# BRENT J. ZORICH

## XBOX, NINTENDO, AND PLAYSTATION DEVELOPER

CONTINUING STUDIES ENGINEERING : STANFORD UNIVERSITY

MASTERS OF ARTS (COMPUTER ANIMATION) : ACCAD @ OHIO STATE

BACHELOR OF SCIENCE (INDUSTRIAL DESIGN) : OHIO STATE

REEBOK - NIKE - NBBJ - GENSLER - DISCOVERY - DREAMWORKS OUTREACH - 2K - EA - OSU

LUCASFILM - SONY - DISNEY - THE WHITE HOUSE - BZP PRO - SKETCHES OF BRENT ZORICH

LUCASFILM BEST PRACTICES COMMITTEE - LUCASFILM EXECUTIVE TRAINEE - ILM R & D

STANFORD UNIVERSITY - SIGGRAPH BOOTH OWNER - GDC BOOTH OWNER - ADOBE - SAE

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- **WORLDWIDE PUBLISHED TECHNOLOGY & FASHION ENTREPRENEUR**

  THREE WORLDWIDE MAGAZINES AND 'THE WALL STREET JOURNAL'S MARKET WATCH'

- **STARTUP LEVEL CHIEF VISUAL OFFICER**

- **PASSIVE INCOME GENERATION DESIGNER**

  TWO PASSIVE VENTURES SELLING OVER 140 AUTHORED E-COMMERCE ITEMS WITH LITTLE TO NO MAINTENANCE :

  - **THE 1ST:** SELF DESIGNED ANIMATION RIGGING PLUG-INS WHOSE SOURCE CODE IS VALUED AT 20 MILLION   (LABOR: 1 WEEK PER YEAR)

    - TOP PERSON IN GRAPHICS, THE SIGGRAPH CHAIR, QUOTED TECH AS 'MIND BLOWING'

    - TECH FEATURED ON WORLDWIDE MAGAZINE COVER AND LICENSED TO 250 UNIVERSITIES

  - **THE 2ND:** SELF DESIGNED T-SHIRTS, HOODIES, PRINTS, GREETING CARDS, BAGS, & ART NOTEBOOKS   (LABOR: 5 HOURS PER MONTH)

    - PROJECTED AT 6 MILLION A YEAR WHEN LICENSED & APPROACHED BY GQ & VOGUE MAGAZINE

    - DUE TO SIZE IN GAMING, APPROACHED BY THE PR OF MICHAEL JACKSON ABOUT REPRESENTATION

- **PERSONAL FINANCIAL DESIGN**

  DEVELOPING STRATEGIES THAT INVESTED EXISTING ACCOUNTS AND PRODUCED A SEVEN DIGIT NET WORTH

nbbj   Gensler   2K   EA   *Sketches of Brent Zorich*
A CASUAL CLOTHING LINE FOR EVERY ARTIST, ARCHITECT, ENGINEER, DESIGNER, AND ILLUSTRATOR WITHIN US

Disney   DREAMWORKS ANIMATION SKG OUTREACH PROGRAM   INDUSTRIAL LIGHT & MAGIC   LUCASFILM Ltd   BZP PRO

Stanford University   SONY   Adobe   Nike   Reebok   LUCASARTS   ACCAD

**SUMMARY**- SKILLSET OFFERED TO A VIDEO GAME COMPANY: A DIGITAL CRAFTSMANSHIP THAT CREATED WORLDWIDE MAGAZINE COVER PUBLISHED LUCASFILM LEVEL AUTORIGGING TECH VALUED AT 20 MILLION IN 5 ACQUISITION REVIEWS (3 FORTUNE 500S); AND ADOBE PHOTOSHOP GAME CONCEPT DESIGNS PROJECTED AT 6 MILLION A YEAR WHEN LICENSED. **(26 MILLION IN VALUE IN ONE YEAR)**. I WAS THE FORMER BEST PRACTICES COMMITTEE OF LUCASFILM. IN ADDITION, AT ONLY PART TIME (5 HOURS A WEEK), CO-DEVELOPED A MARKETING PRODUCT IMPLEMENTATION STRATEGY THAT OUT PENETRATED FACEBOOK LLC IN UNIVERSITY LICENSING PRE ANGEL INVESTMENT ON SIX CONTINENTS; AS WELL AS CREATED RETAIL VENUES AT THE DESIGN LEVEL OF THE ARCHITECTURE FIRM RANKED NUMBER ONE IN THE WORLD (GENSLER) THAT CAN POTENTIALLY DISPLAY AND SELL THE GAME TITLES THAT I'M WORKING ON.

This is a visual résumé/career timeline infographic composed of video-game-box-style cards. Content transcribed by card, left-to-right, top-to-bottom.

**Row 1**

- ONE OF THE TOP RANKED HIGH SCHOOLS IN THE STATE OF OHIO / COLLEGE PREP SCHOLAR ATHLETE: FOOTBALL / 1989-1993 / HIGH SCHOOL DIPLOMA
- OHIO STATE — DEPARTMENT RANKED TOP THREE NATIONALLY / INDUSTRIAL DESIGN / VOTED IN BY PEERS AS DESIGN DEPARTMENT UNDERGRADUATE STUDENT BODY PRESIDENT / 1993-1998 / BACHELOR OF SCIENCE
- ΣAE / LARGEST FRATERNITY IN THE COUNTRY. / FAMOUS MEMBERS INCLUDE TROY AIKMAN, PHIL JACKSON, BO SCHEMBECHLER, KIRBY SMART, CARSON PALMER, & PETE CARROLL. / 1993-1998 / BROTHER & ALUM
- TOMMY HILFIGER / 1995 / VISUAL MERCHANDISER
- Reebok / 1997 / PRODUCT DESIGN & PITCH TO REEBOK CEO
- Custom Coach / CLIENT IS THE OWNER OF NHL COLUMBUS BLUE JACKETS / 1997 / DESIGN INTERN ILLUSTRATOR INTERN
- Nike / 1998 / BRAND & ARCHITECTURE INDUSTRIAL DES THESIS
- nbbj / ARCHITECTURE FIRM RANKED #2 WORLDWIDE / REPUBLIC OF CHINA / 1998-1999 / ARCHITECTURE
- Gensler / ARCHITECTURE FIRM RANKED #1 WORLDWIDE / VW · adidas · LINCOLN · MERCURY / 1999-2001 / ARCHITECTURE

**Row 2**

- OHIO STATE / WHERE CGI WAS INVENTED @ ACCAD / KEY ALUM PROJECTS: STAR WARS, TERMINATOR 2, TOY STORY 2, TITANIC, ICE AGE, SHREK, SPIDER-MAN, JURASSIC PARK / CAREER CHANGE FROM ARCHITECTURE TO CGI / 2001-2005 / BEGAN GRADUATE STUDY FOR MASTERS DEGREE
- THE MYSTERY DINOSAUR (Discovery) / OUTREACH PROGRAM / 2003-2005 / • MODELING • RIGGING / WORKED WITH PALEONTOLOGIST TEAM FROM "JURASSIC PARK"
- DREAMWORKS / OUTREACH PROGRAM / 20 WEEK TRAINING SESSION WITH SUPERVISORS ON SHREK, MADAGASCAR, SHARK TALE, FINDING NEMO, & SPIDER-MAN 2 / 2005 / PARTICIPANT @ ACCAD
- SUPERMAN RETURNS / 2005 / RIGGING AND MODELING
- NBA 2K8 / 2006 / • RIGGING • WORK TESTED ON DATA OF SHAQUILLE O'NEAL
- College Hoops 2K8 / 2006 / RIGGING
- College Hoops 2K7 / 2006 / RIGGING
- EA SPORTS / RIGGING GLOBAL PRACTICES MEETINGS BETWEEN EAC - EA LONDON - EA ORLANDO / 2007-2008 / BI-MONTHLY ATTENDEE
- EA SPORTS / PROPOSAL TO CENTRAL FOOTBALL LEADS ABOUT EA SPORTS COLLABORATING WITH NIKE TO ADDRESS NON REALISTIC ANIMATION ISSUES IN MADDEN NFL / 2007-2008 / RIGGING MILESTONE

**Row 3**

- TIGER WOODS PGA TOUR 09 / 2007 / RIGGING PROTOTYPING
- NFL TOUR / 2007 / LEAD RIGGING
- HEAD COACH 09 / 2008 / LEAD RIGGING
- MADDEN NFL 08 / 2007 / RIGGING
- EA SPORTS MMA / 2008 / RIGGING PROTOTYPING
- NCAA FOOTBALL 09 / 2008 / REDESIGNED RIGGING SYSTEM
- NCAA FOOTBALL 08 / 2007 / RIGGING
- MADDEN NFL 09 / 2008 / REDESIGNED RIGGING SYSTEM
- NBA LIVE 09 / 2007 / RIG SWAPPING GLOBAL RIGGING GUIDANCE

**Row 4**

- FACEBREAKER / 2007 / RIG SWAPPING GLOBAL RIGGING GUIDANCE
- FIFA 09 / 2007 / RIG SWAPPING GLOBAL RIGGING GUIDANCE
- NHL 09 / 2007 / RIG SWAPPING GLOBAL RIGGING GUIDANCE
- HARRY POTTER AND THE ORDER OF THE PHOENIX / 2007 / RIG SWAPPING GLOBAL RIGGING GUIDANCE
- LUCASFILM Ltd / RESEARCH AND DEVELOPMENT SHOWN TO GEORGE LUCAS / 2008 / FILM GAME CONVERGING ILM'S JANGO FETT & TV'S AHSOKA ON THE XBOX
- LUCASFILM Ltd / INDUSTRIAL LIGHT & MAGIC / CREATURE R & D / 2008-2009 / WEEKLY ATTENDEE
- LUCASFILM Ltd / SKYWALKER RANCH / 2008-2009 / RESEARCHER
- LUCASFILM Ltd / BEST PRACTICES REVIEW COMMITTEE (1 OF 10 MEMBERS) SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL (THE LORD OF THE RINGS) / 2008-2009 / BI-MONTHLY MEMBER
- LUCASFILM Ltd / EXECUTIVE TRAINING / EXECUTIVE PROPOSAL (OAS) -OFFENSIVE ATTACK STRATEGY- WRITTEN FOR THE BOARD OF DIRECTORS / EngagedLeadership / 2008 / RECIPIENT

**Row 5**

- STAR WARS: THE FORCE UNLEASHED / 2008-2009 / LEAD RIGGING
- STAR WARS: THE FORCE UNLEASHED / 2009 / RIGGING R & D
- INDIANA JONES AND THE STAFF OF KINGS / 2008 / RIGGING R & D • SPIELBERG PROJECT •
- STAR WARS THE CLONE WARS / 2008 / COLOR CORRECTION OBI WAN & CAD BANE
- HARRY POTTER AND THE HALF-BLOOD PRINCE / 2008 / SHOT EDITING MONTHLIES HARRY & DUMBLEDORE
- TRANSFORMERS / 2009 / DAILIES SHOT CRITIQUING OPTIMUS PRIME & DEVASTATOR
- LUCASFILM Ltd / INDUSTRIAL LIGHT & MAGIC / "BLOCK PARTY 1" RIGGING SOFTWARE / 2008-2009 / QUALITY ASSURANCE
- LUCASFILM Ltd / • GENERAL GRIEVOUS • ANAKIN SKYWALKER • AHSOKA TANO • JANGO FETT • KIT FISTO • STANDARD ILM BIPED, WING, AND QUAD SETUPS / 2008-2009 / RIGGING EXPLORATION
- LUCASFILM Ltd / THE FORCE UNLEASHED / • JABBA THE HUTT • BOBA FETT • ULTIMATE EVIL (THE COVER CHARACTER) • GAMMOREAN GUARD • AT-AT / 2008-2009 / RIGGING MILESTONES

**Row 6**

- OHIO STATE / WHERE CGI WAS INVENTED @ ACCAD / THESIS: AUTORIGGING DINOSAURS IN PYTHON. TRAINED BY FOUNDER OF CGI DIVISION AT THE RINGLING SCHOOL OF ART AND DESIGN. / 2010- 2011 / FINISHED INCOMPLETE MASTERS DEGREE
- BZP PRO / RIGGING PLUG-IN FOR MAYA / • MOTION CAPTURE • FBX SCENE OPTIMIZER • POSE SPACE LIBRARY • PIPELINE & WORKFLOW • ILM MODULAR RIGGING • AUTOSKINNING / E-COMMERCE: $299.99 / 2011-CURRENT / 1ST ENTREPRENEUR VENTURE / 20 MILLION VALUATION / $1500.00 ANNUAL BURN / 5 ACQUISITION REVIEWS / CASH COW: PASSIVE INCOME
- BZP PRO / CITY BUILDER TOOL / GENERATING DUPLICATE CITY BUILDINGS WITH COLOR, FORM, AND TEXTURE, VARIANCE- IDEALLY USED FOR PREVIZ / E-COMMERCE: $99.99 / 2011-CURRENT / 1ST ENTREPRENEUR VENTURE / NO VALUATION AS OF YET / $0.00 ANNUAL BURN / CASH COW: PASSIVE INCOME
- BZP PRO / RECS FOR MY TECHNOLOGY / SIGGRAPH CHAIR PUBLICLY QUOTED MY TECHNOLOGY AS "MINDBLOWING". FEATURED ON THE COVER OF WORLDWIDE MAGAZINE. / 2011-CURRENT / ENTREPRENEUR
- BZP PRO / ACQUISITION / 5 ACQUISITION ATTEMPTS (3 FORTUNE 500'S: 1 OF THE COMPANIES WORTH OVER 120 BILLION) / 2011-CURRENT / ENTREPRENEUR
- BZP PRO / ACM SIGGRAPH GDC / 2011-CURRENT / ENTREPRENEUR • LLC BOOTH OWNER •
- BZP PRO / FINANCES / ADVISED TO NOT SELL LLC BELOW 20 MILLION DOLLARS BY THE HOTH SUPERVISOR'S PARTNER ON THE THE EMPIRE STRIKES BACK. RAISED MONEY FROM BANKING ALUM OF HARVARD AND YALE / 2011-CURRENT / ENTREPRENEUR
- BZP PRO / PENETRATION / 250 UNIVERSITIES ON 6 CONTINENTS WERE LICENSED PRODUCT IN 6 MONTHS AT A RATE OUTPENETRATING FACEBOOK AT LAUNCH. (FACEBOOK HAD 170 SCHOOLS) / 2011-CURRENT / ENTREPRENEUR
- BZP PRO / BRAND REINFORCEMENT / MY RESUME IS A DROPDOWN ON EVERY LICENSE THAT GOES OUT SOLIDIFYING TECH DESIGN EXPERTISE WORLDWIDE. THIS CAUSED ME TO GET NON ENGLISH INTERNATIONAL ADVERTISEMENTS. / 2011-CURRENT / ENTREPRENEUR

**Row 7**

- BZP PRO / rev1 ventures / HARVARD BUSINESS SCHOOL ANGELS / 2011-CURRENT / CHIEF EXECUTIVE OFFICER • MENTORSHIP RECIPIENT •
- GUARDIANS OF THE GALAXY VOL. 2 / 2017 / RIGGING PROTOTYPING DRAX THE DESTROYER
- BZP PRO / SONY PICTURES / 240 HOURS OF ILM LEVEL RIGGING COMPLETED IN 70 MINUTES / 2017 / RIGGING PROTOTYPING
- T.O.T.S. / 2019 / RIGGING PROTOTYPING
- VAMPIRINA / 2019 / RIGGING PROTOTYPING
- BZP PRO / VOXX STUDIOS / 2020 / NDA TV SHOW PITCH RIGGING PROTOTYPING
- Adobe / Ps / ADOBE PRE RELEASE TEAM FOR THE APPLE IPAD PRO 2. PHOTOSHOP DRAWINGS DONE DURING PHOTOSHOP TESTING LED TO 2ND VENTURE. / 2019-CURRENT / PRE-RELEASE TEAM
- UNITED STATES PRESIDENTIAL TASK FORCE / 2020 / TASK FORCE MEMBER
- STANFORD UNIVERSITY / TOP ENGINEERING SCHOOL WORLDWIDE / LINEAR ALGEBRA / 2020 / CONTINUING STUDIES

**Row 8**

- Intercon — The Internet Conference / WINNER NAMED AS ONE OF THE TOP 100 PEOPLE IN TECH AND INNOVATION AT THIS CONFERENCE SPONSORED BY AMAZON AND FACEBOOK / 2020 / AWARD WINNER
- Sketches of Brent Zorich / E-COMMERCE: • OVER 50 T-SHIRTS: $38.00 • OVER 20 HOODIES: $56.00 • OVER 40 PRINTS: $28.00 • OVER 5 CARDS: $15.00 • OVER 3 NOTEBOOKS: $22.00 / 2021-CURRENT / 2ND ENTREPRENEUR VENTURE / 18 MILLION IN PROJECTIONS / $700.00 ANNUAL BURN / CASH COW: PASSIVE INCOME
- Sketches of Brent Zorich / A CLOTHING LINE / PR FIRM OF GOOGLE, FACEBOOK, AMAZON, & DISNEY, GUARANTEED SALES AT 6 MILLION / YEAR IF USED. PRINT ON DEMAND: NO BACK INVENTORY. ITEMS FEATURING MY CONCEPT DESIGNS. / 2021-CURRENT / 2ND ENTREPRENEUR VENTURE / CASH COW: PASSIVE INCOME
- BROKERAGE / AGGRESSIVE BROKERAGE (DOUBLING IN 7 YEARS) DESIGNED WITH ADVISOR / 2022 / INVESTOR / CASH COW: PASSIVE INCOME
- BROKERAGE / AGGRESSIVE BROKERAGE (11% ANNUAL GROWTH) CO-DESIGNED WITH ADVISOR / 2022 / INVESTOR / CASH COW: PASSIVE INCOME
- BROKERAGE / AGGRESSIVE STOCK BROKERAGE (11% ANNUAL GROWTH) BOTH NYSE & SINGAPORE SE CO-DESIGNED WITH ADVISOR / 2022 / INTERNATIONAL INVESTOR / CASH COW: PASSIVE INCOME
- BROKERAGE / MODERATE BROKERAGE (8% ANNUAL GROWTH) CO-DESIGNED WITH ADVISOR / 2022 / INVESTOR / CASH COW: PASSIVE INCOME
- BROKERAGE / CONSERVATIVE BROKERAGE (4% ANNUAL GROWTH) CO-DESIGNED WITH ADVISOR / 2022 / INVESTOR / CASH COW: PASSIVE INCOME
- STASH / STOCK INVESTMENTS / HEWLETT-PACKARD, LOCKHEED MARTIN, VERIZON, MICROSOFT, SONY, APPLE, GOOGLE, ELECTRONIC ARTS, AMAZON, DISNEY, NIKE, ACTIVISION BLIZZARD, TYRA BIOSCIENCES (RECENT IPO), CLEARWATER ANALYTICS HOLDINGS (RECENT IPO), NOVO NORDISK (RECENT IPO), EMERSON / 2023 / INVESTOR / CASH COW: PASSIVE INCOME

**Row 9**

- FUNDRISE / 2023 / IPO INVESTOR / CASH COW: PASSIVE INCOME
- BZP PRO / BSHAPE MIRROR TOOL / MIRRORING BSHAPES FOR PRE EXISTING VERSIONS OF MAYA PRE 2019 VERSION. RELEASED IN '24. / E-COMMERCE: $29.99 / 2011-CURRENT / 1ST ENTREPRENEUR VENTURE / NO VALUATION AS OF YET / $0.00 ANNUAL BURN / CASH COW: PASSIVE INCOME
- NCAA / LECTURED AT OVER 40 UNIVERSITIES / UNIVERSITY OUTREACH
- 3DArtist — SURFACE SHADERS / WORLD WIDE BIOGRAPHY / TECH ON MAGAZINE DISC / COVER STORY / 3 WORLDWIDE MAGAZINES
- THE WALL STREET JOURNAL / MarketWatch / PERSONAL FEATURE / INTERNATIONAL PRESS
- I HAVE BEEN CONTACTED BY MICHAEL JACKSON'S PR SPECIALIST ABOUT REPRESENTING ME (NEGOTIATIONS AND OFFER TO ASSIST) AS WELL APPROACHED WITH THE CLOTHING LINE BEING FEATURED IN VOGUE & GQ MAGAZINE. / ADDITIONAL PR
- Maya / Motion Builder / MEL / Python / Photoshop / ZENO (ILM's software) / After Effects / Pixar's Renderman / HTML / C++ / HIK / SOFTWARE SKILLS
- THE CASH COW PLAN IS WORKING. COLLECTIVELY IN NOV AND DEC OF '23 I GENERATED $33,000.00 IN PASSIVE INCOME JUST THE BROKERAGES ALONE.
- THE 'BZP PRO' AND 'SKETCHES OF BZ' CASH COW CAN EARN 38 MILLION IN ACQUISITION (ROI) WITH ONLY A $2200.00 ANNUAL BURN

**Row 10 (bottom)**

- IF AN ACQUISITION TAKES PLACE OF A 'CASH COW', I WILL HOPE TO OPEN MY OWN PRIVATE EQUITY FIRM WHILE BEING A CVO AT A GAME STUDIO WHERE I WILL EARN 600K-800K BASE, WITH 1-2 MILLION IN BONUS, AND 3-7 MILLION IN STOCK ANNUALLY.
- DUE TO "BULL MARKET" INVESTING IN MILITARY ORIENTED AI STOCK AS WELL AS THE CASH COW DESIGN, MY NET WORTH IS OVER 1 MILLION DOLLARS. I EARN 6 DIGITS IN PASSIVE INCOME ANNUALLY.

**GOAL ...**   TO MAKE FURTHER ADVANCEMENTS IN THE FIELD OF DESIGN ENGINEERING THAT ARE PRIMARILY FOCUSED ON INNOVATION OF ANIMATION SYSTEMS USED IN FILM GAME CONVERGENCE (EXAMPLE: CREATING ONE 'SPIDER-MAN' CHARACTER ASSET THAT CAN BE USED AT BOTH 'SONY PICTURES' IN FILM AS WELL AS THE 'PLAYSTATION 5' IN GAME- USING SAME ANIMATION DATA BETWEEN BOTH DIVISIONS AND CUTTING COSTS. **THIS WILL BE ACHIEVED BY CONTINUING AS A TECH ENTREPRENEUR, A FASHION ENTREPRENEUR, AND BECOMING AN EVENTUAL 'CHIEF VISUAL OFFICER' AT A MAJOR COMPUTER GRAPHICS STUDIO**. RANGE FOR A POSITION LIKE THIS AT A MAJOR FIRM CAN REACH UP TO 600K TO 800K BASE, WITH 1 TO 2 MILLION BONUS, AND 3 TO 7 MILLION IN STOCK. IN 2009 AT LUCASFILM, MY EARNINGS WERE PROJECTED THAT YEAR TO BE $170,000. THIS IS PRIOR TO HAVING MY OWN SIGGRAPH AND GDC BOOTH; INFLATION; DESIGNING GROUNDBREAKING TECHNOLOGY THAT THE TOP PERSON IN COMPUTER GRAPHICS REFERS TO AS 'MIND BLOWING' PUBLICLY; GETTING ON THE COVER OF WORLDWIDE MAGAZINES WITH GLOWING WORLDWIDE REVIEWS FOR MY TECHNOLOGY BY HEAD PEOPLE OF OSCAR WINNING VISUAL EFFECTS STUDIOS; BEING ADVISED TO NOT SELL THE TECHNOLOGY THAT I'VE WRITTEN IN ACQUISITION, HAVING FIVE REVIEWS WITH THREE FORTUNE 500S, FOR NOT UNDER TWENTY MILLION DOLLARS; DESIGNING A FREEMIUM MARKETING STRATEGY THAT OUT PENETRATES BILLIONAIRE MARK ZUCKERBERG PRE ANGEL INVESTMENT IN UNIVERSITY PENETRATION; LAUNCHING A CLOTHING LINE WITH CONCEPTS SO AMAZING THAT I AM APPROACHED BY INTERNATIONAL MARKETING FIRMS WANTING TO PUT THE CLOTHING LINE IN BOTH 'GQ' MAGAZINE AND 'VOGUE' MAGAZINE; PROJECTED BY A PR FIRM REPRESENTING GOOGLE, DISNEY, FACEBOOK, AND AMAZON, THAT THE CLOTHING LINE, DUE TO QUALITY OF THE DRAWINGS, WILL EARN AN EVENTUAL $500,000 A MONTH IN REVENUE; RESPECTED AS AN ENTREPRENEUR SO MUCH SO THAT A NATIONAL PR FIRM RAN AN INTERNATIONAL STORY ABOUT ME IN THE WALL STREET JOURNAL'S MARKET WATCH; AND SO BIG IN THE TECH ENTREPRENEUR WORLD THAT MICHAEL JACKSON'S PUBLIC RELATIONS SPECIALIST CONTACTED ABOUT REPRESENTING ME. THE REQUESTED POSITION AND PRICE ON THAT POSITION OF CHIEF VISUAL OFFICER IS CORRECT. THIS POSITION REQUIRES EXPERIENCE WITH MODELING, ANIMATION, RIGGING, LIGHTING, CONCEPT, DIGITAL ARCHITECTURE, MASS MARKETING, RETAIL KIOSK DESIGN, RETAIL ARCHITECTURE, AND WEB DEVELOPMENT. I AM HYPOTHESIZING THAT BASED ON THIS RESUME, MY VALUE TO A MAJOR VIDEO GAME ORGANIZATION LIKE XBOX, PLAYSTATION, WARNER BROS INTERACTIVE, ELECTRONIC ARTS, ILM, OR TAKE TWO INTERACTIVE, IS UP TO 1/4 TO 1/2 THAT OF THE CEO OF ELECTRONIC ARTS WHO IN 2021 EARNED 40 MILLION DOLLARS COLLECTIVELY FROM SALARY, STOCK, AND BONUS.

**FORMULA**   **THE FORMULA USED TO DERIVE THE POTENTIAL EARNINGS OF 10 MILLION PER YEAR FOR CHIEF VISUAL OFFICER.** *CHIEF VISUAL OFFICER IS RESPONSIBLE FOR TWO AREAS OF GAME DEVELOPMENT:*

**1)**   *ENGINEERING:* I AUTHORED RIGGING TECHNOLOGY AT THE LEVEL OF ILM VALUED AT **20 MILLION** BY THE HOTH SUPERVISOR AFFILIATE ON STAR WARS THE EMPIRE STRIKES BACK- CONSIDERED BY MANY TO BE THE BIGGEST FILM IN POP CULTURE HISTORY

**2)**   *CREATIVE/ ART/ ILLUSTRATION DIRECTION:* I CREATED CONCEPT ARCHITECTURAL DRAWINGS FOR VIDEO GAMES AT THE LEVEL OF GENSLER AND NBBJ MARKETED ON APPAREL THAT THE PR FIRM OF GOOGLE, FACEBOOK, DISNEY, AMAZON, AND MCDONALD'S' PROJECTED AT 6 MILLION PER YEAR, OR **18 MILLION OVER 3 YEARS**

*OVER A PERIOD OF 3 YEARS, 20 MILLION WORTH OF SOFTWARE PLUS 18 MILLION WORTH OF CONCEPT DRAWINGS EQUALS 38 MILLION TOTAL. 38 MILLION DIVIDED BY 3 YEARS EQUALS 12.5 MILLION PER YEAR, OR TO BE CONSERVATIVE (1/4 OF THE EARNINGS OF MR. ANDREW WILSON- THE CEO OF ELECTRONIC ARTS- WHO EARNED 40 MILLION IN 2021: WHICH I AM ROUNDING DOWN TO 10 MILLION FROM THE 12.5 MILLION). IN OTHER WORDS- 600K TO 800K BASE, PLUS 1 TO 2 MILLION IN BONUS, AND 3 TO 7 MILLION IN STOCK ANNUALLY.*

**EXAMPLE**   **IN AN APPLICABLE EXAMPLE, TAKE TWO INTERACTIVE'S ROCKSTAR GAMES DIVISION ON "GRAND THEFT AUTO" WOULD BE GETTING A PERSON AS A CHIEF VISUAL OFFICER THAT WOULD DELIVER AN INDUSTRIAL LIGHT & MAGIC RIGGING ANIMATION SYSTEM FOR THE CHARACTERS, WITH THE TOP ARCHITECTURAL DESIGN FIRMS IN THE WORLD (GENSLER AND NBBJ) DESIGNING THE ARCHITECTURAL BUILDINGS IN THE GAME. I AM ESTIMATING THAT PERSON, IN THIS CASE ME, HAS A VALUE TO TAKE TWO INTERACTIVE OF THE 10 MILLION IN POTENTIAL EARNINGS BASED ON AN ABILITY TO DELIVER THESE ASSETS AS PROMISED. IT HAS BEEN NOTED, THAT ON OCTOBER OF 2024, WHEN "GRAND THEFT AUTO 6" IS RUMORED TO SHIP TO MARKET, EARLY PROJECTIONS ARE GUESSTIMATING 1 BILLION DOLLARS WORTH OF SALES IN THE FIRST WEEK ALONE. THE 10 MILLION IN SALARY, STOCK, AND BONUS, SHOULD BE EASILY AFFORDED.**

Brent was selected by the Director of Animation Technology, former Chief Technology Officer at Peter Jackson's WETA DIGITAL, for Lucasfilm to be on the committee benchmarking and setting these standards for the company globally. In these bi-monthly meetings we discussed rigging, modelling topology, rendering, and colour. The following pages are some of the sample notes from one of our meetings. The hope was to set standards for Lucasfilm Animation, LucasArts, and Industrial Light and Magic.

# SIX PAGE PORTFOLIO

## PROJECTS BRENT AFFECTED IN SOME WAY
EITHER THROUGH DIRECT WORK OR THROUGH GLOBAL CONFERENCE GUIDANCE

GAMMOREAN RIGGING


ADOBE PRE RELEASE TEAM


ADOBE PRE RELEASE TEAM


CLONE WARS RIGGING EXPLORATION

TRAINING FROM THESE SUPERVISORS


THE DISCOVERY CHANNEL MYSTERY DINOSAUR
LEAD RIGGING - MODELING


FINE ART


RIGGING PROTOTYPING


EA HARRY POTTER & THE ORDER OF
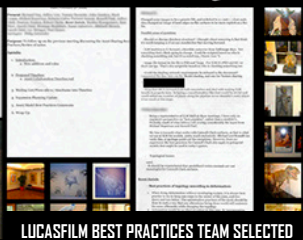THE PHOENIX GLOBAL RIGGING GUIDANCE


DISNEY RIGGING PROTOTYPING


EA SPORTS SUPERMAN RETURNS
LEX LUTHOR WARDROBE MODELING


SKYWALKER RANCH R AND D


LUCASFILM BEST PRACTICES TEAM SELECTED
BY FORMER CTO OF PETER JACKSON'S WETA
DIGITAL (1 OF 10 MEMBERS)

HARRY POTTER AND THE HALF BLOOD PRINCE
HARRY POTTER MONTHLIES EDITING


ADOBE PRE RELEASE TEAM


GLOBAL RIGGING ATTENDEE


FILM GAME CONVERGENCE WORK
SHOWN TO GEORGE LUCAS


FILM GAME CONVERGENCE WORK
SHOWN TO GEORGE LUCAS


LUCASFILM INDIANA JONES
RIGGING (SPIELBERG)
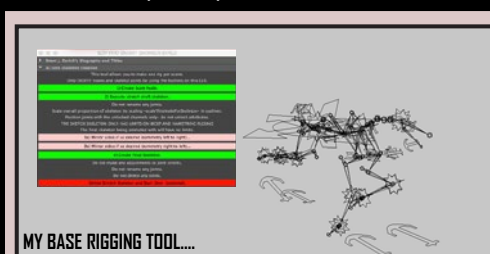

FINE ART


STAR WARS THE FORCE UNLEASHED
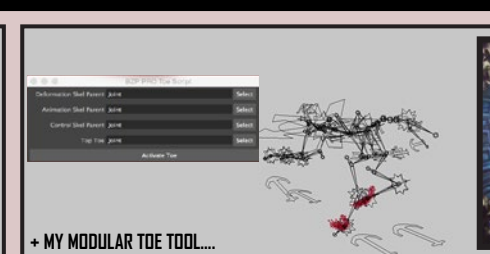WAMPA LEAD RIGGING
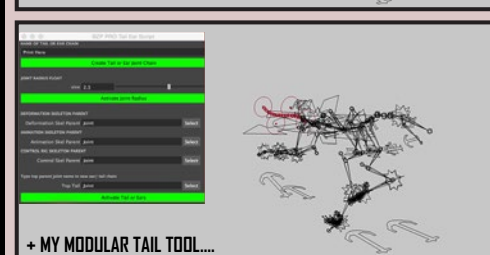

TAKE TWO INTERACTIVE
NBA 2K RIGGING R AND D


EA SPORTS NHL 09
GLOBAL RIGGING GUIDANCE
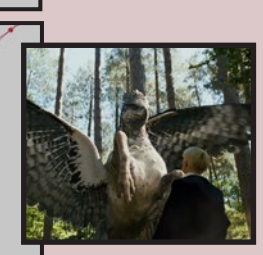

MY BASE RIGGING TOOL....


+ MY MODULAR TOE TOOL....


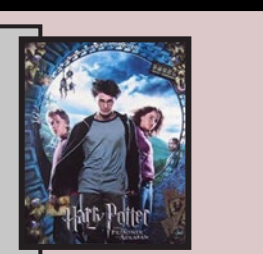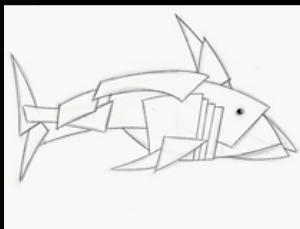+ MY MODULAR TAIL TOOL....


+ MY MODULAR WING TOOL....

MODULAR ENGINEERING CASE STUDY ON BUCKBEAK FROM HARRY POTTER 3 WITH MY SOFTWARE I AUTHORED: 90 HOURS OF WORK COMPLETED IN 5 MINUTES

REBEL TROOPER RIGGING

ADOBE PRE RELEASE TEAM

EA SPORTS NFL TOUR
LEAD RIGGING

LUCASFILM STAR WARS CLONE WARS
CAD BANE COLOR CORRECTION

LUCASFILM STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING

JABBA THE HUTT REQUIRED A JOINT BASED FACIAL DESIGN THAT WOULD MIMIC THE FACS SYSTEM POSES, OPTIMIZED, ON A CONSOLE. THE END RESULT THAT BRENT DESIGNED GAVE THE JABBA IN THE FORCE UNLEASHED THE MOST LIFELIKE AND FLUID PERFORMANCE OF THE CREATURE, FILM INCLUDED, TO THAT DATE.
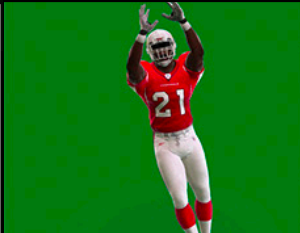
EA SPORTS MADDEN NFL
LEAD RIGGING

LUCASFILM STAR WARS THE FORCE UNLEASHED
JABBA THE HUTT LEAD RIGGING

TRANSFORMERS REVENGE OF THE FALLEN
OPTIMUS PRIME DAILIES

TAKE TWO INTERACTIVE
NBA 2K RIGGING R AND D

ONE OF THE TASKS THAT BRENT WAS DOING AT LUCASFILM WAS TESTING ILM'S BLOCK PARTY RIGGING SOFTWARE AT HIS DESK ON HIS LINUX MACHINE. BRENT WAS COMPARING THE FUNCTIONALITY, WITH WORKING KNOWLEDGE, OF THE ILM SOFTWARE TO THAT OF LUCASARTS' TOOL PARTY RIGGING SOFTWARE AND SEEING WHAT COULD BE PORTED INTO AUTODESK MAYA AS A DROP DOWN.

TIGER WOODS RIGGING R AND D

INDUSTRIAL
LIGHT & MAGIC

- WEEKLY CREATURE R AND D
- QA ON OSCAR WINNING "BLOCK PARTY" RIGGING SOFTWARE
- EXECUTIVE PROPOSAL SUBMISSION: "OAS"

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

LUCASFILM STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING

INDUSTRIAL
LIGHT & MAGIC

WORKING KNOWLEDGE/ QA ON ILM
STANDARD BIPED, WING, QUAD SETUPS

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

ADOBE PRE RELEASE TEAM

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

WHILE AT GENSLER AND NBBJ, THE TWO LARGEST ARCHITECTURAL DESIGN FIRMS IN THE WORLD, BRENT LEARNED AND APPLIED ASPECTS OF SPATIAL ORIENTATION, WAYFINDING, AND DESIGN, THAT CAN BE ALTERED TO APPLY DIRECTLY TO VIDEO GAME ENVIRONMENT DESIGN.

GENSLER ARCHITECTURE
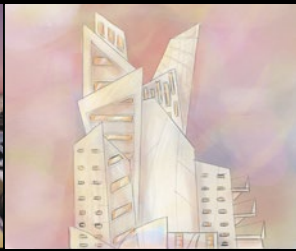
ADOBE PRE RELEASE TEAM

NBBJ ARCHITECTURE
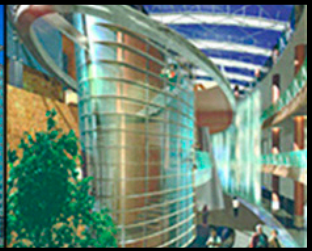
NBBJ ARCHITECTURE

NIKE INDUSTRIAL DESIGN

MY PERSONAL BOOTH AT SIGGRAPH
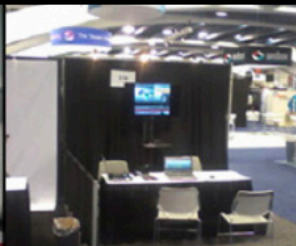
MY PERSONAL BOOTH AT GDC

STAR WARS THE FORCE UNLEASHED
AT-AT QUAD LEAD RIGGING

STAR WARS THE FORCE UNLEASHED
ULTIMATE EVIL LEAD RIGGING

CLONE WARS COLOR CORRECTION
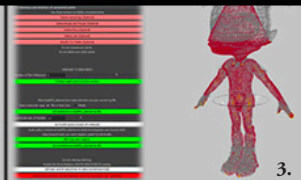
AUTOSKINNING PIPELINE WITH PROXY TECHNOLOGY:
1. START WITH YOUR MESH
2. REFERENCE IN PROXY WITH CORRECT SKINNING VIA GUI (AUTOMATICALLY ALIGNS TO JOINTS)
3. SCALE UP PROXY TO ENCOMPASS MESH
4. TRANSFER SKIN WEIGHTS AND UNREFERENCE VIA GUI... COMPLETED MESH

HAVING TAKEN PRIVATE ART LESSONS SINCE CHILDHOOD, BRENT WAS CONTACTED BY ADOBE TO BE A TEST ILLUSTRATOR (QA) ON THEIR PRIMARY SOFTWARE, ADOBE PHOTOSHOP. IN COLUMBUS ON HIS IPAD, HE TESTED THE LATEST PLUGINS, TOOLS, AND BRUSHES FOR THE APPLE DIVISION OF ADOBE, GIVING THE TEAM FEEDBACK IN THE TEST FORUM.
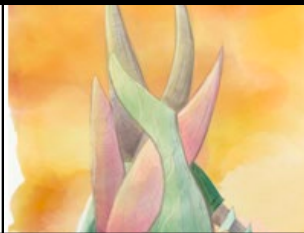
ADOBE PRE RELEASE TEAM

HARRY POTTER AND THE HALF BLOOD PRINCE DUMBLEDORE MONTHLIES EDITING

TRANSFORMERS REVENGE OF THE FALLEN DEVASTATOR DAILIES
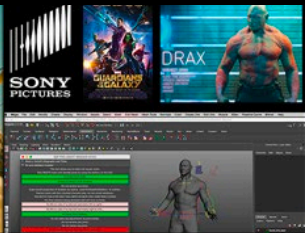
SONY DRAX RIGGING PROTOTYPING
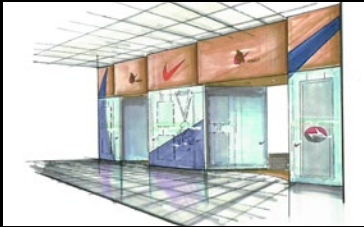
NIKE INDUSTRIAL DESIGN

STAR WARS THE FORCE UNLEASHED BOBA FETT LEAD RIGGING

DRAX THE DESTROYER RIGGING PROTOTYPING

MICHAEL JACKSON'S PR CONTACTING ABOUT REPRESENTING ME

EA SPORTS MADDEN NFL LEAD RIGGING

FINE ART

TAKE TWO INTERACTIVE COLLEGE HOOPS 2K RIGGING

Intercon
The Internet Congress

Top 100 Tech Innovators & Influencers

WINNER NAMED "ONE OF THE TOP 100 PEOPLE IN TECHNOLOGY AND INNOVATION" ACCORDING TO THE INTERCON CONFERENCE SPONSORED BY FACEBOOK AND AMAZON

EA SPORTS NFL TOUR LEAD RIGGING

EA SPORTS NFL TOUR LEAD RIGGING
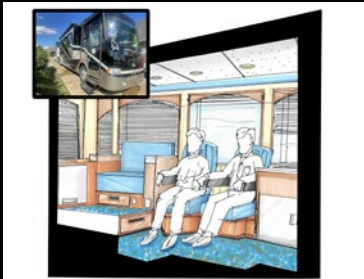
LUXURY SUV DESIGN ILLUSTRATION CLIENT: OWNER OF COLUMBUS BLUE JACKETS
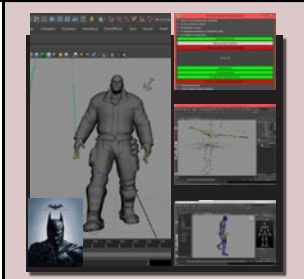
AUTOMATED MOTION CAPTURE TECHNOLOGY
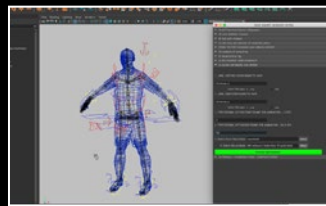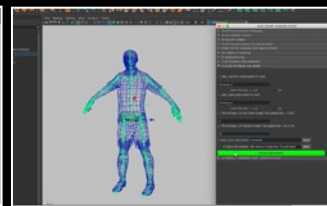
START SCENE IN MAYA = END SCENE IN MAYA = IN UNITY
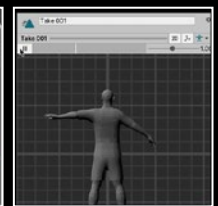
MAYA SCENE OPTIMIZER FOR FBX FORMAT THAT WILL BRING AN OPTIMIZED PIPELINE INTO UNITY OR UNREAL WITH BAKED ANIMATION KEYS

DESIGNING MODULAR ENGINEERING SYSTEMS IS BRENT'S SPECIALTY. HE IS ABLE TO DESIGN TOOLS, PLUGINS, AND SCRIPTS, IN BOTH PYTHON AND MEL THAT AUTOMATE REPETITIVE WORK AT THE LEVEL OF INDUSTRIAL LIGHT & MAGIC IN A FRACTION OF THE TIME.

BZP PRO BASE RIG + BZP PRO TOE MODULAR

2139 NODES

2443 NODES

BZP PRO TAIL MODULAR + BZP PRO WINGS MODULAR

2562 NODES

2745 NODES
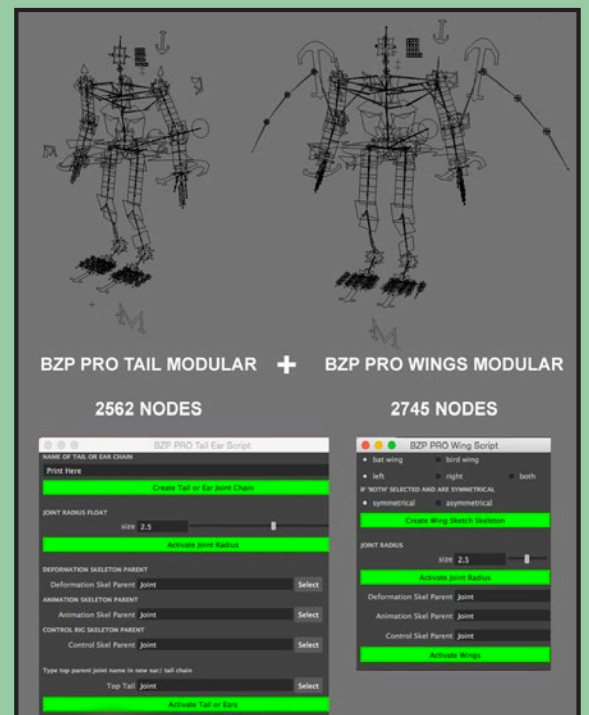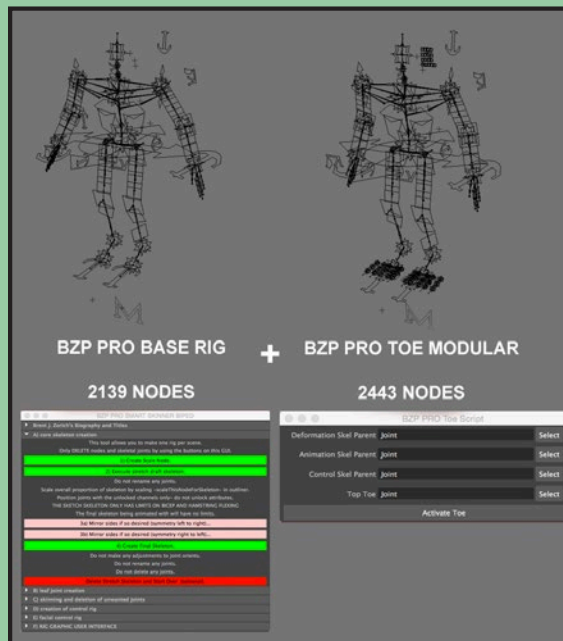
MODULAR ENGINEERING: 90 HOURS OF WORK COMPLETED IN 5 MINUTES

AFTER THE INITIAL LAUNCH, THE BZP PRO SMART SKINNER SOFTWARE WAS REDESIGNED BY BRENT TO INCLUDE AN EASY DRAG AND DROP SYSTEM THAT WOULD ENABLE MOTION CAPTURE IN AUTODESK MAYA. THIS SYSTEM WAS USED TO PROTOTYPE CHARACTERS WITH AUTODESK MOTION FOR BOTH SONY PICTURES AND WALT DISNEY FEATURE ANIMATION.

SONY RIGGING PROTOTYPING

SONY RIGGING PROTOTYPING

STAR WARS THE CLONE WARS
OBI WAN COLOR CORRECTION

MY BLENDSHAPE MIRROR TOOL

EA SPORTS FIFA 09
GLOBAL RIGGING GUIDANCE

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.

Yesterday was mind blowing! Thanks to Brent Zorich for showing us the ropes!
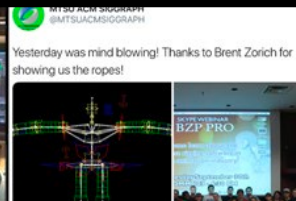
PUBLIC ENDORSEMENT FROM SIGGRAPH CHAIR: "MINDBLOWING"

NIKE WAS APPROACHED BY BRENT ABOUT REBRANDING AND REDESIGNED/ MARKET STRATEGY THROUGH RETAIL IN 1998 FOR AN UNDERGRADUATE THESIS PROJECT IN INDUSTRIAL DESIGN. THE PROJECT MADE SUCH HEADWAY, THAT IT SOLIDIFIED POSITIONS AFTER GRADUATION AT THE TWO LARGEST ARCHITECTURAL DESIGN FIRMS IN THE WORLD: NBBJ AND GENSLER.
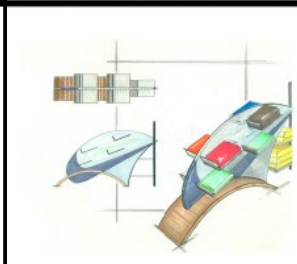
NIKE INDUSTRIAL DESIGN
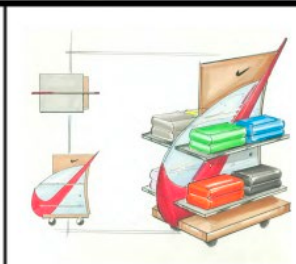
NIKE INDUSTRIAL DESIGN
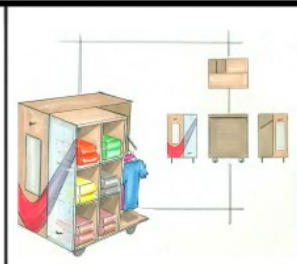
NIKE INDUSTRIAL DESIGN

REEBOK INDUSTRIAL DESIGN

WHEN FIRST JOINING EA ORLANDO, THE DESIGN OF THE MADDEN NFL SYSTEM WAS VERY SIMPLISTIC. BRENT REDESIGNED THE SYSTEM TO MAKE THE ARMS ANATOMICALLY CORRECT, AS WELL AS ADDED TWENTY TO TWENTY FIVE ADDITIONAL LEAF JOINTS IN THE ARM AND LEGS TO MAKE SURE THAT THEY FLEXED PROPERLY. THIS ACCURATE AND NECESSARY CHANGE CAUSED THE ANIMATION TEAM TO RETARGET THE ENTIRE EA SPORTS ANIMATION FOOTBALL LIBRARY TO BRENT'S SETUP.

MADDEN NFL MILESTONE ACHIEVEMENT ON ELECTRONIC ARTS: TOP GROSSING MULTI BILLION DOLLAR ANNUAL TITLE

FIXED NON ACCURATE ARM PROPORTIONS:

ENTIRE 10K ANIMATION LIBRARY RETARGETED TO MY RIG SETUP

NON ACCURATE

ACCURATE

EA SPORTS MADDEN NFL RIGGING SYSTEM DESIGN

EA SPORTS NBA LIVE 09
GLOBAL RIGGING GUIDANCE

Gossett Volkswagen
Alpharetta, Georgia
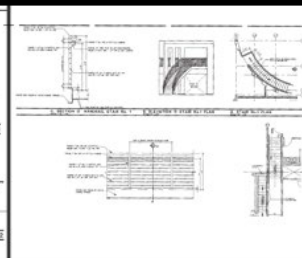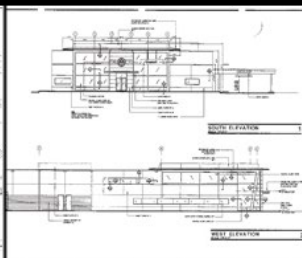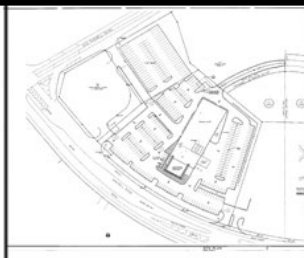
GENSLER ARCHITECTURAL CONSTRUCTION DOCUMENTS FROM THE ARCHITECTURE FIRM RANKED NUMBER 1 WORLDWIDE

THE MASTERS THESIS AT ACCAD WAS VERY JURASSIC PARK ORIENTED. THE GRADUATE RESEARCH TEAM, UNDER THE SUPERVISION OF THE ACCAD DIRECTOR WHO WAS THE FORMER HEAD OF THE RINGLING SCHOOL OF ART AND DESIGN MADE A 1 HOUR LONG DOCUMENTARY WITH THE BURPEE MUSEUM IN ROCKFORD, ILLINOIS, THAT WAS AIRED NATIONALLY. PART OF THIS PRODUCTION FOR BRENT'S THESIS WAS AUTOMATING THE SETUPS IN PYTHON.
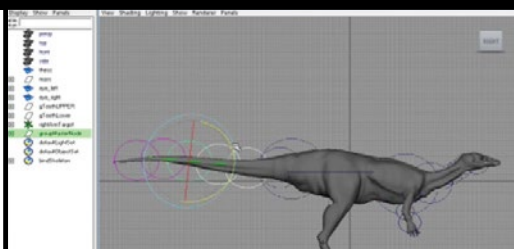
MASTERS THESIS: DINOSAUR AUTORIGGING IN PYTHON
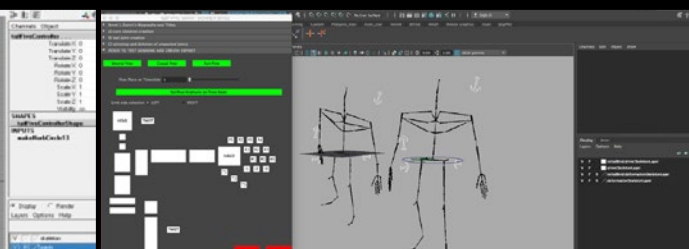
WORLD SPACE POSER TOOL

DURING EMPLOYMENT AT EA SPORTS, BRENT WAS IN GLOBAL MEETINGS AND INVOLVED WITH "FILE SWAPPING" WITH OTHER ELECTRONIC ARTS EMPLOYEES IN BOTH EAC (VANCOUVER) AND EA LONDON. TECHNOLOGY WAS COMMONLY DISCUSSED AND CRITIQUED VIA VIDEO CONFERENCING WHERE BRENT HAD ACCESS TO THE MAJORITY OF EA RIGS ON HIS DESKTOP, CRITIQUING, DIRECTLY.

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

OUTREACH PROGRAM

THIS WAS A TWENTY WEEK OUTREACH PROGRAM THROUGH DREAMWORKS SKG AND ACCAD AT THE OHIO STATE UNIVERSITY. IN THIS PHOTO HIGHLIGHTED IN COLOR ARE BRENT J. ZORICH AND JEFFREY KATZENBERG, WHO IS THE "K" IN DREAMWORKS "SKG."



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



86,058 tris
107 lights
meant for video game environment



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



86,058 tris
107 lights
meant for video game environment
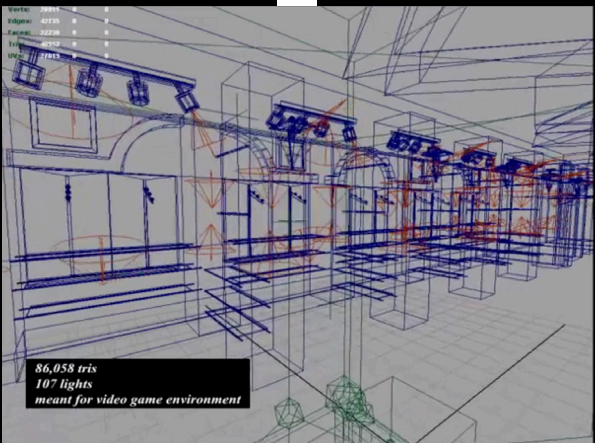
VIDEO GAME LIGHTING AND ENVIRONMENT IN MAYA



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



ADOBE PRE RELEASE TEAM



43

SKETCHES OF BRENT ZORICH CLOTHING LINE



9

SKETCHES OF BRENT ZORICH CLOTHING LINE



2

SKETCHES OF BRENT ZORICH CLOTHING LINE



8

SKETCHES OF BRENT ZORICH CLOTHING LINE

BOBA FETT FEATURED IN "STAR WARS THE FORCE UNLEASHED" FRANCHISES.
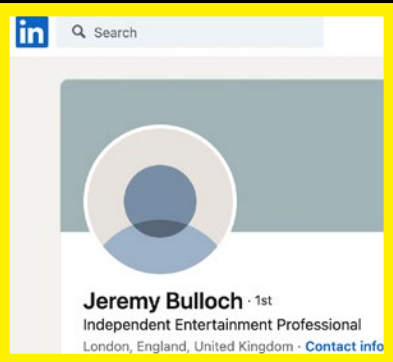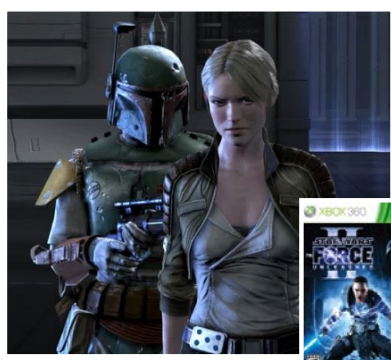
BOBA FETT REFERENCE. ACTOR JEREMY BULLOCH (REST IN PEACE) WHO WAS A LINKEDIN CONTACT AND PLAYED BOBA FETT IN "STAR WARS EPISODE V: THE EMPIRE STRIKES BACK"

in    Q Search

Jeremy Bulloch · 1st
Independent Entertainment Professional
London, England, United Kingdom · Contact info

IN PARTICULAR THE SCENES ON CLOUD CITY WITH ACTOR PETER MAYHEW WHO PLAYED CHEWBACCA (REST IN PEACE AND ALSO A LINKEDIN CONNECTION)
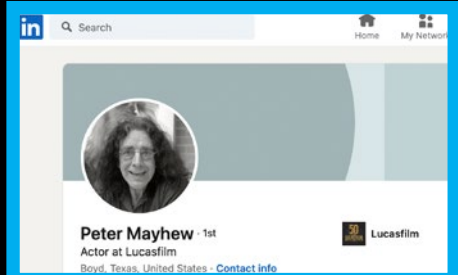
in    Q Search                                    Home    My Network

Peter Mayhew · 1st                         Lucasfilm
Actor at Lucasfilm
Boyd, Texas, United States · Contact info

## Meeting (#6): Best Practices Review
Date: February 5th 2009

**Present:** [redacted] Brent Zorich, [redacted]

*Apologies:*

**Purpose:** To follow up on the previous meeting discussing the Asset Sharing Best Practices/Review of notes.

### Agenda:

1. Introduction:
   a. New addition and roles

2. Proposed Timeline:
   a. Asset Collaboration Timeline.vsd

3. Mailing List/Plone site w/ timeframe into Timeline

4. Expansion Planning Update

5. Asset/Model Best Practices Comments

6. Wrap-Up

---

Manifold Models:
--------------------

All models should be manifold and be compatible with Catmull-Clark subdivision. In practical terms this means:

- All edges must border exactly one or two faces
- No vertices may exist that are not part of any edge or face
- No two vertices may share more than a single edge.
- No "bow ties"
- No lamina faces (faces sharing more than a single edge with another face)

Faces:
--------

Quadrilateral faces should make up the vast majority of any model. Triangles may be used where necessary, as well as faces with five or six sides; faces with a large number of vertices should be avoided.

Vertices:
-----------

Vertices with valence 4 (that is, have 4 edges emanating from them) should make up the vast majority of any model (boundary vertices should have valence 3, except of course at corners where the valence is 2). The reason for this is that a Catmull-Clark surface at and between valence-4 vertices is smooth in the same way a bicubic B-Spline surface is smooth - no rendering artifacts will be present; however, at non-valence-4 vertices (aka "extraordinary vertices"), the surface is less smooth, and this reduced smoothness can be seen as a rendering artifact. Extraordinary points are best located on a model at points where the reduced smoothness will be less apparent, if at all possible. Modelers experienced with constructing Catmull-Clark mesh models can provide their input on this issue. Frequently, extraordinary points are located at, say, corners of the eye or mouth, or within an intentional crease, etc. Vertices with valence greater than 5 or 6 should be avoided at all costs.

Geometric Issues:
-----------------------

- Faces of models should not have an extreme length/width ratio.
- Degenerate faces should never be present, and nearly degenerate faces should be avoided at all costs.
- Vertex locations should be given in double precision wherever possible.
- Face size can vary widely across a model, but should not vary rapidly in a local sense.
- "Hard" edges (in Catmull-Clark terms) should be avoided in favor of beveling.
- "Hard" vertices (again in Catmull-Clark terms) should really never be

---

## Best Practices Comments:

Changed some images to be a generic DD, and switched to a 1 unit = 1 foot scale. Also changed an image of hard edges on flat surfaces to be more explicit as a No-No.

Possible areas of question:

- Should we discuss directory structure? i thought about removing it, but think it's worth keeping in if we can standardize that moving forward.

- ILM tradition is X-forward, a horrible carryover from Softimage days. Not something that's likely going to change. Could be scripted based on who is checking something out, but it's a weird one, i know. (see *)

- image file format in the file is PSD and Targa. For ILM it's PSD and tif; we don't use tga. That's also scriptable based on who is checking something out.

- Could the shading network requirements be reduced in the document? i separated the docs into one for Model sharing, and one for Texture sharing.

- Drop that old X-forward ILM/soft convention and deal with making ILM handle it properly later. Scripting a transformation like that would be trivial and could added any number of places along the pipeline so we shouldn't worry about it too much at this stage.

- Being a representative of ILM R&D at these meetings, I have only an engineer's perspective on "best practices", rather than a modeler's. Probably much of what follows will overlap considerably the input from Michael Koperwas and Russell Paul.

My bias is towards what works with Catmull-Clark surfaces, as that is what we use at ILM for models, pretty much exclusively. [redacted] and [redacted] can verify this, or perhaps point out the exceptions. However, from my experience the best practices for Catmull-Clark also apply to polygonal models that might be used in today's games.

- Topological Issues:

---

used.
- It should be remembered that predefined vertex normals are not meaningful for Catmull-Clark surfaces.

### Brent Zorich:

- Best practices of topology according to deformation:

1. When doing deformation without enveloping sculpts, it is always best practice to try to keep one seam in the center of the joint, and two above and two below. The optimization practices of the mesh should be done in such a way that any alterations being done would still maintain the same silhouette while changing the topology.
2. Automation would be an ideal situation in this case. By incorporating techniques and practices of the other divisions we can work on convergence of Lucasfilm globally.
3. What could be an ideal solution for character generation would be the incorporation of block party into a set of standards. This is currently being ported from linux to windows and can be used for generation of assets for automation purposes. What could be great is if by using the volume guide in block party we could then transfer the mesh topology as a starting base as well as generate the rigs at the same time.

# THE TWO PASSIVE DROP SHIPPING INCOME VENTURES:

**BZP PRO MAYA E-COMMERCE PLUGINS:** ADVISED TO NOT SELL BELOW 20 MILLION IN 5 ACQUISITION ATTEMPTS

**SKETCHES OF BRENT ZORICH E-COMMERCE CLOTHING LINE:** PROJECTED AT 6 MILLION/ YEAR ONCE LICENSED

DESIGNING AN OPPORTUNITY THAT IS MAINTAINED FOR ONLY $50.00/MONTH THAT CAN GENERATE

26 MILLION AS A RETURN ON INVESTMENT WITH ONLY 100 HOURS OF ANNUAL LABOR.

About the passive ventures:

Like Warren Buffett says, "If you don't find a way to make money while you sleep, you will work until you die."
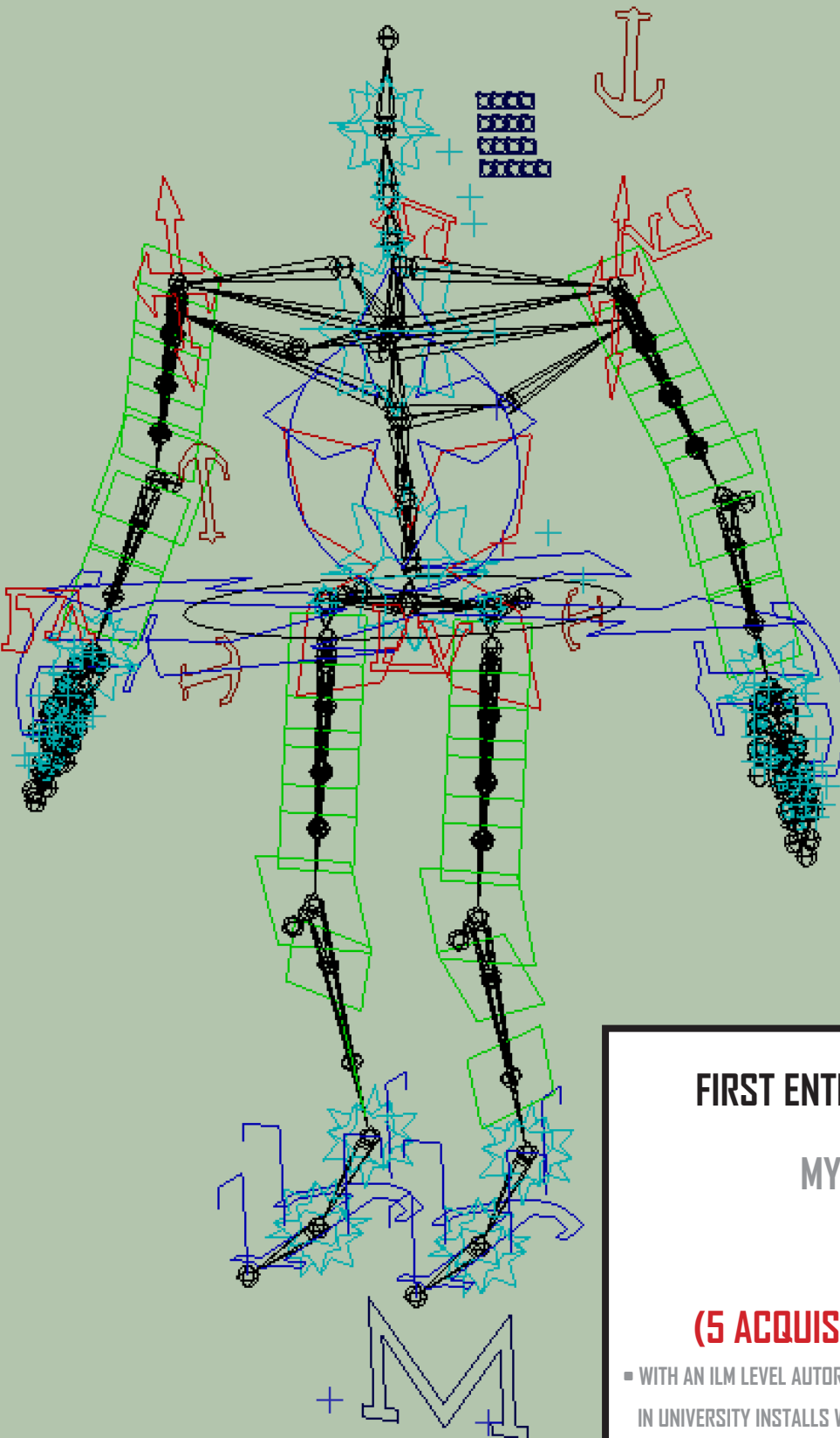
RIGR SMART SKINNER BIPED

▶ Chief Technical Author's Biography
▼ A) core skeleton creation
This tool allows you to make one rig per scene.
Only DELETE nodes and skeletal joints by using the buttons on this GUI.

1) Create Scale Node.

2) Execute stretch draft skeleton.

Do not rename any joints.
Scale overall proportion of skeleton by scaling –scaleThisNodeForSkeleton– in outliner.
Position joints with the unlocked channels only– do not unlock attributes.
THE SKETCH SKELETON ONLY HAS LIMITS ON BICEP AND HAMSTRING FLEXING
The final skeleton being animated with will have no limits.

3a) Mirror sides if so desired (symmetry left to right)...

3b) Mirror sides if so desired (symmetry right to left)...

4) Create Final Skeleton.

Do not make any adjustments to joint orients.
Do not rename any joints.
Do not delete any joints.

Delete Stretch Skeleton and Start Over  (optional).

▶ B) leaf joint creation
▶ C) skinning and deletion of unwanted joints
▶ POSER TO TEST SKINNING AND ZBRUSH EXPORT
▶ D) creation of control rig
▶ E) facial control rig
▶ F) RIG GRAPHIC USER INTERFACE
▶ G) SCENE OPTIMIZER FOR EXPORT
▶ TUTORIALS – FACEBOOK PAGE – COMPANY STORE
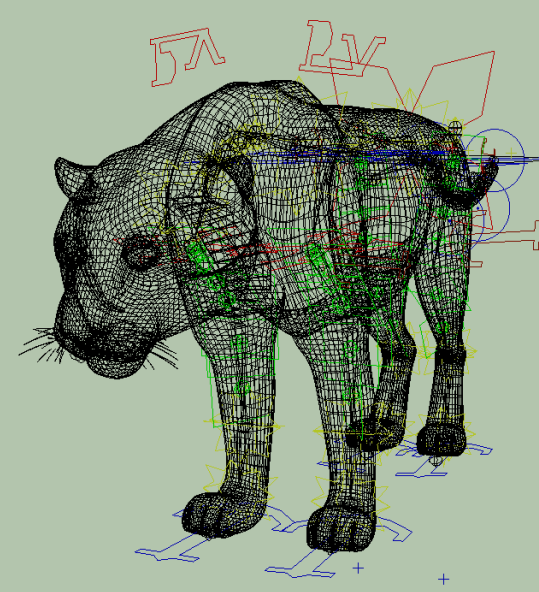
# FIRST ENTREPRENEURIAL VENTURE ACTIVE

## MY PLUGIN MAYA PLUG-INS

## "BZP PRO"

### (5 ACQUISITION REVIEWS FOR 20 MILLION)

- WITH AN ILM LEVEL AUTORIGGER I DESIGNED, I OUTPENETRATED FACEBOOK LLC
  IN UNIVERSITY INSTALLS WITH THEIR SIMILAR FREEMIUM MODEL PRE ANGEL INVESTMENT
- 250 SCHOOLS RECEIVED PRODUCT AS OPPOSED TO FACEBOOK'S 170 SCHOOLS
- 80 HOURS OF ILM LEVEL RIGGING COMPLETED IN 15 MINUTES
- COVER OF WORLDWIDE MAGAZINE "3D ARTIST": ISSUE 76

# ABOUT THIS VENTURE

**VENTURE INCEPTION:**   Based on previous work experiences of how difficult and tedious skinning is, a technology was made that automated the process.

**MANUFACTURER:**   Internal.

**MANUFACTURER INVENTORY COST:**   No inventory, handled all on the cloud.

**PROFIT MARGIN:**   Everything sold is profit.

**POINT OF PURCHASE:**   Online website not currently up as well as vendors.

**SHIPPING:**   Direct digital download- no cost in shipping.

**VENTURE BURN:**   Approximately $1500.00 to write a compiler plugin that scrambles the MEL script, unannounced amount for the webserver.

**VENTURE 'LUST' FACTOR:**   Three worldwide magazines have published giving great reviews, cover of worldwide magazine included, 5 acquisition reviews with source code valued at 20 million by the business partner of the supervisor on Hoth in The Empire Strikes Back.

**EXIT STRATEGY:**   Any major film or game studio could buy this source code and incorporate it into their pipeline.

**ADDRESSABLE MARKET:**   As a plug-in for Autodesk Maya, there are approximately 100,000 Maya user licenses that could use this. We initially wanted to make this standalone, now we just want to sell the source code.

**MARKET NICHE:**   There are other auto riggers on the market, but ours completes 90 percent of the skinning as well as makes a user friendly process that can get the asset from model, to rig, to in game ready in a matter of minutes.

**PURCHASE PROCESS:**   User will go online to a webpage or online vendor, give their credit card, it will automatically download to their machine, no effort on our part. This process is similar to how you would purchase a perpetual license at Microsoft, Adobe, or Autodesk; or how you would purchase a video game on XBOX Live or The PlayStation Network.

**VENTURE VALUATION:**   Based on the review of the business partner of the Hoth Supervisor on "The Empire Strikes Back," the value of this cash cow that he set for acquisition is 20 million dollars. Even though this was set a few years back, more features have been added to this technology since then. I am still setting the acquisition price to 20 million in 2023.

## MAKE ANY PROPORTIONED RIG IN SECONDS
All 3 rigs made in 45 seconds- 6 billable weeks saved
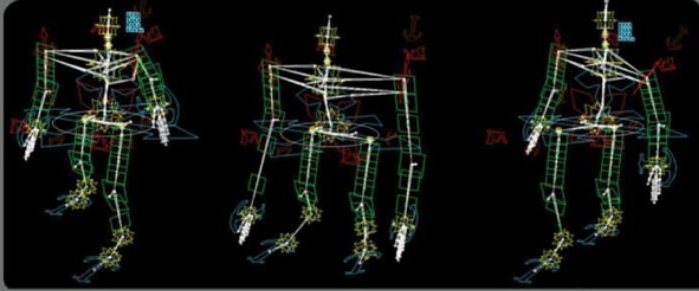


## MULTIPLE SKELETAL CHAINS AUTOMATICALLY GENERATED



Deformation Layer
Skin Binder

Animation Layer
Motion Builder Naming Convention

Control Rig Layer
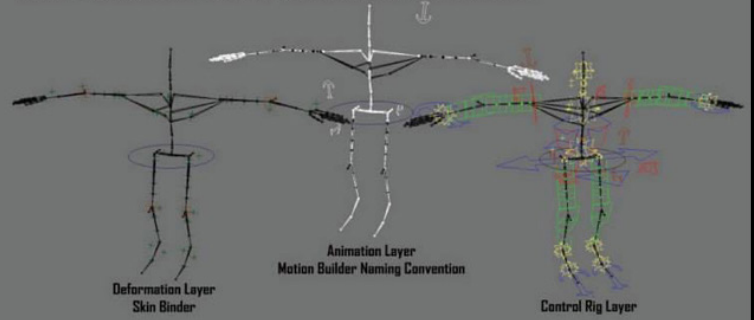
## AUTOMATED SQUASH AND STRETCH LINEAR BLEND ATTRIBUTE

Squash and Stretch value = 0        Squash and Stretch value = .5        Squash and Stretch value = 1
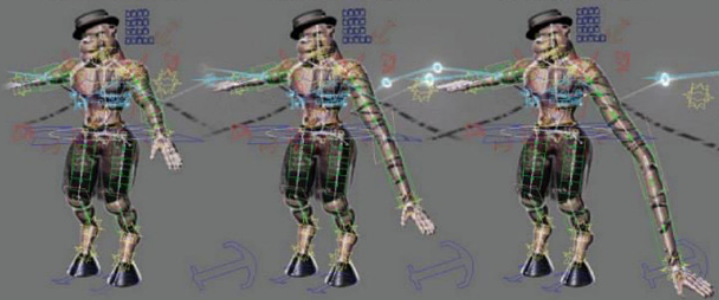


## RIG SIMPLIFIED FOR MOBILE
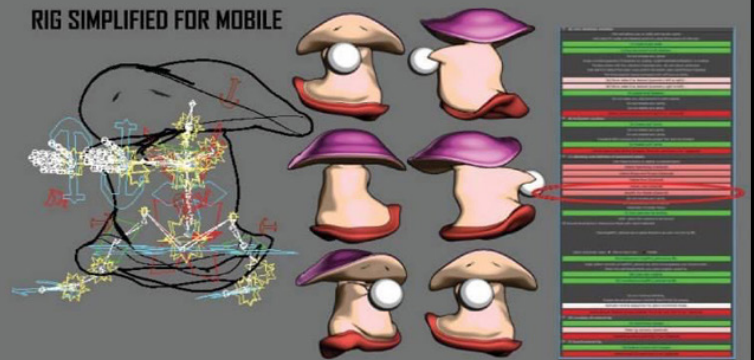


## AUTOMATED SQUASH AND STRETCH INDIVIDUAL CONTROL HANDLES



Stretch

Squash
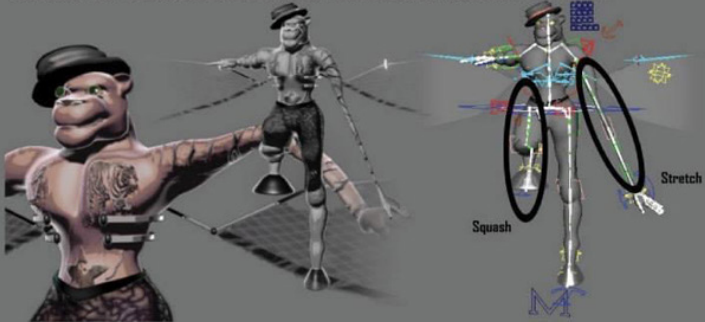
## AUTOMATICALLY GENERATED ANCHORS CONTROLLING JOINT ORIENTATION
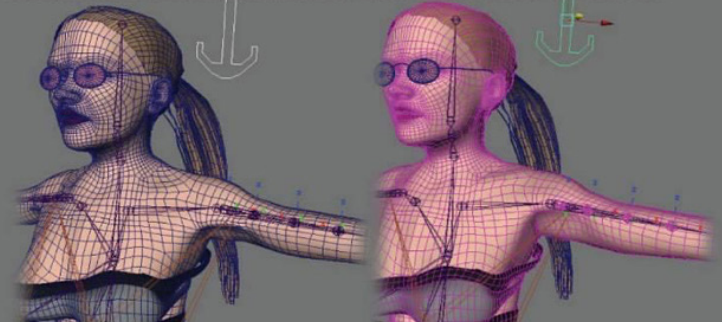


## AUTOMATED LEAF JOINT FLEXING



UNFLEXED        BICEP FLEX        TRICEP FLEX
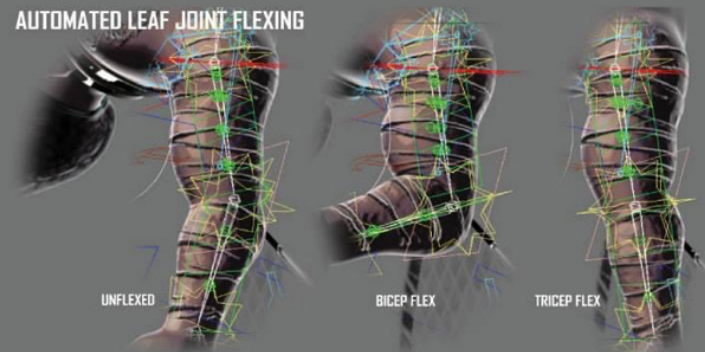
## AUTOMATED GRADUAL FOREARM TWIST DEFORMATION
TWIST JOINTS ROTATE ON AUTOMATICALLY GENERATED AIM NODE BASED ON GLOBAL WRIST ORIENTATION- *forearm unbreakable*
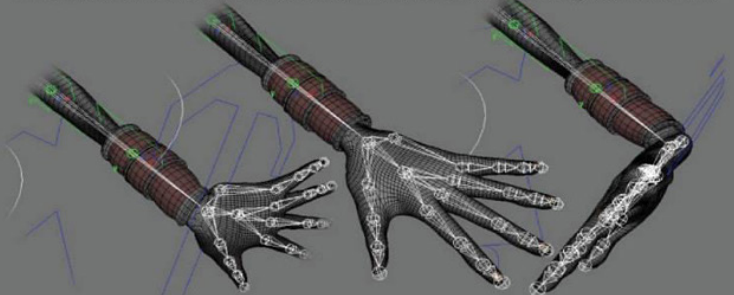
## AUTOMATICALLY GENERATED DISTANCE NODE BASED CALF FLEXING



Calf Expansion

Calf Constriction

Calf Rested

## AUTOMATICALLY GENERATED SQUASH AND STRETCH SPINE CONTROLS



Stretched Spine

Squashed Spine
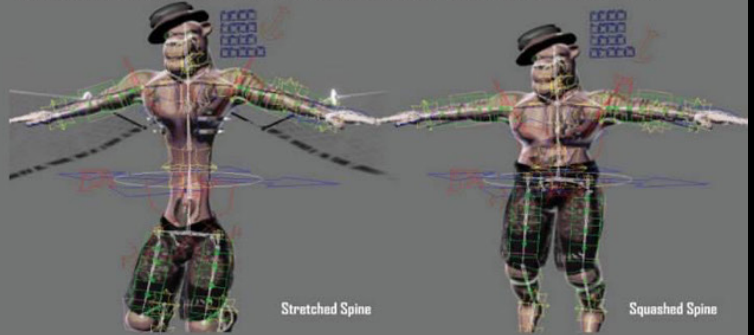
## AUTOMATICALLY GENERATED TRANSLATION AND ROTATION SPINE CONTROLS



Lower Torso Translation

Spine Rotation

Upper Torso Translation
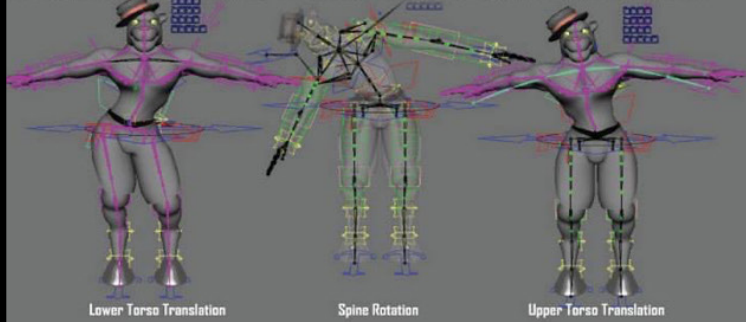
## AUTOMATICALLY GENERATED BLENDSHAPE DRIVEN FACIAL GUI

### IDEAL FOR PRE VIZ, TELEVISION FEATURE ANIMATION, OR VIDEO GAME DEVELOPMENT



## AUTOMATICALLY GENERATED BLENDING PARENT ATTRIBUTE

Limbs can either follow the World Space Mass Node, The Root, or the Head



Limb attribute set to follow World

Limb attribute set to follow Root
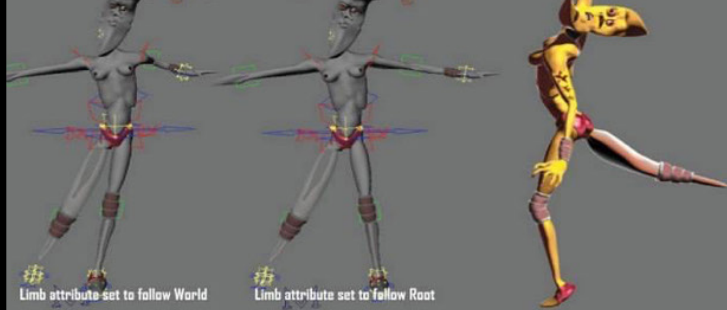
## AUTOMATICALLY GENERATED AUTO CLAVICLE BLEND ATTRIBUTE

Clavicle can either follow hand anchor or move independently



## AUTOMATICALLY GENERATED MULTI FILE PIPELINE AUTOMATING SKINNING



bzpPro_smartSkinner.ma file
Correct Skinning

8A) Pipeline References File
into scene aligning control points

8B) Skin Weights transferred
8C) File unreferenced
Completed Character
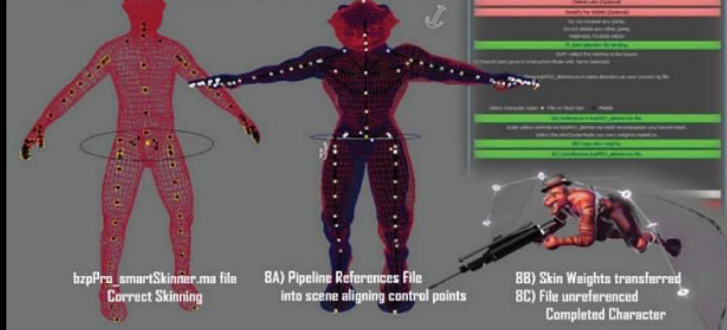
## AUTOMATICALLY GENERATED PEC AND LAT FLEXING MUSCLE JOINTS
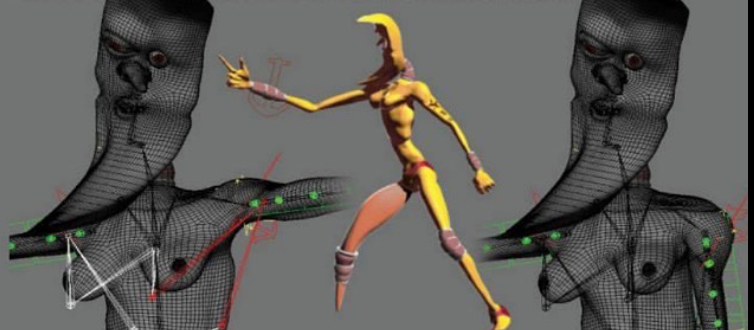
# AUTOMATED WORLD SPACE POSER LIBRARY TO CHECK SKIN WEIGHTING
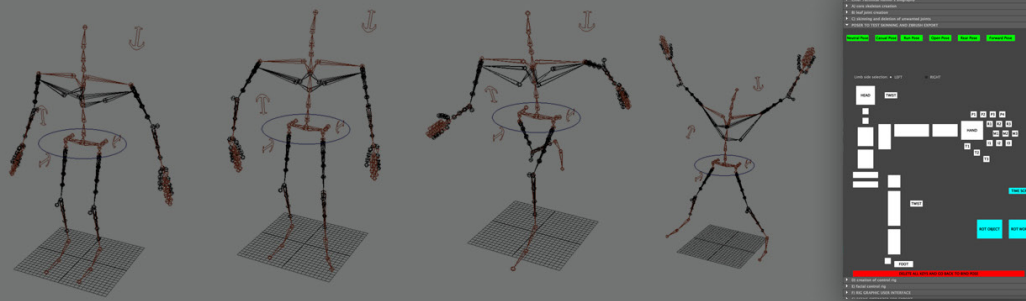


# MULTIPLE FOOT PIVOT SETUP TO USE AT ANY ROTATION
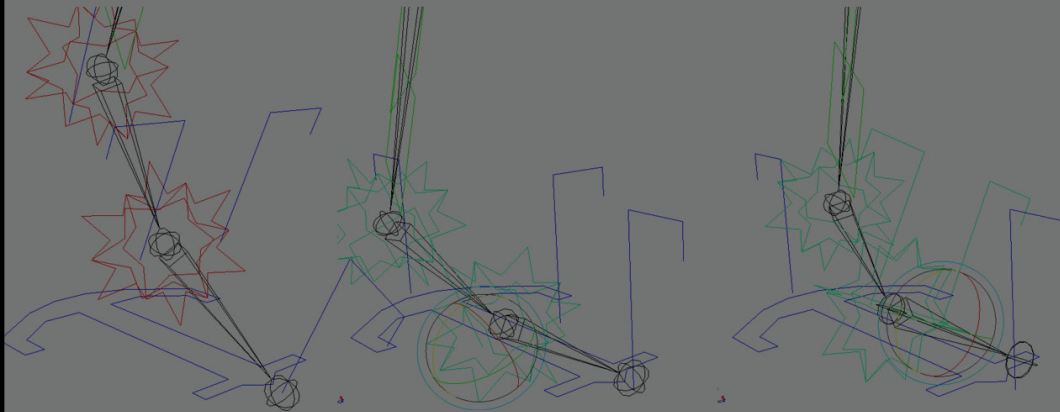


# AUTOMATED MOTION CAPTURE SETUP WITHIN GUI ON THIS ILM LEVEL CONTROL RIG
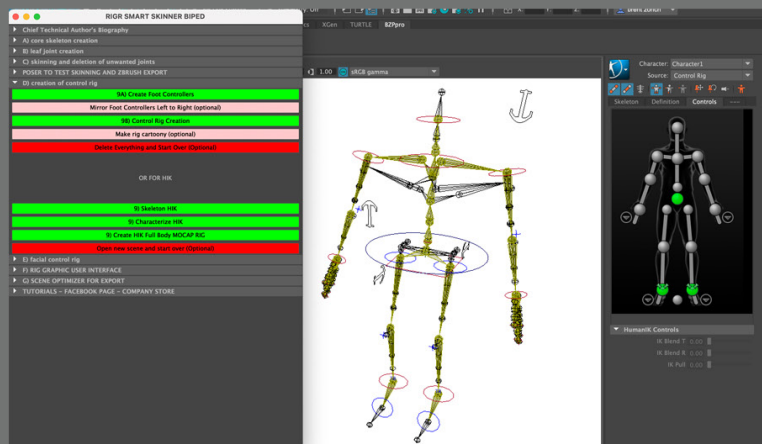


# AUTOMATED EXPORT PIPELINE TO OPTIMIZE CHARACTER AND WORK IN UNITY OR UNREAL



WORKING IN
THE UNITY GAME ENGINE
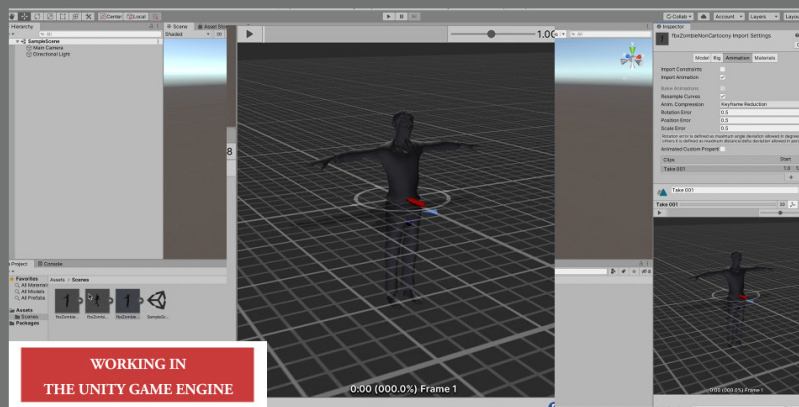
# GUI FOR CONTROL RIG
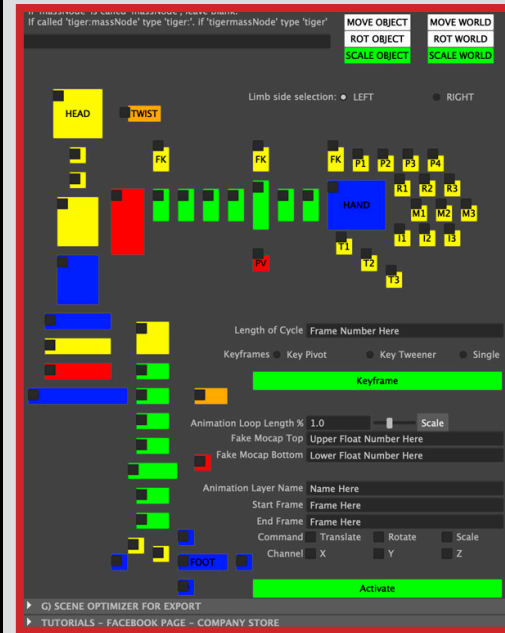


# AUTORIGGER CUSTOMER RETENTION



# ONE OF 250 UNIVERSITIES THAT IMPLEMENTED MY TECH IN THEIR SCHOOL. THIS PARTICULAR ONE IS THE ALMA MATER OF JONY IVE



DEPARTMENT NOTABLE ALUM

JONY IVE: CHIEF DESIGN OFFICER APPLE

**northumbria** UNIVERSITY NEWCASTLE
Northumbria University
Squires Annexe
Sandyford Road
Newcastle Upon Tyne

Dear Brent,

Happy New Year!

I am just writing to thank you for the donation of your BZPPro rigging software licences.

We have begun to implement it into the modules of our course and it is becoming a real time and stress savour for me, my colleges and students.

# ENTREPRENEURIAL ACCOMPLISHMENTS TO PRESENT FOR HIRE TO A MAJOR GAME STUDIO AS A CHIEF VISUAL OFFICER
## (MASTERING THE BUSINESS MODEL OF BILL GATES, STEVE BALLMER, PAUL ALLEN, AND MARK ZUCKERBERG)

## 1. FORMATION
### IDENTIFY THE PROBLEM AND CONCEPTUALIZE THE VENTURE

CAN IDENTIFY A WORK PROCESS THAT IS IN NEED OF AUTOMATION IN THE INDUSTRY AND FORM A LLC THAT BRINGS ON PARTNERS FOR EQUITY TO ADDRESS THAT PROCESS

==> CAN RAISE MONEY FROM BANKING ALUM OF HARVARD AND YALE

==> CAN ASSIST IN THE WRITING OF PITCH DECKS PRESENTED TO VCS

==>

## 2. INNOVATION
### DESIGN ENGINEER/ INVENT THE TECHNOLOGY

CAN INVENT A NEW TECHNOLOGY FROM SCRATCH THAT HAS A NEW TECHNICAL PROCEDURE THAT PRODUCES RESULTS AT THE LEVEL OF ILM AND IS VALUED AT 20 MILLION WITH OVER 15K LINES OF CODE

==> CAN CO-CREATE A FREEMIUM BUSINESS MODEL THAT OUT-PENETRATES FACEBOOK LLC IN UNIVERSITY PENETRATION PRE ANGEL INVESTMENT WITH OVER 250 SCHOOLS LICENSED WORLDWIDE

==>

## 3. INTEGRATION
### MARKET THE LLC WORLDWIDE

CAN DEVELOP UNIVERSITY RELATIONS SETUPS LECTURING AND SHOWCASING THE TECHNOLOGY TO OVER 40 SCHOOLS WORLDWIDE

==> CAN ACQUIRE INTERNATIONAL ADVERTISEMENTS FOR THE LLC

==> CAN GET GLOWING REVIEWS FROM THE USER BASE, INCLUDING BEING CALLED "MIND BLOWING" FROM THE TOP PERSON IN THE INDUSTRY, IN THIS CASE THE SIGGRAPH CHAIR

==> CAN MAKE SUCH AN IMPRESSION IN THE INDUSTRY THAT WE ARE FEATURED ON BOTH THE COVER OF A WORLDWIDE MAGAZINE, THE WALL STREET JOURNAL MARKET WATCH, AND TRIAL TECH INCLUDED IN MAGAZINE ACCOMPANYING DVD

## 4. CLOSURE
### SELL OFF THE LLC

==> CAN GET MULTIPLE NDAS AND IMPRESS OVER THREE FORTUNE 500S FOR ACQUISITION REVIEW

# EVERYTHING HAS BEEN ACCOMPLISHED EXCEPT FINALIZING AN ACQUISITION DEAL: NEGOTIATIONS WERE AROUND THE 20 MILLION DOLLAR RANGE

## SMART SKINNER RIGGING PIPELINE SOFTWARE:
- WROTE ENTIRE TECHNOLOGY BY MYSELF IN MEL AND PYTHON
- CUSTOMIZABLE UPON REQUEST: FEATURED AT SIGGRAPH AND GDC
- ADVISED BY ILM COFOUNDER AFFILIATE TO NOT SELL BELOW $20 MILLION
- 3 ACQUISITION REVIEWS WITH 3 SEPARATE FORTUNE 100 COMPANIES
- RAISED INVESTMENT MONEY FROM BANKING ALUM OF HARVARD AND YALE
- FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE
- TECH BURNED TO WORLDWIDE MAGAZINE'S INCLUDED ACCOMPANYING DVD
- 250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT

1. START WITH YOUR MODEL
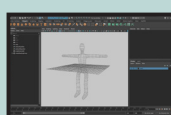
2. GENERATE AND ALIGN SKELETON WITH GUI
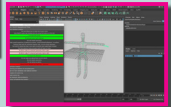
3. ATTACH MODEL TO SKELETON AND PICK THE NUMBER OF SKIN INFLUENCES WITH GUI

4. REFERENCE IN ZBRUSH, NEXT-GEN, OR MOBILE PROXY WITH CORRECT SKIN WEIGHTS THAT ALIGNS WITH MODEL. TRANSFER WEIGHTS THEN UNREFERENCE. THIS HAPPENS ALL WITHIN GUI.

5. TEST SKIN WEIGHTING WITH GUI POSER LIBRARY

6. GENERATE ILM LEVEL CONTROL RIG INSTANTLY
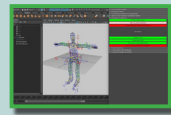
7. KEYFRAME CONTROL RIG WITH GUI BUTTONS

8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI
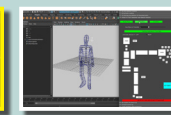
EITHER 6.

9. OVER 80 HOURS SAVED IN 15 MINUTES

6. GENERATE MOCAP HIK RIG WITH GUI
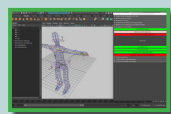
7. APPLY MOCAP DATA TO HIK RIG IN MAYA
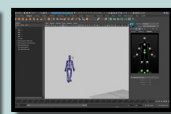
8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI

GUI
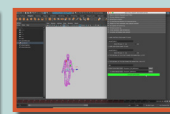
## PRINCIPAL TECHNICAL ART FILM GAME CONVERGENCE

- SMART SKINNER SOFTWARE CONTROL RIG TECHNICAL INFLUENCES
- 80 HOURS OF LABOR COMPLETED IN 20 SECONDS (14K LINES OF CODE)
- MATCH HIGHLIGHTED COMPANY TO CIRCLED BODY PART

BIPED
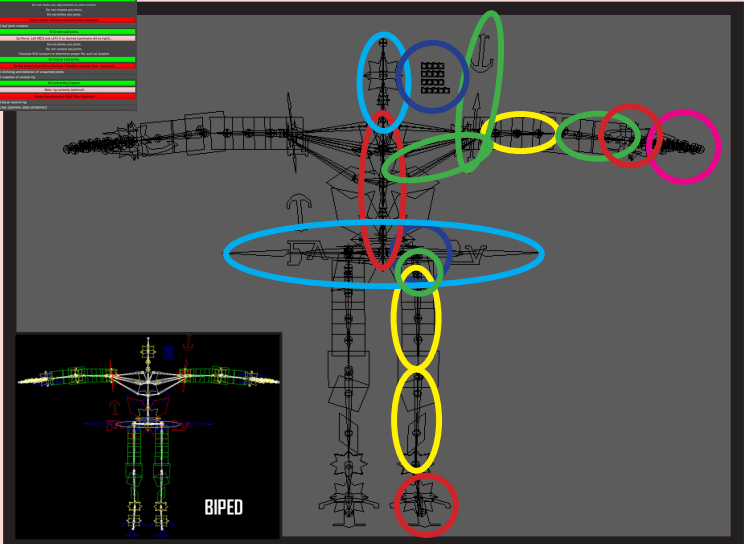
## LUCASFILM Ltd
### BI-MONTHLY BEST PRACTICES REVIEW COMMITTEE
### SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL

ILM BLOCK PARTY JANGO FETT

2K SPORTS

LUCASFILM ANIMATION

CHARACTERS EXPLORED AT LUCAS ANIMATION

LUCASARTS

EA GAMES

EA SPORTS

TITLES EXPLORED AS EA GLOBAL RIGGING ATTENDEE

SECOND ENTREPRENEURIAL VENTURE ACTIVE

MY CLOTHING LINE

"SKETCHES OF BRENT ZORICH"

(FEATURED IN WALL STREET JOURNAL MARKET WATCH)

APPROACHED BY PR FIRMS OFFERING TO PITCH THE LINE TO "GQ" AND "VOGUE"

# ABOUT THIS VENTURE

**VENTURE INCEPTION:** I am doing QA on Adobe Photoshop for Adobe. Part of doing this I am testing out their software in exchange for advanced copies of Photoshop. Initially, I had dozens of drawings that were digital, adding to that collection every few weeks, that were sketches of designs, both architectural and character, that could be used in a video game as concept. After doing some research, I decided to monetize the drawings by creating an online catalog of both prints and clothing that have the ability to ship online.

**MANUFACTURER:** The clothing manufacturer is the production company "Art of Where" out of Canada.

**MANUFACTURER INVENTORY COST:** I do not have a backlog inventory or warehouse. This clothing and print line is all 'print on demand.' I lose no money and only earn what is sold with no back catalog, everything is pure profit.

**PROFIT MARGIN:** "Art of Where" gets approximately 2/3 of every sale as the manufacturer. I get 1/3.

**POINT OF PURCHASE:** Both this webpage off of 'www.brentzorich.com' as well as 'www.sketchesofbrentzorich.com' that is connected to a Shopify account.

**SHIPPING:** "Art of Where" handles all packaging, printing, and shipping.

**VENTURE BURN:** $700.00 per year. ($600.00 for Shopify and $100.00 for web domain).

**VENTURE 'LUST' FACTOR:** I am getting multiple emails from numerous PR and marketing agencies in both North America, Europe, and Asia, who see a strong potential in this brand and are wanting to market globally. I have also been approached by clothing manufacturers for Ralph Lauren in Asia wanting to get involved with this venture.

**EXIT STRATEGY:** Any major clothing manufacturer could purchase the rights of ownership on the original artwork.

**ADDRESSABLE MARKET:** Anyone on the planet over the age of 18 that has a credit card, internet access, and a standard billable address. Everything is handled online and the logistics are handled with Shopify and 'Art of Where.'

**MARKET NICHE:** I have made several winnable arguments on this website that if Leonardo DaVinci were alive today, he would not have my resume. In 1500 A.D., if DaVinci had been a big Whig on IP such as Star Wars, Madden NFL, NBA 2K, trained by DreamWorks, and been an architectural designer at the two largest architecture firms in the world with several worldwide magazines, cover included, showcasing his artistic skill set, had he shipped wearable and affordable wall mounted products within his addressable market, I feel people would have purchased his IP; even potentially, once marketed, making them holiday gifts for people of all ages. For example, "honey, I know you're a Star Wars fan, Merry Christmas. This is one of the wearable designs of the best practices steering committee of Lucasfilm that brought Star Wars intellectual property to life."

**PURCHASE PROCESS:** A potential customer goes on one of the two websites, purchases the product with PayPal or a credit card, Shopify sends an email to the venture email account with an automated button that gets sent to "Art of Where," once the money clears I hit submit on the button which automatically pulls 2/3 of the purchase order from my bank account, that money gets sent to "Art of Where" and they manufacture the printed product on either a print or piece of clothing, then they package and ship the item to the customer.

**VENTURE VALUATION:** The valuation of this venture for acquisition to the rights of the original digital sketches is 18 million dollars in 2023. This is based on the marketing agency that represents Disney, Google, McDonalds, and Amazon, contacting me and projecting that this venture has potential to pull 500k per month in sales, or 6 million per year. ValuAnalytics, a globally recognized analytics resource, recommends calculating three to four years of forecast when determining venture valuation. I am only doing three. Three times six million in projections per year is 18 million. Note, the artwork acquisition will not include those pieces created at The Central Ohio Art Academy in the collection. That original artwork will sell independently.

# ENTREPRENEURIAL ACCOMPLISHMENTS TO PRESENT FOR HIRE TO A MAJOR GAME STUDIO AS A CHIEF VISUAL OFFICER

## (BRINGING CONCEPT ILLUSTRATIONS FOR XBOX AND PLAYSTATION VIDEO GAMES TO MARKET VIA A PLATFORM SIMILAR TO RALPH LAUREN)

## 1. FORMATION
### IDENTIFY THE PROBLEM AND CONCEPTUALIZE THE VENTURE

CAN IDENTIFY A MISSING INGREDIENT IN GAME DEVELOPMENT WHERE IN GAME ARCHITECTURAL DESIGNS LACK THE POWER AND MAGNITUDE OF THE STRUCTURES CREATED BY GENSLER AND NBBJ. PREVIOUS EMPLOYERS

==>

CAN IDENTIFY A PLATFORM FOR THESE DESIGNS THAT IS BOTH COST EFFECTIVE AS WELL AS EFFICIENT IN PROMOTING THE HAND EYE ARTISTIC, ARCHITECTURAL, AND ENGINEERING SKILL SET THAT CAN BE DELIVERED TO THE MASSES (IN THIS CASE CLOTHING)

==>

## 2. INNOVATION
### DESIGN ENGINEER/ INVENT THE TECHNOLOGY

CAN FIGURE OUT A WAY TO EXECUTE THESE DESIGNS ON A MOBILE DEVICE BY MAKING A DEAL WITH A FORTUNE 500 COMPANY (ADOBE) THAT WILL PROVIDE THE LATEST BUILD OF SOFTWARE FOR ME TO DRAW ON FOR FREE

==>

CAN DESIGN AND E-COMMERCE TWO ONLINE RETAIL STORES THAT DELIVER THE CLOTHING PRODUCTS WITH THE DESIGNS ON THEM THROUGH A TECHNIQUE THAT ONLINE RETAILERS USE CALLED "DROP SHIPPING"

==>

## 3. INTEGRATION
### MARKET THE VENTURE WORLDWIDE

CAN NEGOTIATE AND SET UP RELATIONS WITH MARKETING FIRMS WORLDWIDE, THAT DUE TO THE QUALITY OF THE DESIGNS ALONE, HAVE ALREADY BEEN APPROACHED BY "GQ" AND "VOGUE" MAGAZINE, AND PUT IN THE WALL STREET JOURNAL'S MARKET WATCH

==>

DUE TO APPAREL DESIGN QUALITY OF THE PRINT CONCEPTS, CAN ATTRACT THE ATTENTION OF BOTH THE PR FIRMS OF MICHAEL JACKSON AND OPRAH WINFREY ABOUT REPRESENTATION

==>

DUE TO THE QUALITY OF DRAWINGS THAT ARE STARTING TO GENERATE A BUZZ WORLDWIDE, RALPH LAUREN'S CLOTHING MANUFACTURER IN ASIA CONTACTED ME ABOUT WANTING TO PRODUCE MY CLOTHING

==>

## 4. VALUE
### PLACING A WORTH ON THE VENTURE

BASED ON THE DESIGNS OF THE ONLINE RETAIL STORE, EFFICIENCY IN GETTING THE PRODUCT TO CUSTOMERS, AND QUALITY OF SKETCHES, THE PR FIRM OF GOOGLE, FACEBOOK, AMAZON, DISNEY, AND MCDONALD'S, IS GUESSTIMATING THAT MY DESIGNS HAVE POTENTIAL TO GENERATE 6 MILLION PER YEAR

## DUE TO THE PROFESSIONAL OPINION IN REGARDS TO THE "PROJECTIONS OF THIS VENTURE" THE

## THREE YEAR VALUATION FOR POTENTIAL ACQUISITION IS 18 MILLION DOLLARS

# THE TEN PASSIVE INCOME DROP SHIPPING PRODUCT LINES

**3 POLOS @ $40.00 EACH**

**4 JACKETS @ $70.00 EACH**

**2 TOTE BAGS @ $50.00 EACH**

**62 T-SHIRTS @ $38.00 EACH**

28

**8 STEEL BOTTLES @ $33.00 EACH**

**6 GREETING CARD PACKS (3 CARDS IN THE PACK) @ $15.00 EACH**

SC03

**47 WALL PRINTS @ $28.00 EACH**

P29

**9 COASTERS @ $8.00 EACH - 4 FOR $20.00 -**
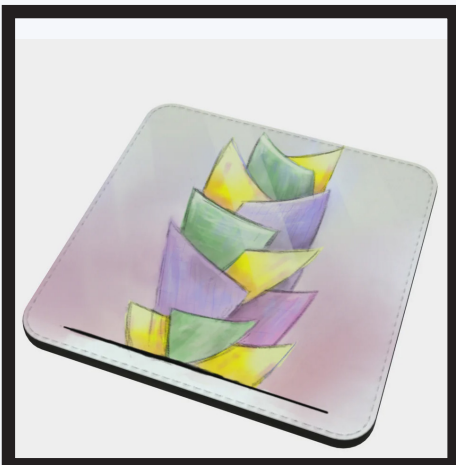
**6 ART NOTEBOOKS @ $22.00 EACH**

NB 03

**24 HOODIES @ $56.00 EACH**

11H

WWW.SKETCHESOFBRENTZORICH.COM
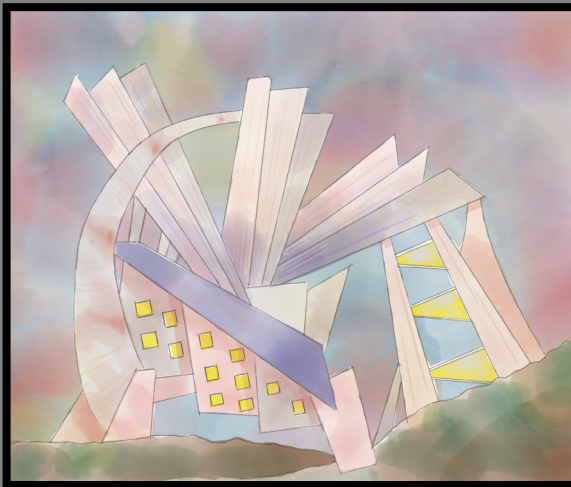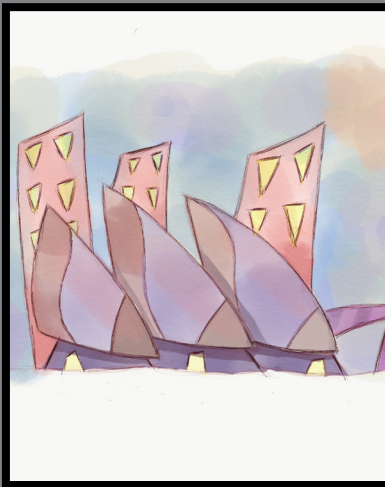
NBBJ INFLUENCE
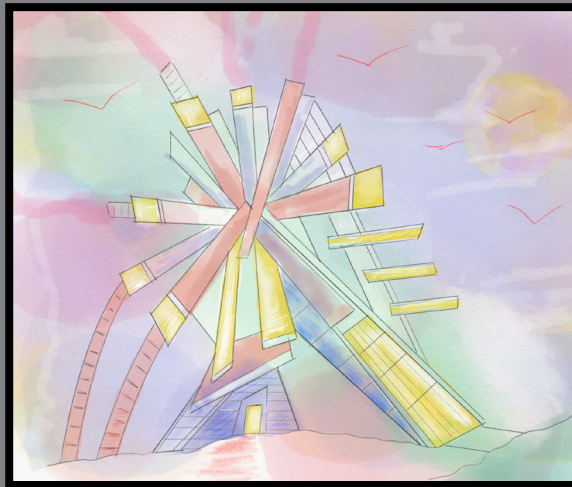

NBBJ INFLUENCE
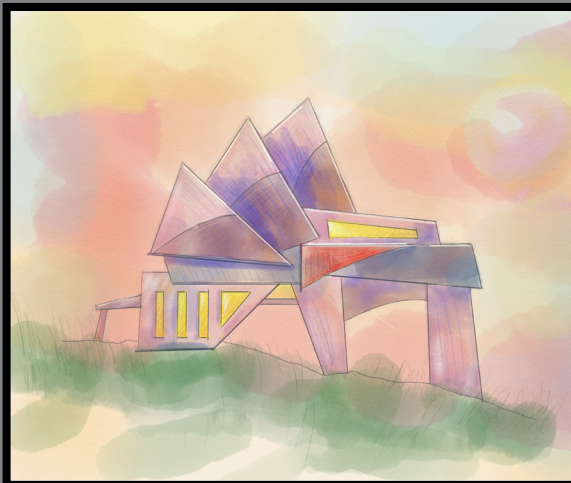

NBBJ INFLUENCE
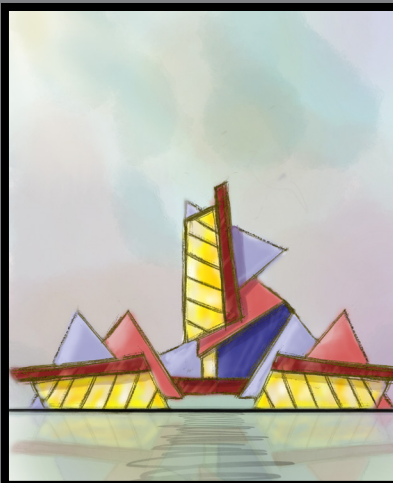

NBBJ INFLUENCE


NBBJ INFLUENCE


HALO INFLUENCE
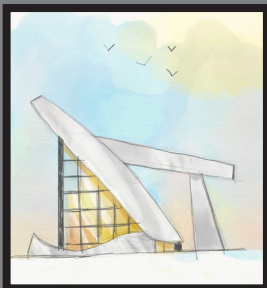

NBBJ INFLUENCE
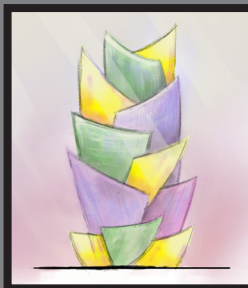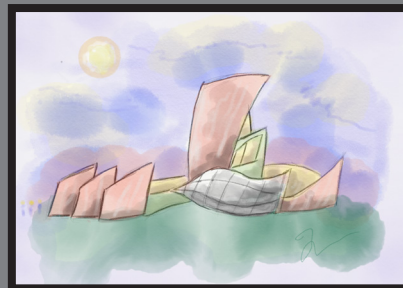

NBBJ INFLUENCE


GEHRY INFLUENCE


GEHRY INFLUENCE


TOLKIEN INFLUENCE


GENSLER INFLUENCE
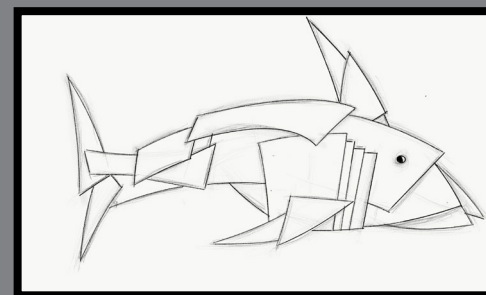

GEHRY INFLUENCE

57



58

To You

Hi Brent, I hope you're having a marvelous day!

I love the look & feel of Sketches Of Brent Zorich. You guys really catch the eye.

My team and I took the time to look into your brand. We are confident we can help you add $100k - $500k in monthly recurring revenue within 6-9 months.

The best part is.... if we don't deliver, you don't pay! We work on a pay on results basis, so if you don't get results, we don't get paid.

By the way, this isn't some automated message. I'm a real human! I even recorded a quick video to introduce myself and so you can see I'm not blasting you from some software.

because we are behind some of the highest performing campaigns in the world.

We know talk is cheap.
See exactly why we are different.

facebook    Deloitte.    Disney    Google
citi    Pfizer    amazon    M

Here's how we can help.

| Strategy | Optimization | Analytics |
|---|---|---|
| Facebook Ads | Revenue Growth | Business Intelligence |
| Google Ads | Conversion Rate Optimization | Data Analysis |
| Email Marketing | KPI Optimization | Predictive Modeling |
| LEARN MORE | LEARN MORE | LEARN MORE |

**BRANDS THIS PARTICULAR AGENCY WORKS WITH**

Mail        Calendar        Feed        Apps



59



60

# BONUS PAGE: INTERESTS OF ACQUISITION AND INVESTMENT ON THE TWO VENTURES

## GQ AND VOGUE INTEREST

**Vogue / Grazia / GQ - High End Life Style Magazine**

To You                                                        3:02 PM
...
☺

Hey Brent

Happy New Year and hope it's been a successful and busy start already.

I have the opportunity to pitch your profile to three high-end lifestyle magazines - Vogue, Grazia and GQ and couldn't resist reaching out again to check in with you.

Perhaps this is more up your alley and covers your target market directly ?

Here's an article we did for LA based entrepreneur, Kate Assaraf- CEO of DIP  https://graziamagazine.com/us/articles/dip-premium-and-sustainable-hair-care-brand/

Happy to provide details via email, or we can do a quick call / zoom meet if you prefer? I'm on

Thanks!

Media Researcher

## SILICON VALLEY INTEREST

**Re: Funding opportunity**

To You                                                        Oct 18
...

Hi Brent J Zorich,

I am a partner at Angels Partners, one of the world's largest communities of Business Angels & VCs.

Is BZP PRO Autodesk Authorized Developer looking for funding?

Our community of investors has demonstrated a strong interest for startups in your vertical and we would love to get in touch.

Partner @ Angels Partners

BZ  You
To

Hi

At this point we are looking to sell the engineering formula. If you or someone you know could assist in this matter that would be great. Please see the signature of this email to see, in chronological order, my vita that lead up to the design of the BZP technology, as well as the bullet points on BZP itself. I look forward to hearing from you should this peak your interest.

Brent

WORLDWIDE MEDIA

**3D Artist** — Practical inspiration for the 3D community
CREATE ZBRUSH HAIR IN 17 STEPS
**3DS MAX MASTERCLASS**
Maya rigging
ACHIEVE

**MY AUTORIG DESIGNS ARE A WORLDWIDE MAG COVER FEATURE**

**3D Artist** — Practical inspiration for the 3D community
MASTER THE ART OF **SURFACE SHADERS**
Discover the techniques to make textures shine

**WORLDWIDE MAGAZINE 2 PAGE BIOGRAPHY**

**3D Artist** — Practical inspiration for the 3D community
MODEL WITH MODO
BECOME A

**MY AUTORIG DESIGNS ARE ON A WORLDWIDE MAGAZINE'S ACCOMPANYING DISC**

Questions & answers
**Auto rigging with Smart Skinner**
How can I rig and skin a character more efficiently to save billable hours - typically days or weeks?

workspace Interview
Industry insider
**Brent Zorich**
Character technical director, Lucasfilm

PLUS
**BZP Pro Smart Skinner**
Make rigging easy with this helpful Maya plug-in
3+ HOURS OF VIDEO TUITION | 9 GB OF FREE CONTENT

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workspace

**WSJ**

**MarketWatch**

# workspace 3D
## Interview

## Industry insider
# Brent Zorich
### Character technical director, Lucasfilm

Each issue, **3D Artist** finds out how the top people in the 3D industry got their jobs and what you need to know to get a foot in the door

### About the insider

**Job** Character technical director/lead rigger
**Education** Master's of Fine Art at ACCAD at The Ohio State University
**Company website** www.lucasfilm.com
**Personal website** www.brentzorich.com
**Biography** Prior to immersing myself in the animation industry, I had worked for the top two architectural firms in the world. I pride myself on trying to be on a team that does the best work, no matter what project. I push technology as far as I can on whatever team I am affiliated with

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.

**3D Artist:** *What did this role of working on convergence mean in practice?*
**Brent Zorich:** As a part of the senior staff, I wrote proposals to help set the direction for Lucasfilm Ltd as a company. In Singapore, not only was I part of research and development prior to my promotion and relocation to the home office in San Francisco, I

also worked on colour correction and compositing for *Star Wars: The Clone Wars*.

**3DA:** *How did you get this job?*
**BZ:** I applied online and was hired after Lucasfilm Animation Singapore saw the great work I did on EA Sports' football franchise.

**3DA:** *What kind of course did you do at university, or training did you do?*
**BZ:** At ACCAD at the Ohio State University, I did extensive research on the following topics: VRML; procedural animation; Pixar's RenderMan; motion capture. I also researched Wayfinding in real-time simulation (the subject analysed and improved upon was the game *Spider-Man The Movie*).

First of all, the Wayfinding tool was created out of VRML and theories worked on with an eminent scholar. I also studied the enhancement of realism in computer animation through the incorporation of biomechanics and fatigue (the subject analysed was *Shrek*). Next, I looked at rigging of prehistoric animals with my project-based thesis *Mystery Dinosaur* work. Finally, I looked at creatures evolving based on the ecosystem around them. Classes were also taken in digital still-life lighting and theatre lighting.

**3DA:** *For today's generation of students, what is the kind of educational grounding they should be looking to undertake to get a first job as a character animator, or is the entry level a less specific role?*
**BZ:** This is the way I do it. I have a television next to my monitor. I watch *Harry Potter and the Prisoner of Azkaban* (the Buckbeak scene). If I am embarrassed to look at what is on my monitor then I'm not done, plain and simple. I am my own toughest critic and I have zero tolerance.

**3DA:** *In your role as associate technical artist or lead rigger at EA Sports, what kind of work did that entail?*
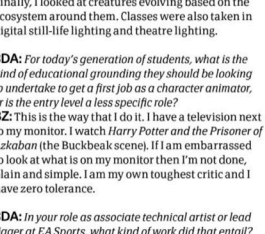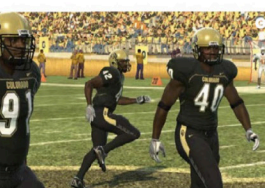
**BZ:** I needed a complete understanding of physiology of humans built for strength and speed. Because I was an athletic trainer who trained football players, it came to me naturally. I know how a football player flexes, I know how they run and sprint and I know how they get prepared for collision. Often, because I have a football player's body, I would go into the washroom at EA where there was a mirror, take off my shirt and flex both my traps and my arms to see the proper deformation. This is how I got into character and what made it so easy is that the character I was getting into was myself!

**3DA:** *Is there much of a culture or professional working practice difference between working for someone like EA and a company like Lucasfilm?*
**BZ:** You are who your team is. Lucasfilm, as a company, is a natural fit for me. We both have zero tolerance when it comes to the quality of our work. We push the absolute limitation of technology in every way, shape and form. Because we are not on yearly titles, we have the ability to push back a launch date to guarantee that we are doing our best to break new ground.

**3DA:** *What software packages and tools have you used for rigging and animation?*
**BZ:** I use Maya, the proprietary software to Industrial Light & Magic, and After Effects and HyperCam for documentation.

**3DA:** *Do you think there is a shortage of skilled digital artists doing animation and did you find it difficult getting into the industry?*

**BZ:** My best advice to any student is try to do an internship in a studio. Do not rush to get out of school; stay in and develop your craft. Finally, do the Buckbeak test as I mentioned above.
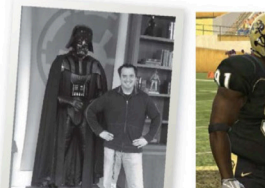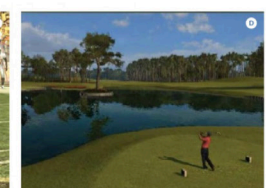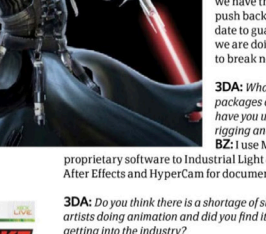
**3DA:** *What are the key skills required to work as a character animator or character rigger?*
**BZ:** Observation, patience and the goal to push technology. Everything you do, imagine you have to present it to George Lucas. Then you will work harder and will expect the absolute best from yourself and your team.

**3DA:** *If there was one feature missing from current software apps that you would like to see implemented to help with any aspect of CG animation, what would it be?*
**BZ:** I saw a demo from a company where you can actually draw arcs of motion on a Wacom tablet and the object will have an animation path.

**3DA:** *Professionally, what's the most satisfying project you've worked on and why?*
**BZ:** Seeing my name at the end credits of *Star Wars: The Force Unleashed, Ultimate Sith Edition* makes me incredibly proud. I saw the first *Star Wars* film when I was three in 1977. It motivated my whole career. To see my name in a *Star Wars* product gave me a sense of satisfaction.

**3DA:** *What would be your dream project to work on?*
**BZ:** One that continues to push film/game convergence on every level. The ultimate goal for me would be to have an engine that supports a controlled character and the user cannot distinguish between real-time and render.

### portfolio highlights

Zorich has worked on a host of videogames over the years. Feast on these...

- 2008-9 *Star Wars: The Force Unleashed, Ultimate Sith Edition*
- 2008-9 *Indiana Jones and the Staff of Kings*
- 2008 *Star Wars: The Clone Wars*
- 2008 *EA Sports MMA*
- 2007-8 *NFL Tour*
- 2007-8 *NFL Head Coach 09*
- 2007-8 *NCAA Football 09*
- 2007-8 *Madden NFL 09*

- 2007 *Tiger Woods PGA Tour 09*
- 2007 *Madden NFL 08*
- 2007 *NCAA Football 08*
- 2007 *College Hoops 2K8*
- 2007 *NBA 2K8*
- 2006 *College Hoops 2K7*
- 2005 *Superman Returns: The Videogame*
- 2003-5 *The Mystery Dinosaur for The Discovery Channel*

- ● Character rigging on SW Force Unleashed
- ● Brent at Lucasfilm Animmation
- ● NCAA college football from EA

MODO 401 ● MAYA ● 3DS MAX ● LIGHTWAVE ● VUE ● CINEMA 4D ● POSER

# 3DArtist
Practical inspiration for the 3D community

## MASTER THE ART OF SURFACE SHADERS
Discover the techniques to make textures shine

### GET THE RIGHT SOFTWARE

WINTER LANDSCAPE   HEAVY WEAPONS

- ● Tiger Woods PGA Tour 09
- ● Character work on NFL Tour
- ● Indianna Jones and the Staff of Kings

- ● Artwork from SW: TFU Ultimate Sith Edition
- ● College Hoops 2K7
- ● The Ultimate Edition in full

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# 3DArtist
## Questions & answers

Our experts answer your technical quandaries for the most popular 3D programs. Simply email your questions to: 3dartist@imagine-publishing.co.uk

# 3DArtist
### the community at www.3dartistonline.com

3DS MAX MASTERCLASS

5GB OF FREE ASSETS

CREATE ZBRUSH HAIR IN 17 STEPS

Sculpt a sci-fi soldier

### Skinning cleanup on the character

In certain intersections of the character, there will be a need to do skinning cleanup on the joints. The skinner can't predict every deformation. This can be achieved by using the Hammer tool in the skin weighting drop-down in Maya.

# Auto rigging with Smart Skinner

*How can I rig and skin a character more efficiently to save billable hours - typically days or weeks?*

**This tutorial is a breakdown of how the Smart Skinner is used in the production environment to save days, if not weeks, on the rigging and skinning process of a character.** This step-by-step process goes over the basics of the software and will rig and skin a character of a deer in a matter of minutes. When I worked in production for the biggest companies on the planet, it would not be uncommon that from a billable standpoint, a development director might give me two weeks to start, execute, and complete a rigged character. This caused headaches in the production setting as often I was repeating the same task on different proportions without an effective way of cutting down hours. At Lucasfilm, I was looking through the assets of the main characters such as

Ahsoka, Jango Fett, and General Grievous extracting their key attributes and incorporating them into a super rig that could be benchmarked for the company. At EA Sports in the late 2000s I designed the rigging system used for Central Football for titles such as *Madden NFL* and *NCAA*. This Smart Skinner software I have written is a culmination of techniques from these top companies incorporated into a tool that is affordable and easy to use. The character will be completed through a process of firstly executing a sketch skeleton to obtain proper proportion. Then, the character will be blocked out within the mesh to ensure the joint positions are in the correct spot. The Smart Skinner will create the leaf helper twist joints to assist with the proper deformation required to make the rig

production quality. Then, the animator specifies whether or not he wants the character to be a 'film next-gen character' or a 'mobile character'. From there he will reference in a pipeline that enables auto skinning, transferring the skinning weights, unreference the pipeline skinning file, and making an entire control rig at the push of a button. The end result will deliver a character able to be animated out of the box that is top-of-the-line production quality ready for either film or game.
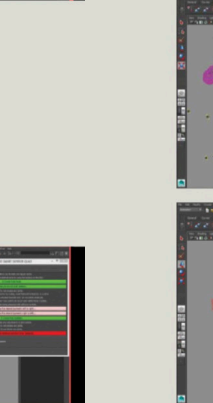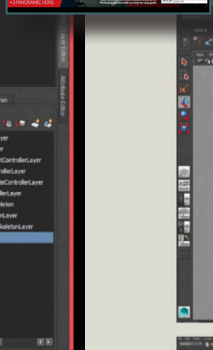
### Download
Tutorial files:
- Tutorial screenshots
- Video tutorial
- 30-day trial of Biped
- 30-day trial of Quad

filesilo.co.uk/3dartist-76

ESTIMATED TIME TO COMPLETE THE TUTORIAL
20 MINS

rotation down the limbs for proper deformation. The animator can use the white anchor controls to assist in the orientation of the joints. Translate the red crosshairs to the proper position, if desired, to orient the pecs and lats on your character.

### 01 Execute Scale Node and sketch skeleton
Push the button to activate the Scale Node. This will set the overall scale of the rig. Then hit button 2 to generate the sketch skeleton that is already in a base proportion. The animator needs to translate the root of their mesh to the 0 0 0 world space coordinate. The root of the sketch skeleton is locked.

### 02 Block out proportions of the skeleton
By using the open channels, and open channels only, begin to sketch out the proper proportion of the skeleton to the character. Locked are not to be unlocked, this will maintain the proper joint orientation and guarantee that your IK will be set up properly in Step 6. You can also mirror your skeleton for symmetry. Once you have the proportion you want, hit button 4 to lock the sketch skeleton into place. That will zero out your joints in your sketch skeleton.

### 03 Create leaf joints for deformation and counter rotation
Hit button 5 to execute the 'leaf helper' joints. These joints will assist in the counter

### 04 Delete unwanted joints or simplify for mobile gaming
Use the pink buttons to delete unwanted joints. It might be possible that you do not require pecs, lats, hamstrings, or biceps – use these buttons only to delete the joints and simplify down to 'mobile' if necessary.

### 05 Reference in skinning pipeline and transfer weights
Select whether or not you have a 'mobile character' or a 'film next-gen character' (note for the quad you will pick whether your character is built like a cat or a horse) and hit button 8A to reference in the pipeline file. Scale the yellow controls so the reference mesh encompasses the character mesh. Hit 8B to transfer the skin weights. Your skinning should be near completed. Hit 8C to unreference the reference file. You now have a clean scene with weighting that is 90 to 95 per cent complete. Do any cleanup skinning at this point.

### 06 Create control rig and facial GUI
Now that you have a skinned file, hit button 9 to generate the entire control rig. Your rig is complete. The rigging process is a three-joint chain rig: a control rig driving an animation skeleton that drives a deformation skeleton. In regards to complexity, the control rig is at the level of a major motion picture studio. Hit button 10 to generate your facial GUI that can be used with blendShapes in Maya. Once you've done this, you're ready to animate!

● DID YOU KNOW? ● All tutorial files can be downloaded from: filesilo.co.uk/3dartist-76

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# MarketWatch

Latest   Coronavirus   Watchlist   Markets   Investing   Barror

**BULLETIN** U.S. Open: What attending a Grand Slam tennis tournament is like for the 1% →

**BULLETIN** Coronavirus Update: Biden set to tighten vaccine mandate for federal workforce →

Home

Press Release

## Tech entrepreneur Brent Zorich unveils exciting apparel company shaped by experience at Lucasfilm

Published: Aug. 31, 2021 at 9:12 a.m. ET

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Aug 31, 2021 (AB Digital via COMTEX) -- "Sketches of Brent Zorich" is an apparel company created to share the designs and artwork of tech entrepreneur, Brent J. Zorich, who has worked at the largest architecture, animation, visual effects, and video game companies worldwide. Brent is a globally published tech entrepreneur and venture capital presenter, who has lived in both North America and Asia, and named as 'One of the Top 100 Global People in Tech and Innovation' by the Intercon Conference sponsored by Facebook and Amazon.

Zorich licensed auto rigging software that he authored that completes 80 hours of rigging work in 15 minutes to 250 universities on six continents. His LLC, BZP Pro, was under acquisition review five times with three separate Fortune 500 companies whose deals were brokered by a Goldman Sachs alum of Harvard. After he raised investment money from a banking alum of Harvard and Yale, he had booths at Siggraph and GDC where he got endorsed for his technology by The Siggraph Chair publicly as 'mind-blowing', and that work was featured on the cover of Worldwide Magazine, 3D Artist Magazine.

Brent specializes in designing modular rigging engineering systems to automate characters like Buckbeak in 'Harry Potter and the Prisoner of Azkaban'. Zorich did something similar to what previously at Lucasfilm/ LucasArts/ Industrial Light & Magic, where he also frequented The Skywalker Ranch, was The Best Practices Review Committee selected by the former CTO of Peter Jackson's Weta Digital (The Lord of the Rings), an executive trainee, worked on the intellectual property of Star Wars: in particular the rigs of Boba Fett, Jabba the Hutt, Ultimate Evil (The cover character of Star Wars The Force Unleashed), and converging ILM's Jango Fett with Lucasfilm Animation Singapore's Ahsoka Tano on the Xbox, which was shown directly to George Lucas in the late 2000s. Other Lucasfilm IP included Steven Spielberg (Indiana Jones and The Staff of Kings), Michael Bay (Transformers Revenge Of The Fallen), and JK Rowling (Harry Potter and The Half-Blood Prince).

EA Sports (where he redesigned the rigging system on their top title, Madden NFL, and NCAA Football, as well as attending global rigging research and development on Fifa, Facebreaker, NHL, EA Harry Potter, and Tiger Woods PGA) and Take Two Interactive (NBA 2K with rigging tests done on Shaquille O'Neal motions) were also previous employers. At ACCAD (where CGI was invented in the 1960s) at The Ohio State University, for his master's degree, he was in The DreamWorks Outreach Program focusing studies in technical animation while being trained from supervisors on such films as Shrek, Madagascar, Finding Nemo, Shark Tale, and Spider-Man 2, with attending a lecture session by the "K" in DreamWorks SKG: Jeffrey Katzenberg. This training at ACCAD was applied to a one hour long Jurassic Park oriented dinosaur special that aired on The Discovery Channel where he worked in coordination with paleontologists from The Burpee Museum in Rockford, Illinois, who worked with Spielberg's dinosaur crew on Jurassic Park.

Zorich's master's thesis focused on auto rigging dinosaurs in the programming language Python. Brent also does concept illustration work (QA on Adobe Photoshop for Adobe's Apple iPad team via illustrations), and was formerly an interior architect for the two largest architectural firms in the world: #1 Gensler and #2 NBBJ with clients such as Adidas, Volkswagen, and The Republic of China. Most recently Brent was subcontracted rigging prototyping work from Sony Pictures involving The Marvel Cinematic Universe and Walt Disney Feature Animation, while taking continuing studies at Stanford University in linear algebra and engineering. His undergrad degree from Ohio State was in industrial design where he focused on independent projects for Nike and Reebok. Brent looks forward to sharing his art and designs with the whole planet. Brent's eventual goal is to become a Chief Visual Officer at a major VFX, video game, or animation studio.

## THE WALL STREET JOURNAL.

SAMPLE ADVERTISEMENT ARTICLE MENTIONED NEXT TO THE
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  [ HTTP://SKETCHESOFBRENTZORICH.COM ]

  [ HTTPS://BRENTZORICH.COM/BZFASHION.HTML ]

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  - *AGGRESSIVE: 10% - 12% annual growth (PASSIVE INCOME)*
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- **AGGRESSIVE STOCK FUND**   (International Fund)
  *(PASSIVE INCOME)*

- **BZP PRO CITY BUILDER TOOL**   [ LINK TO PURCHASE CITY BUILDER TECHNOLOGY: RETAIL $99.99 ]
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  *(AS OF YET TO BE VALUATED)*

- **BZP PRO SMART SKINNER AUTORIGGER**   (TECH CURRENTLY BEING UPDATED: WILL RETAIL FOR $299.99 )
  *(PASSIVE INCOME)   (E-COMMERCE)*
  *(LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE)   (LABOR: 1 WEEK A YEAR)*
  *(20 MILLION VALUATION BY THE BUSINESS PARTNER OF THE 'HOTH' SUPERIVSOR ON 'THE EMPIRE STRIKES BACK')*

- **'STASH' INDEPENDENT STOCK INVESTMENTS**   *(PASSIVE INCOME)*   (HEWLETT-PACKARD,  LOCKHEED MARTIN,  VERIZON,  MICROSOFT,  SONY,  APPLE,  GOOGLE,  ELECTRONIC ARTS,  AMAZON,  DISNEY,  NIKE,  ACTIVISION BLIZZARD , TYRA BIOSCIENCES (RECENT IPO),  CLEARWATER ANALYTICS HOLDINGS (RECENT IPO),   NOVO NORDISK (RECENT IPO),   EMERSON)

- **'FUNDRISE' REAL ESTATE INVESTMENTS**   already achieved 1% return on investment (ROI) only after one month
  *(PASSIVE INCOME)*

## SPENDING STRATEGY:

I am in the process of relaunching more software that will be monetized online as well. Through an International fund, have set up stock purchases on The Singapore Stock Exchange. The logic behind this would be that I would have money earning interest on both New York Time as well as Singapore Time: 24 hours around the clock constantly earning interest and money, between that and the two ventures selling online product through passive income design. Like Warren Buffett says, "If you don't find a way to make money while you sleep, you will work until you die." In hoping that these "cash cows" do well for me, I will probably open more of them in the future. I am hoping that all of this setup will lead to making an impression on the powers that be that are creative executives in the gaming world. Once things are set up, my goal at a major video game publisher as a Chief Visual Officer would to be about 600k to 800k base, with 1 to 2 million in bonus, and 3 to 7 million in stock. It is public that the CEO of Electronic Arts, Mr. Andrew Wilson, who is my age, earned approximately 40 million in one year in 2021 due to salary, stock, and bonus. Based on my resume, I am hypothesizing that my value to a company like an Electronic Arts, ILM, PlayStation, XBOX, Take Two, WB Games, etc, is approximately 1/4 of Mr. Wilson's value. Of the 5 million to 10 million per year in earnings, I would most likely live on 500k of it and invest the remaining 4.5 to 9.5 in my brokerages earning 8%, or about an additional 550k to 950k. Add that 550k on top of the initial 500k and after two years, you have over 1.5 million in spending while still having between 9 million and 19 million in your brokerages earning interest. After five years, if those are the earnings, I would have 25 million to 50 million in the bank and my additional spending on top of the 500k principal would be between 2.5 million and 5 million annually. My rule of thumb, for a package where salary, stock, and bonus, is 500k, live off just over a third and invest the rest. Even down the line, if the salary and interest end up being 5 million a year in spending, with 50 million or more in the bank, 5 million a year in spending comes out to about 13k a day. The likelihood of spending more than 13k a day is slim to none. I am currently being recruited by Stanford's Business School to obtain a MBA focused in technology; although if I were to pursue a second masters it would most likely be a MS focusing in engineering. Not including any passive software or passive clothing sales, in 2024 I am set to earn an additional $185,000 pre-tax just off of investments alone due to this strategy and I am only going to spend a third of it; letting the rest compile in my estate. Invest smart.

**TO SHOW EXECUTIVES IN VIDEO GAMING HOW I WOULD HANDLE A MULTI MILLION PURCHASE**

**IN THIS CASE STUDY 1 BILLION DOLLARS IS USED**

**STRATEGY: 80% INVESTED IN FUNDS EARNING 8% ANNUALLY, ADD THE 8% TO ANNUAL SALARY**

**($800 MILLION OF 1 BILLION INVESTED EQUALS OVER 70 MILLION IN SPENDING PER YEAR)**

*• THIS IS A STRATEGY I AM USING. USE AT OWN RISK. I HOLD NO LIABILITY TO THOSE MIMMICKING •*

BEING IN TECHNOLOGY AS AN ENTREPRENEUR, IT IS POSSIBLE THAT AN ACQUISITION COULD TAKE PLACE ON AN INTELLECTUAL PROPERTY I INVENT. THIS IS HOW I WOULD BREAK DOWN A ONE BILLION DOLLAR ACQUISITION ONCE AWARDED THE MONEY (NOTE: PETER JACKSON DID SOMETHING SIMILAR TO ME WHERE HE ENDED UP CONVERTING AUTODESK TECHNOLOGY PLUGINS TO STANDALONE AND HE GOT HIS SOURCE CODE ACQUIRED FOR 1.6 BILLION TO UNITY, LLC- IN THE MID 2000 AND TEENS, AT MY GDC BOOTH, WE BEGAN PRELIMINARY DIALOGUE WITH A FEW ENGINEERS FROM UNITY, LLC TO SEE HOW WE COULD PORT OUR SMART SKINNER AUTO RIGGER INTO UNITY TECHNOLOGY):

**1 BILLION DOLLAR BREAKDOWN:**

- **30 MILLION** IN SAVINGS:  2 PERCENT INTEREST (3 PERCENT OF TOTAL)

- **10 MILLION** IN CHECKING:  NO INTEREST (1 PERCENT OF TOTAL)

- **100 MILLION** IN BONDS, CDS, IRAS:  6 TO 7 PERCENT ANNUAL INTEREST (10 PERCENT OF TOTAL)

- **50 MILLION** IN DOWNPAYMENT ON A NEW LLC BEING USED TO SET UP PRIVATE EQUITY FIRM:  (5 PERCENT OF TOTAL)

- **50 MILLION** TO CHARITY:  (5 PERCENT OF TOTAL)

  - *30 MILLION TO MY FRIENDS AND FAMILY*
  - *7 MILLION TO LUPUS RESEARCH (AFTER WATCHING HOW HORRIBLE THE DISEASE AFFECTED SELENA GOMEZ IN HER FILM- MY MOM WENT THROUGH CHEMO THERAPY AS WELL FOR CANCER AND I SAW THE SIMILAR STRUGGLE)*
  - *7 MILLION TO PANCREATIC CANCER RESEARCH (MOM)*
  - *7 MILLION TO MULTIPLE SCLEROSIS RESEARCH (DAD)*

- **170 MILLION** IN MY DIVERSIFIED CONSERVATIVE BROKERAGE:  4 TO 6 PERCENT ANNUAL INTEREST (15 PERCENT OF TOTAL): NOTE, OVER THE FIRST YEAR THE BROKERAGE GREW 3 PERCENT IN A POOR ECONOMIC YEAR.

- **420 MILLION** IN MY DIVERSIFIED MODERATE BROKERAGE:  7 TO 9 PERCENT ANNUAL INTEREST (40 PERCENT OF TOTAL): NOTE OVER THE FIRST YEAR THE BROKERAGE GREW 8 PERCENT IN A POOR ECONOMIC YEAR.

- **170 MILLION** IN MY DIVERSIFIED AGGRESSIVE BROKERAGE:  10 TO 12 PERCENT INTEREST (15 PERCENT OF TOTAL). NOTE, OVER THE FIRST YEAR, THE BROKERAGE GREW 11.5 PERCENT IN A POOR ECONOMIC YEAR.

**MOST INVESTMENT ETF'S GAIN 75% OF GROWTH IN 5 TO 7 YEARS ACCORDING TO FINANCE WEBSITES.**

Annual interest earned on this financial plan is approximately, per billion, 70 million dollars for doing nothing per year for the first year and just sitting on the bank without touching principal. Of the new 70 million in interest banking, I would take out 10 for me for spending for the year, or 830k per month, and an additional 10 million in spending for a future potential wife. Her ten million would also support kids. So, if the principal were 3 billion, and not 1 billion, I would simply multiply all of those figures by three. Which would mean 210 million in interest earned per year with 30 million for me and 30 million for a wife and kids to spend.

For the 700 million dollar amount in the initial example (on a one billion dollar acquisition), the remaining 40 million not spent of the 70 million dollar interest earned would go back in the growth funds.  That means that the following year, instead of the annual growth of the percentages of the 1 billion, that in year one was 700 million, it will be 740 million, due to the increase in the portfolio from adding the left over unspent interest from the previous year. So instead of me and a potential wife getting 10 million each the following year in "fun spending", it could potentially be 13 million each in year two  due to the increase of the investment in the three brokerages. The spending amount would grow from there each year.

What is very important, going forward, in regards to finances when I do finally meet the right woman, is that for major amounts of money invested, I do not believe in debt leveraging or running up credit. For my family going forward, I believe in what is called, as described in the above paragraph: fractional spending of interest on principal. I do not like to use debt, people can get into trouble that way. I would never take out a mortgage to fund a potential venture based on pre market projections with the hope of flipping that business against the property mortgage. Both of my ventures are very low cost with major potential ROI and very low labor excrutiation: e-commerce that is self standing. If another venture were to be formed that required a substantial amount of money in startup, I would try to bring on investors, not pull out loans, or debt leveraging... Too risky. Of principal invested, I spend a "fraction" of the interest earned. This is not necessarily considered "trickle down", it is considered conservative banking with a mass amount of principal to have access to in case of emergencies. With both parents deceased, and not a lot of family left, if there were an unexpected financial crisis (car repairs, housing repairs, etc), I want to have the proper resources in the bank that can pay off those finances in case of emergency. Therefore, running up debt is not my spending strategy. In one of my favorite movies, "Wall Street: Money Never Sleeps", Gordon Gekko who was played by Michael Douglas talks about debt leveraging in regards to the "ninja generation", no income, no job, no assets. He explains that people of that generation pull out a second mortgage to buy more cars, a second house, and assets in the house... tvs, etc. Very risky. When the market or the economy dips, they have to declare bankruptcy or get into further debt to pay off existing loans. Big mistake. Also, when your career is project based, sometimes there is a gap between projects or pay. Better to be smart with spending. With this type of business model, if major purchases are financed, they are typically bought with the mindset that, if needbe, the majority of it could be paid off by what is in the bank.

**TYPICAL BUT SEEMING ATYPICAL**

**STARTING AS A MODELER TO BECOMING PRIVATE EQUITY OWNER**

ALTHOUGH MY CAREER PATH SEEMS ATYPICAL, IT'S ACTUALLY QUITE TYPICAL IN THE INDUSTRY. EVEN THOUGH A LEAD RIGGER AT PLAYSTATION HAS A BASE SALARY OF 240K ACCORDING TO THE PLAYSTATION CAREERS SECTION OF THEIR WEBSITE, AND A CVO IS 800K (BEING 10 MILLION TOTAL WITH SALARY STOCK AND BONUS), HERE IS THE PROGRESSION.

**PROGRESSION BREAKDOWN:**

- 1st you start out in design doing 3D modeling (bottles, architecture, cars, etc)

- 2nd you begin to animate the objects

- 3rd you begin to character animate w/ other people's rigs

- 4th you want to design your own rigs

- 5th you automate your own rigs through code

- 6th you license your rigging code & get some sales

- 7th you get some media attention w/ your code (magazines/ newspapers/ etc)

- 8th you try to raise a round to make your plug-in standalone software

- 9th you license stand alone software

- 10th you get contacted for acquisition    (THIS IS ABOUT WHERE I AM WITH BZP PRO. ALTHOUGH WE DID NOT MAKE THE PLUGIN STANDALONE, WE DID HAVE FIVE ACQUISITION REVIEWS)

- 11th you either take an investment or sell the code

- 12th you start making investments in other tech startups    (I HAVE BEGUN TO DO THIS ALREADY)

- 13th when one hits financially (IPO), on the side while being a CVO, you form your own private equity firm

- Finally, you start making seed and angel investments in companies while being a CVO still in gaming



CURRENTLY BEING RECRUITED FOR A SECOND MASTERS DEGREE FROM STANFORD
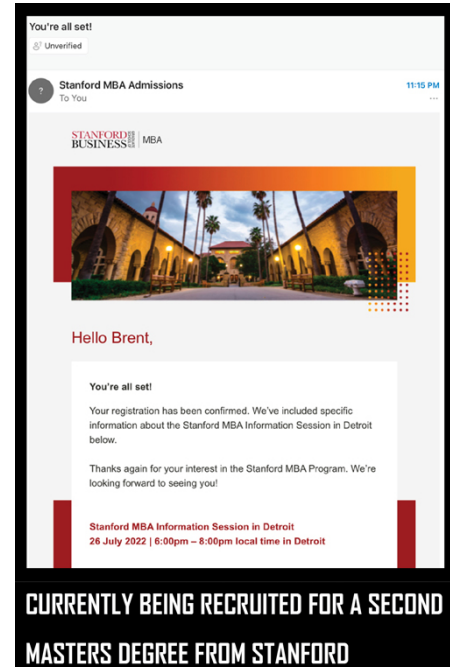
**APPROACHED BY FORBES ABOUT WRITING A BOOK BASED ON PROFESSIONAL EXPERIENCES**

# E-COMMERCE MARKETING STRATEGY OF MY OVER 130 SELF CREATED PRODUCTS:

*MONETIZATION OF ALL OUTGOING EMAILS*

MILLIONS OF EMAILS ARE SENT PER DAY

BY PEOPLE THROUGHOUT THE PLANET. I

HAD THE IDEA TO TAKE BOTH MY PASSIVE

'SHOPIFY' LINKS AS WELL AS MY PASSIVE

INCOME HOMEPAGE LINKS AND INSERT

THEM IN THE EMAIL SIGNATURES OF ALL

OUTGOING EMAILS. THIS MEANS THAT

WHEN CONTACTING SOMEONE, RESPONDING

TO SOMEONE, OR IF A SENT EMAIL GETS

FORWARDED, EACH EMAIL INVOLVED IS A

'POINT OF PURCHASE' SALE. ALL PRODUCTS

ARE DROP SHIPPING, WHICH LABOR AND

MANUFACTURING COSTS ARE NOTHING, AND

ALL MONEY EARNED IS CONSIDERED PASSIVE

INCOME AND NEAR PROFIT.

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**Brent J. Zorich    MA - BSID - CONTINUING STUDIES IN ENGINEERING**
*Startup Level Chief Visual Officer*
*Worldwide Published Technology Entrepreneur*

Awarded *"Top 100 People in Technology and Innovation"*:
**THE INTERCON CONFERENCE**
**(sponsored by FACEBOOK & AMAZON)**

20 PAGE PORTFOLIO :::::: https://brentzorich.com/brentZorichPortfolio.pdf

CV AND DEMO REEL :::::: https://www.brentzorich.com/bzCurriculum.html

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**SUMMARY OF PASSIVE INCOME VENTURES (OVER 130 SELF DESIGNED E-COMMERCE PRODUCTS):**

· **VENTURE 2**: **Sketches of Brent Zorich** : *138 PRODUCTS.*
    - founder, drop shipping e-commerce clothing line
    - approached by PR firms attempting to put line in GQ and VOGUE
    - projections by firm of Disney, Google, and Amazon of 6 million per year
    - only 5 hours a month of total labor maintaining site: print on demand
    - only $700.00 annual burn ($600 Shopify and $100 web maintenance)
    **- PRODUCTS PAGE:  https://www.brentzorich.com/bzFashion.html**

· **VENTURE 1**: **BZP Pro (Autodesk Auth Dev)**  :  *3 PRODUCTS.*
    - co founder, Siggraph booth, GDC Booth, Harvard & Yale investors
    - 5 acquisition negotiations under 3 NDAs for 20 million (3 Fort 500s)
    - 3 ILM level e-commerce maya plug-ins quoted as 'mindblowing' by Siggraph Chair
    - 250 universities on 6 continents received tech out hustling Facebook pre angel inv
    - 1 week total labor per year updating technology: direct digital download
    - only $1500.00 annual burn (plug-in maintenance)
    **- PRODUCTS PAGE:  https://www.brentzorich.com/bzAutorigger.html**

**DUE TO SIZE IN GAMING, CONTACTED BY MICHAEL JACKSON'S PR ABOUT REPRESENTATION:**

**SUMMARY OF EMPLOYERS WHOSE EXPERIENCE INFLUENCED THE VENTURES:**

· **Adobe**    - Photoshop pre release team.
· **The White House**    - Remote Volunteer Task Force During 1st Trump Administration
· **Walt Disney**    - Motion Capture R & D on 'T.O.T.S.' & 'Vampirina'
· **Sony Pictures**    - Rigging prototyping 'Guardians of the Galaxy Vol 2'
· **Lucasfilm**    - 'Star Wars', 'Harry Potter 6', 'Transformers 2', 'Indiana Jones'
    - best practices steering committee (1 of 10 members), ILM r & d attendee
    - executive trainee, Skywalker Ranch Alum, Spielberg project alum
    - work shown to and approved by George Lucas
    - rigging Boba Fett & Jabba the Hutt, QA on Ahsoka, Jango Fett, General Grievous,
        Anakin Skywalker, Kit Fisto, Padme Amidala, Rex
    - QA on ILM's Block Party rigging software porting Linux to Windows
    - executive proposal submission to Board of Directors (Offensive Attack Strategy)
· **EA Sports**    - redesigned rigging system on 'MADDEN NFL' & 'NCAA Football'- Central Football
        (EA's biggest title in North America)
    - global rig QA on 'FIFA', 'Tiger Woods', 'NHL', 'Facebreaker', 'Harry Potter 5', 'MMA'
    - modeling and rigging on 'Superman Returns'
· **Take 2 Interactive**    - rigging 'NBA 2K'
· **DreamWorks SKG Outreach Program** *(20 weeks)*
    - participant trained by sups on 'Shrek', 'Spider-Man 2', 'Madagascar', 'Shark Tale'
· **Discovery Channel** *(Brave New Pictures)*
    - rigging and modeling on 'The Mystery Dinosaur' (with 'Jurassic Park' scientists)
· **Gensler** *(Architecture firm ranked #1 worldwide)*
    - VW, Lincoln Mercury, Adidas, GTE, shadowed former architect of Frank Gehry
    - In firm practice sessions with M. Arthur Gensler AIA
        (firm founder and most powerful architect on planet)
· **NBBJ** *(Architecture firm ranked #2 worldwide)*
    - Republic of China, in crit sessions with Chairman of Firm as well as member of
        Interior Design Hall of Fame
· **Nike**    - Corporate Permissioned Industrial Design Senior Thesis
· **Reebok**    - Pitch to CEO as an Entrepreneur

**WORLDWIDE MEDIA:**

**3D ARTIST MAGAZINE** "Industry Insider (Two Page Biography) Issue 10" (Worldwide Publication)
**3D ARTIST MAGAZINE** "Software included with magazine Issue 68" (Worldwide Publication)
**3D ARTIST MAGAZINE** "Rigging Feature Interview and Cover of mag-Issue 76" (Worldwide Publication)

**WALL STREET JOURNAL'S MARKET WATCH** "Feature on my biography" (Worldwide Launch)

**EDUCATION:**    **- THE OHIO STATE UNIVERSITY**  (BS, INDUSTRIAL DESIGN)
        **- THE OHIO STATE UNIVERSITY**  (MA, COMPUTER ANIMATION/ GRAPHICS)
        **- STANFORD UNIVERSITY**  (CONTINUING STUDIES IN ENGINEERING)
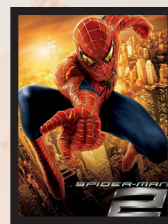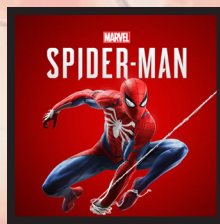
**ORGANIZATIONS:**  **- SIGMA ALPHA EPSILON**  (Nation's Largest Fraternity)

PROPOSED R & D

# PROJECT REQUESTS: FILM GAME CONVERGENCE

# AND GAME DESIGN CONCEPTUALIZATION



"Spider-Man" and additional "Star Wars" are IP I would like to work on. Incorporating Gensler and NBBJ architectural wayfinding principles in the digital environments on "Spider-Man The Movie: The Game" for the Sony PlayStation was initial graduate research, followed by "Auto-Rigging Dinosaurs in Python" at The Ohio State University ACCAD program; as an advisee of the ACCAD Director who was the former head of Animation at The Ringling School of Art and Design. Ideally, I would develop a technology that automates the character rigging process of the same character in a feature production ("SPIDER-MAN: INTO THE SPIDER VERSE"), a visual effects production ("SPIDER-MAN: FAR FROM HOME"), and a video game production ("SPIDER-MAN: PLAYSTATION 4"), with one common joint based naming convention where the divisions' three separate assets could use the same animation data on all three divisions. If this were in addition to the creative direction for the designs of the environments for PlayStation IP, that film game convergence pipeline that I design for Sony would also incorporate a modular setup system for all PlayStation properties. In this scenario, through a graphic user interface that I would engineer, if a team at PlayStation wanted to technically construct a character that is for say a biped, they could mix and match Sony Imageworks film "Spider-Man" arms with PlayStation "Drakes Uncharted Fortune" spine and "God of War" legs... all through drag and drop code. This is similar to the QA work I did on ILM's Block Party Oscar winning rigging software at Lucasfilm. This should pay seven digits through salary, stock, and bonus: up to 10 million annual. I am guesstimating, for Sony, based on what I've seen online in regards to quality of product, I could complete this modular design, which would work in Autodesk Maya, for Sony in approximately 8 to 12 months with two to three engineers assisting which would handle more of the algorithmic work load- with me handling the code structure. This modular system should handle "skinning" as well and would be adaptable to add more features. Note: this developed technology could also be developed on other Intellectual Property such as Halo (XBOX and TV show), The Lord of the Rings (WB GAMES and Film), Harry Potter (WB GAMES and Film), Batman (WB GAMES and Film), and Star Wars (Lucasfilm Games and Film). This should save company character cost by a third, and have a common animation library to save additional money. With a core library system, a PlayStation developer should be able to test their converged rig from PlayStation Seattle on "Ghost of Tsushima" with a walk cycle from Los Angeles PlayStation's "God of War", and be able to export and build both in game. It is possible that this work could be completed by developing another PlayStation Studio for "convergence" out of Columbus, Ohio. However, the engineers brought on board would need to be qualified with previous AAA video game or Visual Effects experience: ideally having studied from a top 10 ranked engineering school such as Stanford, UC Berkeley, MIT, or Carnegie Mellon. This core team of three to five eliminates the Sony studios reinventing the wheel every time and saves development money.
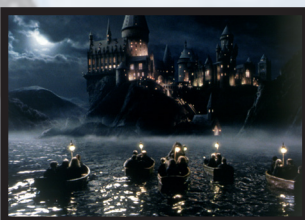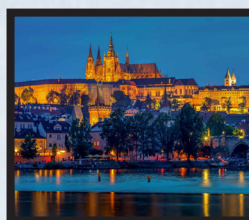


The second challenge I would like to tackle is the one that this blog is centered on. As the Wizarding World of Harry Potter expands in games and films, more exploratory content will need to be produced. By the films alone, the majority of the scenery has taken place in England. As DLCs for expansive video games get developed, it is possible that more "Hogwarts" style schools will pop up in different cities throughout the planet in this world: a school for the students to attend, and a shopping area (Hogsmeade) for them to purchase supplies in retail. What would be the challenge, would be to first identify where all of the different school locations would be (Rome, Moscow, Chicago, Paris, Tokyo, Prague, etc), identify what the key features of the architecture of that time period are per city (maybe in 1900 in Tokyo a lot of Bamboo was used on the roofs of first level buildings as opposed to brick in Prague), and then design plugin technology based on object oriented programming where you take a base design of a Harry Potter building in Hogsmeade, that JK Rowling would approve of, of course, select the object, execute the operation, and through procedural design the building would change to that city's period architectural style. The workflow would then be, spending twenty hours on a base polygonal building, then through this technology, instantly procedurally designing a new building based on that style cutting your design production in at least half per building. So, if there were a Hogsmeade in five cities, and a stylized building took 40 hours to create the long way, and a base building prior to the technology took twenty hours, and each Hogsmeade had thirty buildings in it, as opposed to the art team having to spend (5 cities X 40 hours per building X 30 buildings) or 6000 hours, they could use this technology for (1 city X 20 hours per building X 30 buildings) 600 hours, then run the technology through the instant design... and 6000 hours of environment art design would be completed in 600 hours. This base tech could then be applied to other games outside of Warner Bros, including if there was a multiverse Spider game for PlayStation or multiple planets in Halo. Like I had mentioned in a previous blog, as games expand and the cost to produce the mass levels of these games does not get added into value of the budget in regards to additional staff, the tools designer or chief visual officer, that can write the technology to procedurally generate the large amount of quantity of objects needed to complete the level will become the most important person in the pipeline.

Brent was born on December 6th, 1974 in Columbus, Ohio. If you believe in astrology, he is a Sagittarius (Greek Astrology) Tiger (Chinese Astrology). Other famous Sagittarius Tigers in the arts, design, and engineering, include Ludwig van Beethoven. His dad, Joseph A. Zorich, was an MBA and Microbiologist from Ohio State who ran the Ohio Department of Health and worked on the Governor's Emergency Medical Task Force; and his mom, Jane "Cookie" Zorich, was a blood lab technician who became a preschool teacher once Brent was four years old. [ OBITS ] Brent had been informed by his family growing up that on his Italian father's side he is the distant cousin of NFL Hall of Fame quarterback Dan Marino. His Godfather on his father's side as well as his cousins, also from the same family, are engineering alum of The University of Notre Dame; while another of his cousins who have passed is alum of St. Mary's in South Bend, Indiana.  The former President of Capital University in Columbus, Ohio, is Brent's cousin as well. Brent is 1/4 Volpe (Sicilian), 1/4 Zorich (Polish), and 1/2 Sotak (Czechoslovakian). For a little history in The Ohio Valley, The Volpe family (over 100 years ago) from Pittsburgh, Pennsylvania, were one of the original "organized" crime families in The United States; and frequently worked with famous mobster Al Capone out of Chicago, Illinois. On his mother's Czechoslovakian side, his grandfather, Gaze Sotak,  was in eight major battles in The Pacific as a First Sergeant in the United States Marine Corps in World War II. In one of the battles, he and a few of his men were stranded for approximately fifteen days and left for dead until discovered by United States military patrol. Brent's Czechoslovakian grandmother's lineage on his mother's side, The Fescos, were architects in old country in Prague. His grandfather on his dad's side, Stanley Zorich, was an army veteran of World War II and an avid New York Yankees fan with his favorite player being Derek Jeter. Living through The Great Depression, Stanley taught the family how to conserve money properly and invest in growth accounts.

# IN CLOSING:

For fun, Brent enjoys going to four star steakhouse bars to watch ESPN (although he rarely drinks alcohol); lecturing at universities around the country on the topic of video game and visual effects development; and at Starbucks, daily, sketching Frank Gehry influenced deconstructive buildings on his iPad Pro 2 (with APPLE Pencil), using the ADOBE Design Ecosystem software. He is a fan of Ohio State Football, pulls for the The Chicago Bears in the NFC, the AFC North (Pittsburgh Steelers, Baltimore Ravens, Cleveland Browns, and Cincinnati Bengals) in the AFC, and affiliations of Michael Jordan. Freshman year at The Ohio State University Brent was a walk on hopeful for The Ohio State Football team but failed to make the squad due to having bronchitis during tryouts. For a year in college he switched his major from Industrial Design to Pre Allied Medicine, later to switch back, because at the time, he wanted to be a strength coach in the NFL. During his undergrad stay at Ohio State, his roommates were both members of the Ohio State Varsity Football and Varsity Basketball team at the same time. Throughout school he trained football players in the weight room; that study of physiology and biomechanics is directly applicable to the character motions he designs for both film and game characters. In college he practiced Jeet Kune Do: the martial art of Bruce Lee. His favorite movies are Spider-Man 2, The Lord of the Rings, Harry Potter and the Prisoner of Azkaban (that is his favorite movie actually seeing it over thirty times in the theater), The Fantasia Series, and Star Wars Episode III: Revenge of the Sith. His favorite video games are Lord of the Rings: The Two Towers, Harry Potter and the Prisoner of Azkaban, and Battlefront II, all by Electronic Arts for the XBOX; Spider-Man, and God of War for the PlayStation 4; and The Batman Arkham Series by Warner Bros Interactive.

His favorite music acts are Pink Floyd- with his favorite song being "Time": that is his favorite guitar solo which is often what Brent listens to when conceptualizing 'line' in his video game architectural designs; Seal- with his favorite songs being "Future Love Paradise" and "Deep Water": Brent finds Seal's work to be very soothing and relaxing when doing intense programming; Godsmack- with his favorite song being "I Stand Alone": who he often listens to when exercising to clear his head or rendering his designs; Frank Sinatra- with his favorite song being "Fly Me To The Moon": a perfect companion for his coffee in the morning; Metallica- with his favorite song being "Leper Messiah": their heavier, earlier, collection is often what Brent listens to when rendering in his Adobe 'line work' on his IPAD; and U2- with a tie for his two favorite songs being "Gone" and "Until The End Of The World". NOTE: 'The Edge' is his favorite musician as well as his favorite artist to conceptualize his line work portion of his abstract and character shapes to on his IPAD- pre render- while designing. "Until The End Of The World" is also one of U2's favorite songs by them because that is the song they chose to play at their "Rock 'n Roll Hall of Fame" induction. Pending on the design of the video game architectural shape that is being created, Brent will adjust his music appropriately to put him in the proper frame of mind for that desired design intention so that he might pick the proper color palette to render in the line work; ie. if the building is to be a morbid environment that you would potentially associate with Voldemort in Harry Potter IP, he might pick Nine Inch Nails "Heresy" or Nirvana's "On A Plain" over listening to Pink Floyd's "Learning to Fly," so on and so forth. Brent tries to time the 'pulling of the guitar' chords of these respective artists to his stroke on his IPAD, enabling him to create the 'deconstructive style' of design engineering that he enjoys innovating.

 Brent's eventual goal would to be a Chief Visual Officer at a major animation, visual effects, or video game studio similar to someone like Doug Chiang, Hideo Kojima, or John Knoll, with Mark Pincus potential: who he had the pleasure of having a brainstorming session. Companies he had in mind were PlayStation (God of War, Drake's Uncharted Fortune, Last of Us, Spider-Man), Xbox (Halo), Rockstar Games (Grand Theft Auto), Warner Bros Interactive (Harry Potter, Batman, The Lord of the Rings), a return to ILM (Star Wars, Marvel), and a return to Electronic Arts (Star Wars). He looks to the creative visual guidance of Peter Jackson and JK Rowling work for inspiration. Brent hopes to write a memoir one day on his own reflections and professional practices stemming from portfolio experiences as well as collegiate lecturing similar to architect Simon Wyler in the movie "The Lake House"- as a goal Brent would hope that every three years for three months he could take a sabbatical and lecture a studio class at Harvard University in Design, Animation, or Engineering. Brent is hopeful that once one of his ventures are acquired, and the money is invested properly, he will have the resources to operate his own private equity firm that will coincide with Chief Visual Officer tasks.

 To some, this resume is almost difficult to believe in its accuracy. That is why if a legal question ever came up in regards to its legitimacy, Brent would be willing to take a polygraph in court to prove its merit. Brent works very hard and would be incredibly upset if people did not give credit for things that he had done in a work environment; and of course, in doing the legal test, Brent would need to be compensated quite considerably and expect those falsely accusing to be terminated from employment. False statements could potentially affect a valuation from an investor who is wanting to put money into a venture that was designed from a skill set acquired in this production experience.

THANK YOU FOR YOUR CONSIDERATION

- JANGO RED -