

# Brent J. Zorich

CHARACTER TECHNICAL DIRECTION

B.S.I.D. M.A. Candidate

brentzorich@yahoo.com

www.brentzorich.com

415.283.5625 *business calls only*



## DESIGNING A CHARACTER SETUP FOR A PREHISTORIC ANIMAL

### *A Non Thesis Defense*

Maria Palazzi (Academic Advisor)

Jeff Haase (Committee Member)

380 Hopkins Hall, 128 N. Oval Mall

*The Lighting Lab*

Columbus, Ohio 43210-1318 USA

October 28th, 2010

10:00 AM - 12:00 PM

### *biography*

Creating works of art has been my strongest passion my entire life. Prior to the animation industry, I had worked for the architectural firms ranked number one (Gensler) and number two (NBBJ) in the world as an interior architect. I have studied for my Masters of Arts in Computer Visualization at ACCAD at THE Ohio State University; focusing my research in bio mechanical character setup. This research involved working directly with supervisors from DreamWorks SKG. At 2K Sports, I did research on ways to streamline current rigs to make them lighter for game play on the award winning title NBA 2K. Later, I returned to EA Sports as a technical artist implementing rigging techniques as well as doing research on more advanced character setup for the top selling titles in the world, including MADDEN (the top selling title in North America). At Lucasfilm, Ltd., I was apart of the team on film game convergence by collaborating on global "Star Wars" related projects while working with all three divisions: LucasArts, Lucasfilm Animation, and Industrial Light and Magic. This research involved complete analyzing and understanding of both render and real time assets for maximum output and potential (led by myself and a team of core artists and engineers). For the ease of better global communication, I was relocated (via order of the executive committee) from the Lucasfilm Animation Singapore studio (LAS) to the home office (The Presidio and the Skywalker Ranch) in San Francisco to continue research on this subject matter. I am currently wrapping up a Masters Thesis at ACCAD at THE Ohio State University. I look forward to speaking to other graphics researchers on the subject matter listed above.

### *refreshments provided*

