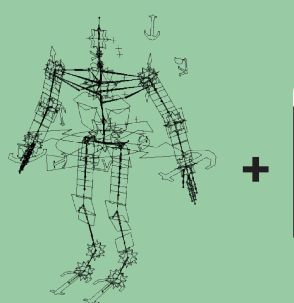
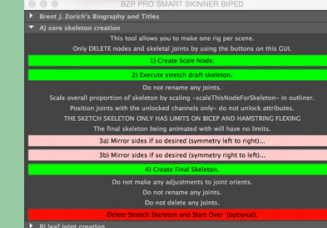
6. PUSH BUTTON TO UNREFERENCE "SMART SKINNER" PROXY MESH - YOU NOW HAVE A CLEAN SKIN WEIGHTS SCENE

7. PUSH BUTTON TO CREATE KEYFRAMABLE ILM LEVEL CONTROL RIG OR PUSH BUTTON TO ACTIVATE HIK MOTION CAPTURE SKELETON - PUSH BUTTON BELOW THAT TO ENABLE CARTOONY SETUP

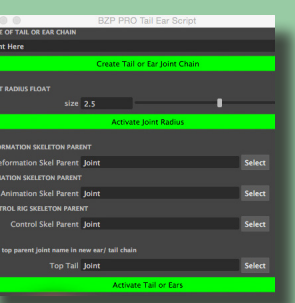
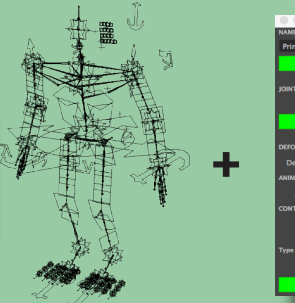
COMPLETED CHARACTER: 80 HOURS SAVED



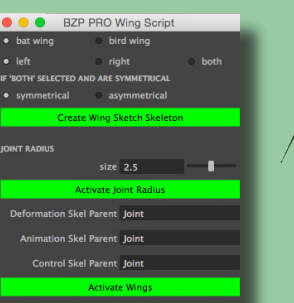
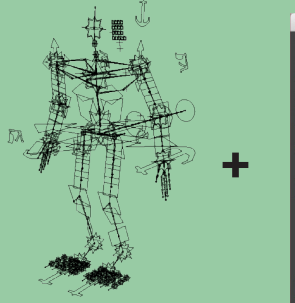
MODULAR RIGGING



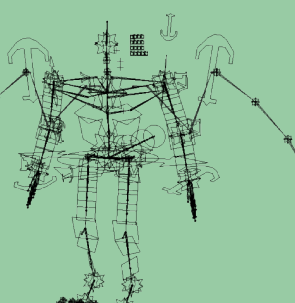
BZP PRO TOE TOOL (2443 NODES)



BZP PRO TAIL TOOL (2562 NODES)



BZP PRO WING TOOL (2745 NODES)



2745 NODES (TIMES 2 MINUTES PER NODE)

5490 MINUTES (TYPICALLY 90 HOURS)

COMPLETED IN 5 MINUTES

BZP PRO SMART SKINNER (2139 NODES)