

BRENT J. ZORICH

XBOX, NINTENDO, AND PLAYSTATION DEVELOPER

CONTINUING STUDIES ENGINEERING : STANFORD UNIVERSITY '20

MASTERS OF ARTS (COMPUTER ANIMATION) : ACCAD @ OHIO STATE '11

BACHELOR OF SCIENCE (INDUSTRIAL DESIGN) : OHIO STATE '98

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

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

HARVARD BUSINESS ANGELS MENTORSHIP RECIPIENT - GLOBAL RIGGING AT EA SPORTS

STEVEN SPIELBERG PROJECT ALUM - WORK SHOWN TO GEORGE LUCAS IN SINGAPORE



▪ WORLDWIDE PUBLISHED TECHNOLOGY & FASHION ENTREPRENEUR

THREE WORLDWIDE MAGAZINES (COVER STORY) AND 'THE WALL STREET JOURNAL'S MARKET WATCH'

▪ STARTUP LEVEL CHIEF VISUAL OFFICER

▪ DROPSHIPPING PASSIVE INCOME GENERATION DESIGNER

TWO PASSIVE VENTURES SELLING OVER 200 AUTHORED E-COMMERCE ITEMS WITH LITTLE TO NO MAINTENANCE :

- THE 1ST: DESIGNED E-COMMERCE 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 OUTHUSTLING FACEBOOK LLC PRE ANGEL INV.

▪ INVESTMENT CAPITAL RAISED FROM BANKING ALUM OF HARVARD AND YALE TO CREATE THE ENCRYPTED INSTALLER

▪ FIVE ACQUISITION REVIEWS WITH THREE FORTUNE 500'S: ONE OF WHICH WORTH OVER 120 BILLION

- THE 2ND: DESIGNED DROPSHIPPING MERCHANDISE LINES FEATURING MY ARTWORK (LABOR: 1 HOUR PER WEEK CHECKING IN ON THE WEBSITE)

▪ A COMPANY OUT OF CANADA HANDLES ALL MANUFACTURING, PACKAGING, SHIPPING, & TRANSACTIONS, AND I RECEIVE 30% ROYALTY

▪ PROJECTED AT 6 MILLION A YEAR WHEN LICENSED BY THE PR FIRM OF DISNEY & APPROACHED BY GQ & VOGUE MAGAZINE

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

▪ ACQUISITION INTEREST FROM A 'M & A' FIRM OUT OF EUROPE

▪ INVESTOR: INVESTMENTS EARNING ADDITIONAL PASSIVE INCOME

nbbj **Gensler**

2k

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

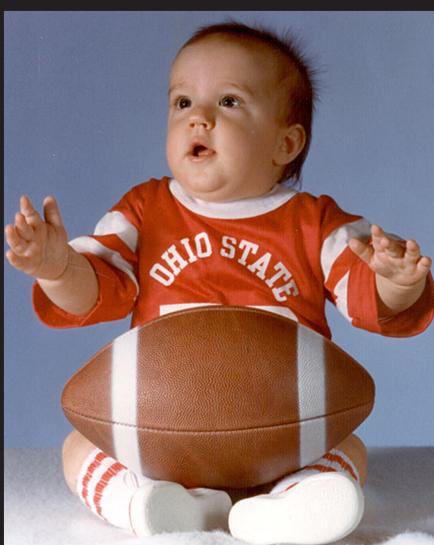
Reebok

LUCASARTS

0
ACCAD

FOR CONSIDERATION AS 'CHIEF VISUAL OFFICER' AT YOUR MAJOR VIDEO GAME STUDIO

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.



GOAL ... TO MAKE FURTHER ADVANCEMENTS IN THE FIELD OF DESIGN ENGINEERING THAT ARE PRIMARY 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.**



ONE OF THE TOP RANKED HIGH SCHOOLS IN THE STATE OF OHIO
COLLEGE PREP SCHOLAR-ATHLETE-FOOTBALL
1988-1993
HIGH SCHOOL DIPLOMA



DEPARTMENT RANKED TOP THREE NATIONALLY
INDUSTRIAL DESIGN
VOTED IN BY PEERS AS DESIGN DEPARTMENT UNDERGRADUATE STUDENT BODY PRESIDENT
1993-1998
BACHELOR OF SCIENCE



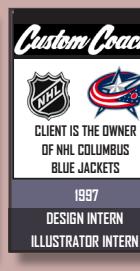
LARGEST FRATERNITY IN THE COUNTRY.
FAMOUS MEMBERS INCLUDE TROY AIKMAN, PHIL JACKSON, BO SCHEMBECHLER, KIRBY SMART, CARSON PALMER, & PETE CARROLL
1993-1998
BROTHER & ALUM



1995
VISUAL MERCHANDISER

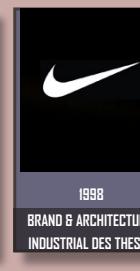


1997
PRODUCT DESIGN & PITCH TO REEBOK CEO



CLIENT IS THE OWNER OF NHL COLUMBUS BLUE JACKETS

1997
DESIGN INTERN
ILLUSTRATOR INTERN



1998
BRAND & ARCHITECTURE
INDUSTRIAL DES THESIS



ARCHITECTURE FIRM RANKED #2 WORLDWIDE
REPUBLIC OF CHINA

1998-1999
ARCHITECTURE

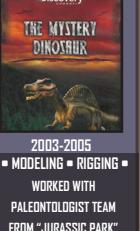


ARCHITECTURE FIRM RANKED #1 WORLDWIDE
VW LINCOLN MERCURY

1999-2001
ARCHITECTURE



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
2003-2005
■ MODELING ■ RIGGING ■ WORKED WITH PALEONTOLOGIST TEAM FROM "JURASSIC PARK"



DREAMWORKS ANIMATION INC.
OUTREACH PROGRAM
20 WEEK TRAINING SESSION WITH SUPERVISORS ON SHREK, MADAGASCAR, SHARK TALE, FINDING NEMO, & SPIDER-MAN 2
2005
PARTICIPANT @ ACCAD



2005
RIGGING AND MODELING



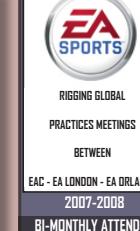
2006
■ RIGGING ■ WORK TESTED ON DATA OF SHAQUILLE O'NEAL



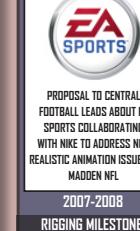
2006
RIGGING



2006
RIGGING



RIGGING GLOBAL
PRACTICES MEETINGS
BETWEEN
EAC - EA LONDON - EA ORLANDO
2007-2008
BI-MONTHLY ATTENDEE



PROPOSAL TO CENTRAL FOOTBALL LEADS ABOUT EA SPORTS COLLABORATING WITH NIKE TO ADDRESS NON REALISTIC ANIMATION ISSUES IN MADDEN NFL
2007-2008
RIGGING MILESTONE



TIGER WOODS PGA TOUR 09
2007
RIGGING PROTOTYPING



FOUR
2007
LEAD RIGGING



HEAD COACH 09
2008
LEAD RIGGING



MADDEN NFL 08
2007
RIGGING



2008
RIGGING PROTOTYPING



NCAA FOOTBALL 09
2008
REDESIGNED RIGGING SYSTEM



NCAA 08 FOOTBALL
2007
RIGGING



MADDEN NFL 09
2008
REDESIGNED RIGGING SYSTEM



RIG SWAPPING
GLOBAL RIGGING GUIDANCE
2007



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 Prisoner of Azkaban
2007
RIG SWAPPING
GLOBAL RIGGING GUIDANCE



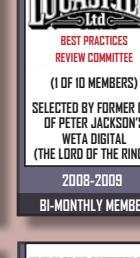
RESEARCH AND DEVELOPMENT SHOWN TO GEORGE LUCAS
2008
FILM GAME CONVERGING ILM'S JANGO FETT & TV'S AHSOKA ON THE XBOX



CREATURE R&D
2008-2009
WEEKLY ATTENDEE



SKYWALKER Ranch
2008-2009
RESEARCHER



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



EXECUTIVE TRAINING
EXECUTIVE PROPOSAL (DAS)-
WRITTEN FOR THE BOARD OF DIRECTORS
Engaged Leadership
2008
RECIPIENT



STAR WARS: THE FORCE UNLEASHED
2008-2009
LEAD RIGGING



STAR WARS: THE FORCE UNLEASHED
2009
RIGGING R&D ■ SPIELBERG PROJECT ■



INDIANA JONES AND THE KINGDOM OF THE CRIST
2008
RIGGING R&D ■ SPIELBERG PROJECT ■



CLONE WARS: THE COMPLETE SEASON TWO
2008
COLOR CORRECTION
D2I WAN & CAD BANE



Harry Potter and the Half-Blood Prince
2008
SHOT EDITING MONTHLIES HARRY & DUMBLEDORE



TRANSFORMERS: REVENGE OF THE FALLEN
2009
DAILIES SHOT CRITICLUNG
OPTIMUS PRIME & DEVASTATOR



INDUSTRIAL LIGHT & MAGIC
"BLOCK PARTY I"
RIGGING SOFTWARE
2008-2009
QUALITY ASSURANCE



GENERAL GRIEVOUS
■ ANAKIN SKYWALKER
■ AHSOKA TANO
■ JANGO FETT
■ KIT FISTO
■ STANDARD ILM BIPOD, WING, AND QUAD SETUPS
2008-2009
RIGGING EXPLORATION



THE FORCE UNLEASHED
■ JABBA THE HUTT
■ BOBA FETT
■ ULTIMATE EVIL (THE COVER CHARACTER)
■ GAMorrean Guard
■ AT-AT
2008-2009
RIGGING MILESTONES



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 OPTIMIZED ■
■ ROSE SPACE LIBRARY ■
■ PIPELINE & WORKFLOW ■
■ ILM MODULAR RIGGING ■
■ AUTOSKINNING ■
E-COMMERCE: \$29.99
2011-CURRENT
1ST ENTREPRENEUR VENTURE
20 MILLION VALUATION
\$150,000 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: \$9.99
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 FOR 500'S; 1 OF THE COMPANIES WORTH OVER 120 BILLION)
2011-CURRENT
ENTREPRENEUR



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 "EMPIRE STRIKES BACK". RAISED MONEY FROM BANKING ALUM OF HARVARD AND YALE (FACEBOOK HAD 170 SCHOOL)
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 SCHOOL)



BZP PRO BRAND REINFORCEMENT
MY RESUME IS A DROPODOWN ON EVERY LICENSE THAT DOES OUT SOLIDIFYING TECH DESIGN EXPERTISE WORLDWIDE THIS CAUSED ME TO GET NON ENGLISH INTERNATIONAL ADVERTISEMENTS.



2011-CURRENT
CHIEF EXECUTIVE OFFICER ■ MENTORSHIP RECIPIENT ■



GUARDIANS OF THE GALAXY VOL. 2
2017
RIGGING PROTOTYPING DRAX THE DESTROYER



SONY PICTURES
240 HOURS OF ILM LEVEL RIGGING COMPLETED IN 70 MINUTES
2017
RIGGING PROTOTYPING



TROLLS: FORT NIMBLETHAW
2019
RIGGING PROTOTYPING



Vampirina
2019
RIGGING PROTOTYPING



VOXX STUDIOS
2020
NDA TV SHOW PITCH
RIGGING PROTOTYPING



ADOBE PRE RELEASE TEAM FOR THE APPLE IPAD PRO 2.0
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



INTERCON
THE INVESTOR 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 4 JACKETS: \$70.00
■ OVER 3 BEANIES: \$30.00
■ OVER 3 COASTERS: \$8.00
■ OVER 4 BAGS: \$100.00
■ OVER 5 CARDS: \$15.00
■ OVER 3 PILLOWS: \$26.00
■ OVER 3 BOTTLES: \$22.00
2021-CURRENT
2ND ENTREPRENEUR VENTURE
18 MILLION IN PROJECTIONS
\$700,000 ANNUAL BURN
1 ACQUISITION INTEREST
CASH COW: PASSIVE INCOME



Sketches of Brent Zorich
A CLOTHING LINE
PR AMIR OF GOOGLE, FACEBOOK, AMAZON, & DISNEY GUARANTEED SALES AT 5 MILLION/ YEAR IF USED, PRINT ON DEMAND, NO BACK INVENTORY. ITEMS FEATURING MY CONCEPT DESIGNS
2021-CURRENT
2ND ENTREPRENEUR VENTURE
18 MILLION IN PROJECTIONS
\$700,000 ANNUAL BURN
1 ACQUISITION INTEREST
CASH COW: PASSIVE INCOME



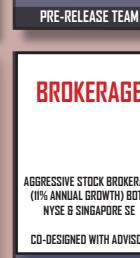
BROKERAGE
AGGRESSIVE BROKERAGE (DOUBLING IN 7 YEARS)
DESIGNED WITH ADVISOR
2021-CURRENT
2ND ENTREPRENEUR VENTURE
CASH COW: PASSIVE INCOME



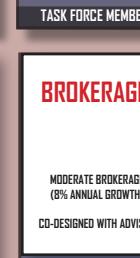
BROKERAGE
AGGRESSIVE BROKERAGE (10% ANNUAL GROWTH)
CO-DESIGNED WITH ADVISOR
2021-CURRENT
INVESTOR
CASH COW: PASSIVE INCOME



BROKERAGE
AGGRESSIVE STOCK BROKERAGE (10% ANNUAL GROWTH) BOTH NYSE & SINGAPORE SE
CO-DESIGNED WITH ADVISOR
2021-CURRENT
INTERNATIONAL INVESTOR
CASH COW: PASSIVE INCOME



BROKERAGE
MODERATE BROKERAGE (8% ANNUAL GROWTH)
CO-DESIGNED WITH ADVISOR
2021-CURRENT
INVESTOR
CASH COW: PASSIVE INCOME



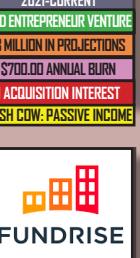
BROKERAGE
CONSERVATIVE BROKERAGE (4% ANNUAL GROWTH)
CO-DESIGNED WITH ADVISOR
2021-CURRENT
INVESTOR
CASH COW: PASSIVE INCOME



BROKERAGE
MA雅
Motion Builder
MEL
Python
Photoshop
ZENO (ILM's software)
After Effects
Pixar's Renderman
HTML
C++
HIK
SOFTWARE SKILLS



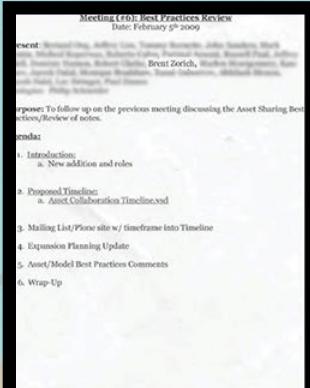
STASH
STOCK INVESTMENTS
HEWLETT-PACKARD, LOCKHEED MARTIN, GOOGLE, MICROSOFT, SONY, APPLE, GOOGLE, ELECTRONIC ARTS, AMAZON, DISNEY, NIKE, ACTIVISION BLIZZARD, VIVA BUSINESS (RECENT IPO), CLEARWATER ANALYTICS HOLDINGS (RECENT IPO), NOVO NORDISK (RECENT IPO), EMERSON



FUNDRISE
2023
IPO INVESTOR
CASH COW: PASSIVE INCOME



BZP PRO
BSHAPING BSHAPES
MIRRORING BSHAPES FOR PRE EXISTING VERSIONS OF MAYA PRE 2019 VERSION.
RELEASED IN '24.
E-COMMERCE: \$28.99
2021-CURRENT<br



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

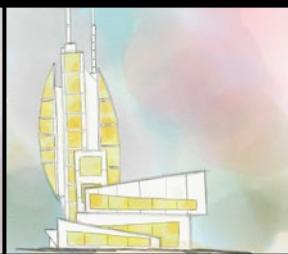
PROJECTS BRENT AFFECTED IN SOME WAY
EITHER THROUGH DIRECT WORK OR THROUGH GLOBAL CONFERENCE GUIDANCE



GAMMOREAN RIGGING



ADOB PRE RELEASE TEAM



ADOB PRE RELEASE TEAM



CLONE WARS RIGGING EXPLORATION

DURING THE FIRST THREE MONTHS OF THE SIX MONTH TENURE IN LUCASFILM ANIMATION SINGAPORE, BEFORE BEING PROMOTED AND RELOCATED TO SAN FRANCISCO, BRENT WAS NOT STAFFED ON A PROJECT. THIS GAVE HIM OPPORTUNITY TO DO R&D EXPLORATION ON CLONE WARS AND ILM FILES SUCH AS GENERAL GRIEVOUS, ANAKIN SKYWALKER, PADME, KIT FISTO, AND SEVERAL OTHERS. BRENT WAS TEARING THEIR RIGS APART AND REBUILDING THEM MORE EFFICIENTLY WITH STANDARD KNOWLEDGE ON ALL OF LUCASFILM IP.



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

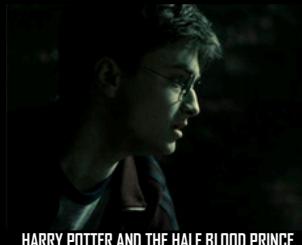


SKYWALKER RANCH R & D



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

WHAT IS FILM / GAME CONVERGENCE? RESEARCH AND DEVELOPMENT INTO SEEING WHAT COMMON ENGINEERING TECHNICAL ASPECTS OF CHARACTERS FROM ALL THREE DIVISIONS CAN BE USED TO BUILD A SUPER ASSET WHICH WILL WORK IN FILM, GAME, OR TELEVISION SAVING MONEY. THE VERSION BRENT CREATED WAS AHSOKA TANO FOR THE XBOX 360. THE SIDE BY SIDE COMPARISON THAT INCORPORATED THE RIG OF JANGO FETT FROM ACADEMY AWARD NOMINATED "STAR WARS EPISODE II: ATTACK OF THE CLONES" WAS SHOWN TO GEORGE LUCAS IN SINGAPORE.



HARRY POTTER AND THE HALF BLOOD PRINCE HARRY POTTER MONTHLIES EDITING



ADOB 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



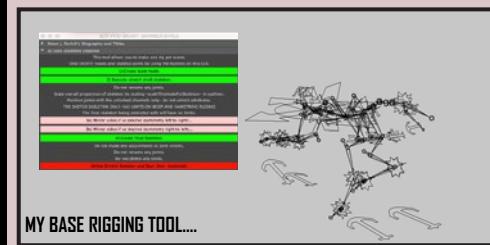
STAR WARS THE FORCE UNLEASHED WAMPA LEAD RIGGING



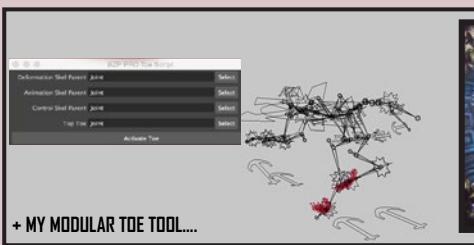
TAKE TWO INTERACTIVE NBA 2K RIGGING R & D



EA SPORTS NHL 09 GLOBAL RIGGING GUIDANCE



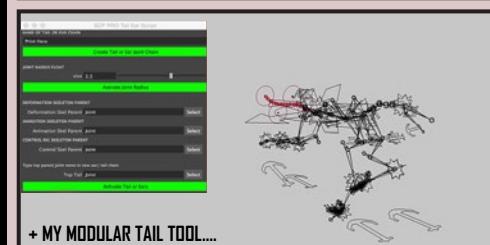
MY BASE RIGGING TOOL....



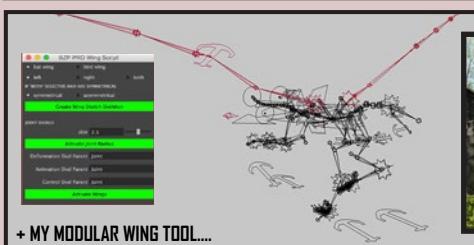
+ MY MODULAR TOE TOOL....



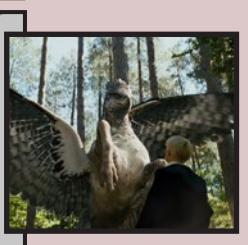
NOTE: IN 2020, AFTER POSTING THE INITIAL BUCKBEAK MODULAR SHEET IN BRENT'S LINKEDIN FORUM, THE MAJOR VISUAL EFFECTS HOUSE, "THE FRAMESTORE-CFC", WHO WAS OSCAR NOMINATED FOR MAKING THE ACTUAL BUCKBEAK IN THE FILM "HARRY POTTER AND THE PRISONER OF AZKABAN" IN 2004 FOR ALFONSO CUARON AND JK ROWLING, REACHED OUT AND REQUESTED HIS WORK AS WELL AS REFERRALS. BRENT COULD NOT RECIPROCAT IN 2020 DUE TO BOTH TAKING CARE OF HIS DAD AT THE TIME WHO HAD ILL HEALTH DUE TO MULTIPLE SCLEROSIS AS WELL AS WHAT WAS GOING ON WORLDWIDE WITH COVID-19.



+ MY MODULAR TAIL TOOL....

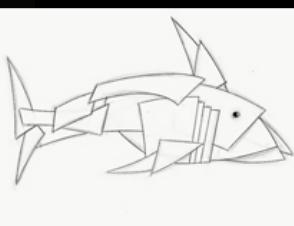


+ MY MODULAR WING TOOL....





REBEL TROOPER RIGGING



ADDOBE 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

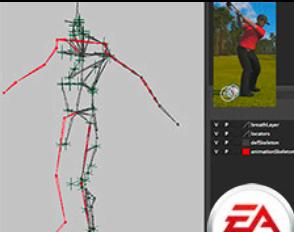


TRANSFORMERS REVENGE OF THE FALLEN
OPTIMUS PRIME DAILIES



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
- DA ON OSCAR WINNING "BLOCK PARTY" RIGGING SOFTWARE
- EXECUTIVE PROPOSAL SUBMISSION: "DAS"



EA SPORTS NCAA FOOTBALL
LEAD RIGGING



LUCASFILM STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING



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



EA SPORTS NCAA FOOTBALL
LEAD RIGGING



EA SPORTS NCAA FOOTBALL
LEAD RIGGING



ADDOBE 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



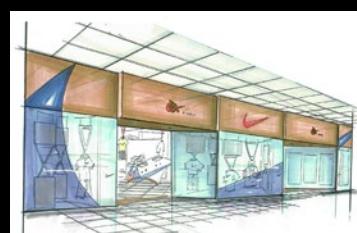
ADDOBE PRE RELEASE TEAM



NBBJ ARCHITECTURE



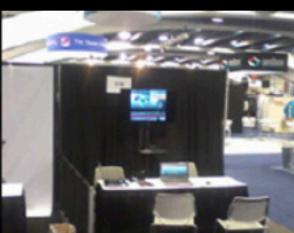
NBBJ ARCHITECTURE



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. SCALE UP PROXY TO ENCOMPASS MESH

2. REFERENCE IN PROXY WITH CORRECT SKINNING VIA GUI (AUTOMATICALLY ALIGNS TO JOINTS)
3. TRANSFER SKIN WEIGHTS AND UNREFERENCE VIA GUI... COMPLETED MESH

Disney

HAVING TAKEN PRIVATE ART LESSONS SINCE CHILDHOOD, BRENT WAS CONTACTED BY ADOBE TO BE A TEST ILLUSTRATOR (DA) 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.



ADDOBE 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



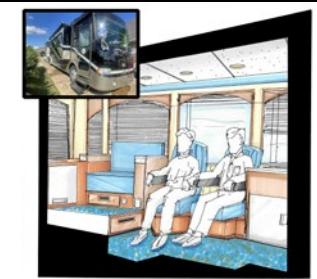
TAKE TWO INTERACTIVE COLLEGE HOOPS 2K RIGGING



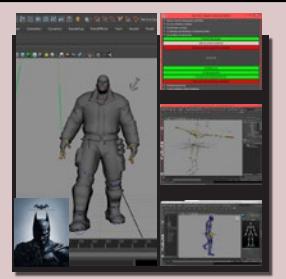
EA SPORTS NFL TOUR LEAD RIGGING



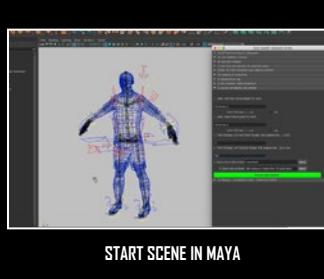
EA SPORTS NFL TOUR LEAD RIGGING



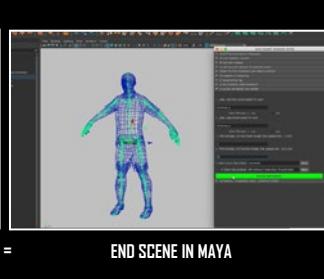
LUXURY SUV DESIGN ILLUSTRATION
CLIENT: OWNER OF COLUMBUS BLUE JACKETS



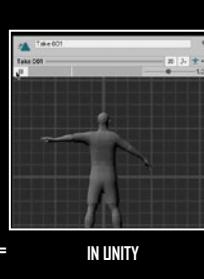
AUTOMATED MOTION CAPTURE TECHNOLOGY



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

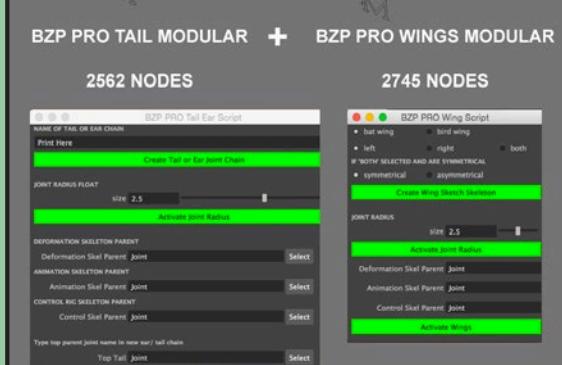
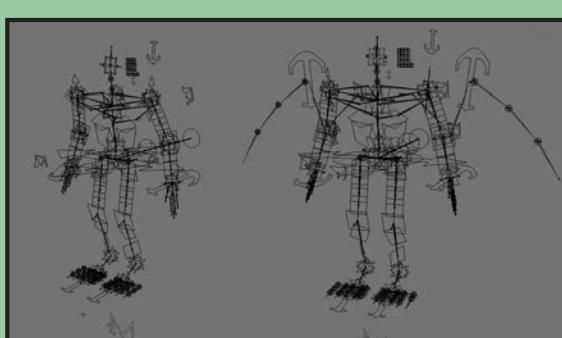
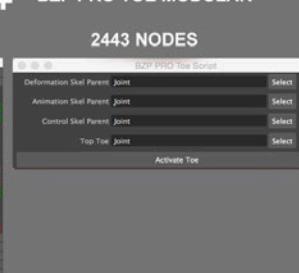
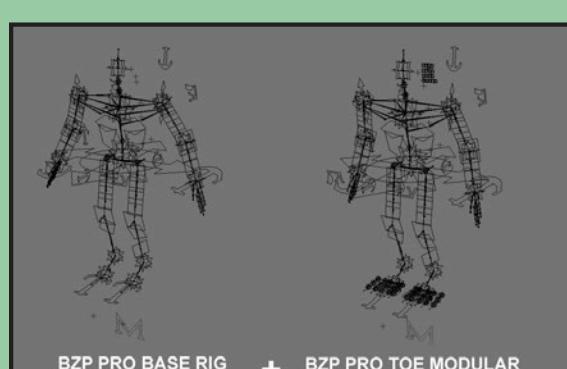
DESIGNING MODULAR ENGINEERING SYSTEMS IS BRENT'S

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.



AFTER THE INITIAL LAUNCH, THE B2P 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

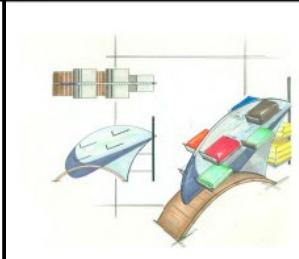


DUE TO SOFTWARE I DESIGNED "EASE OF USE", SOPHOMORES IN COLLEGE WITH LITTLE TRAINING ARE ABLE TO TECHNICALLY CONSTRUCT CHARACTERS AT THE LEVEL OF INDUSTRIAL LIGHT AND MAGIC AS SEEN IN THESE PHOTOS.

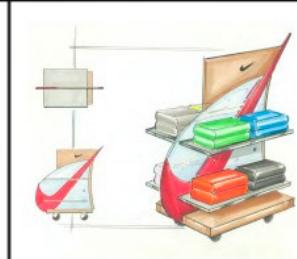


PUBLIC ENDORSEMENT FROM SIGGRAPH CHAIR
"MINDBLOWING"

NIKE WAS APPROACHED BY BRENT ABOUT REBRANDING AND REDESIGN/ 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



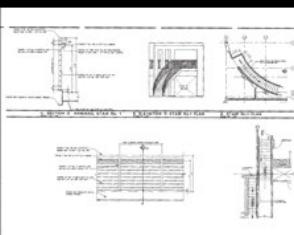
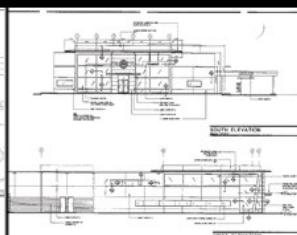
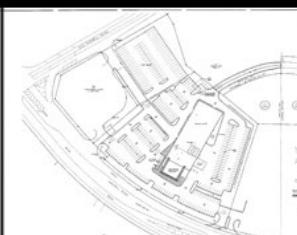
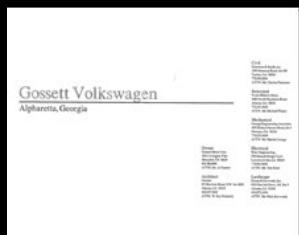
EA SPORTS MADDEN NFL RIGGING SYSTEM DESIGN



ACCURATE

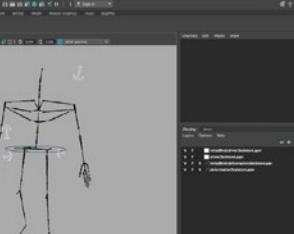
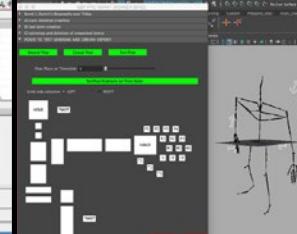
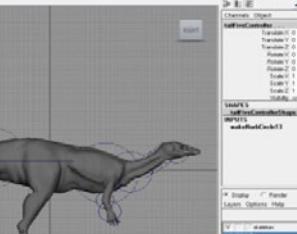
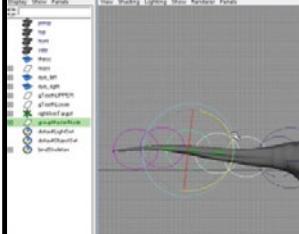


EA SPORTS NBA LIVE 09
GLOBAL RIGGING GUIDANCE



GENSLER ARCHITECTURAL CONSTRUCTION DOCUMENTS FROM THE ARCHITECTURE FIRM RANKED NUMBER 1 WORLDWIDE

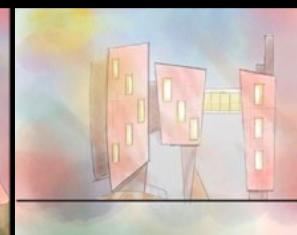
THE MASTERS THESIS AT ACCAD WAS VERY JURASSIC PARK ORIENTED. THE GRADUATE RESEARCH TEAM, UNDER THE SUPERVISION OF THE ACCAD DIRECTOR WHO WAS THE FORMER HEAD OF THE RINGLING SCHOOL OF ART AND DESIGN MADE A 1 HOUR LONG DOCUMENTARY WITH THE BURPEE MUSEUM IN ROCKFORD, ILLINOIS, THAT WAS AIRED NATIONALLY. 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.



ADOBEPRE RELEASE TEAM

ADOBEPRE RELEASE TEAM

ADOBEPRE RELEASE TEAM

ADOBEPRE RELEASE TEAM



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

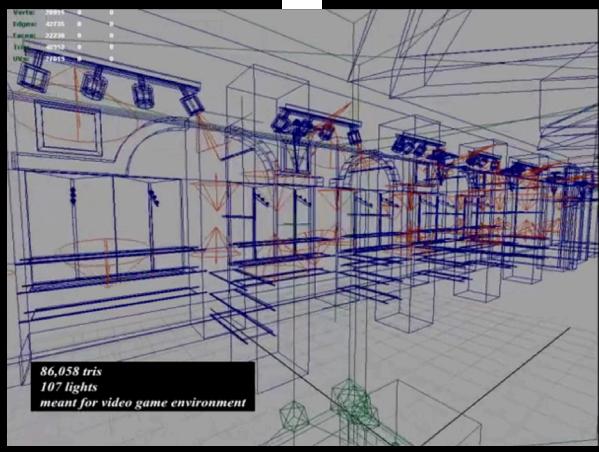
ADobe PRE RELEASE TEAM



ADobe PRE RELEASE TEAM

ADobe PRE RELEASE TEAM

ADobe PRE RELEASE TEAM



VIDEO GAME LIGHTING AND ENVIRONMENT IN MAYA

ADobe PRE RELEASE TEAM

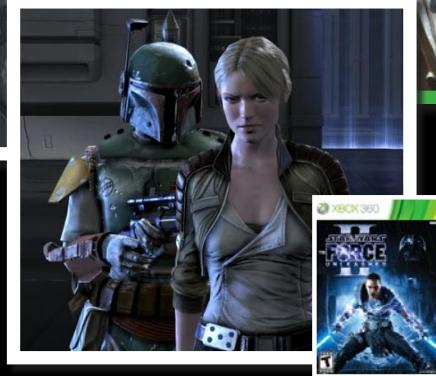
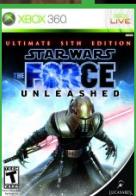
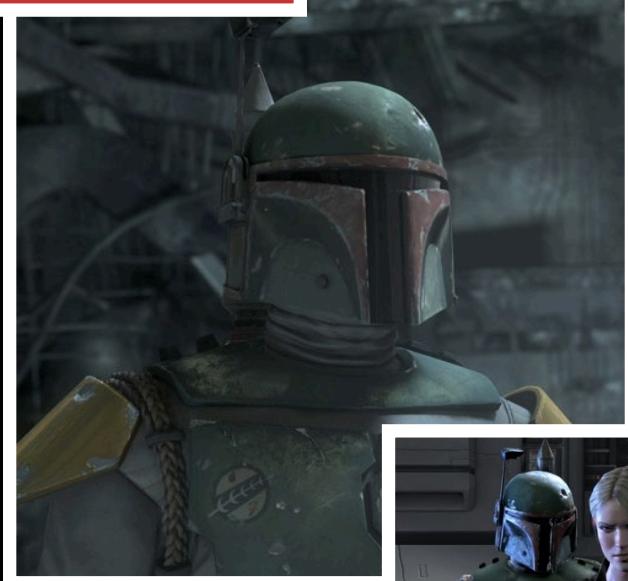
ADobe PRE RELEASE TEAM

ADobe PRE RELEASE TEAM

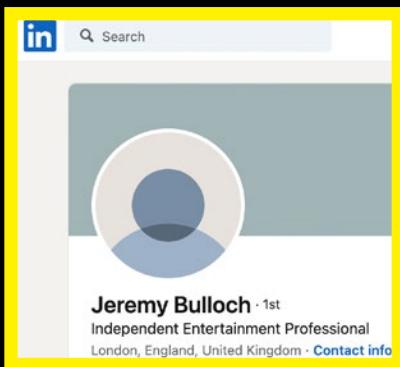


SKETCHES OF BRENT ZORICH CLOTHING LINE

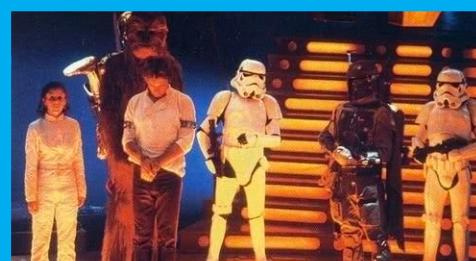
Boba Fett featured in "Star Wars The Force Unleashed" franchises.



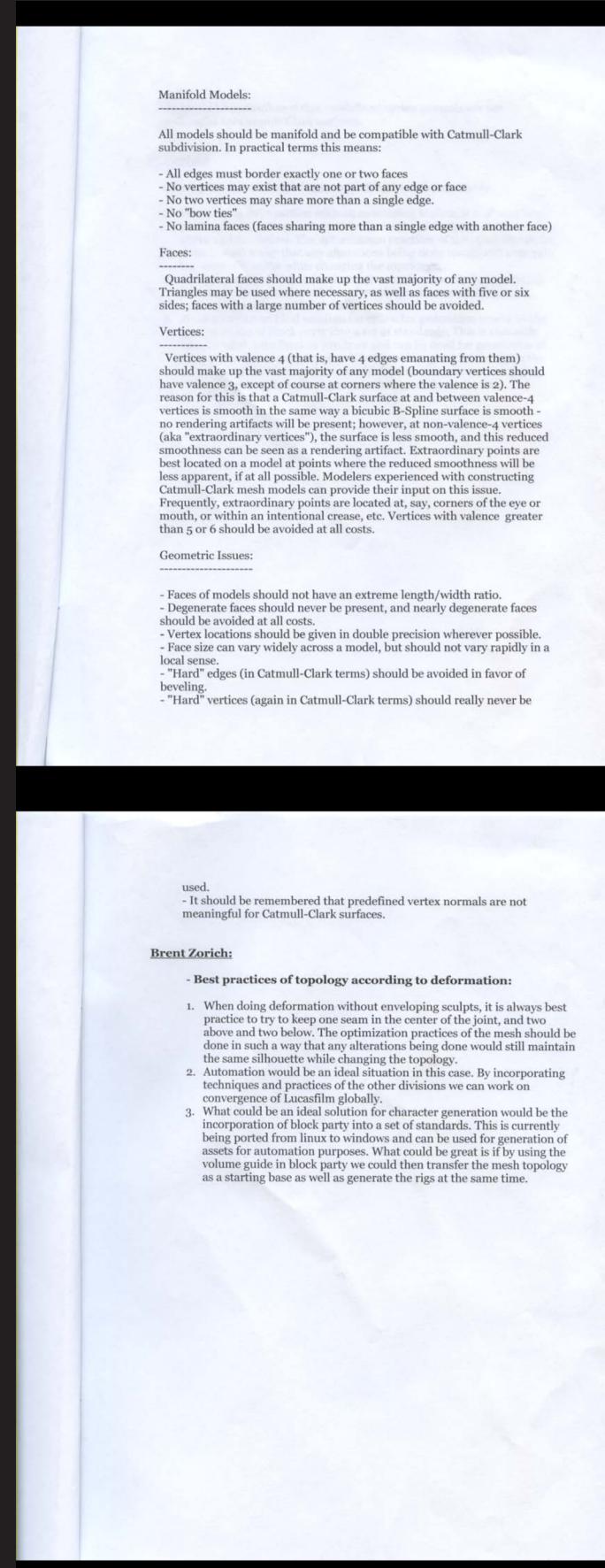
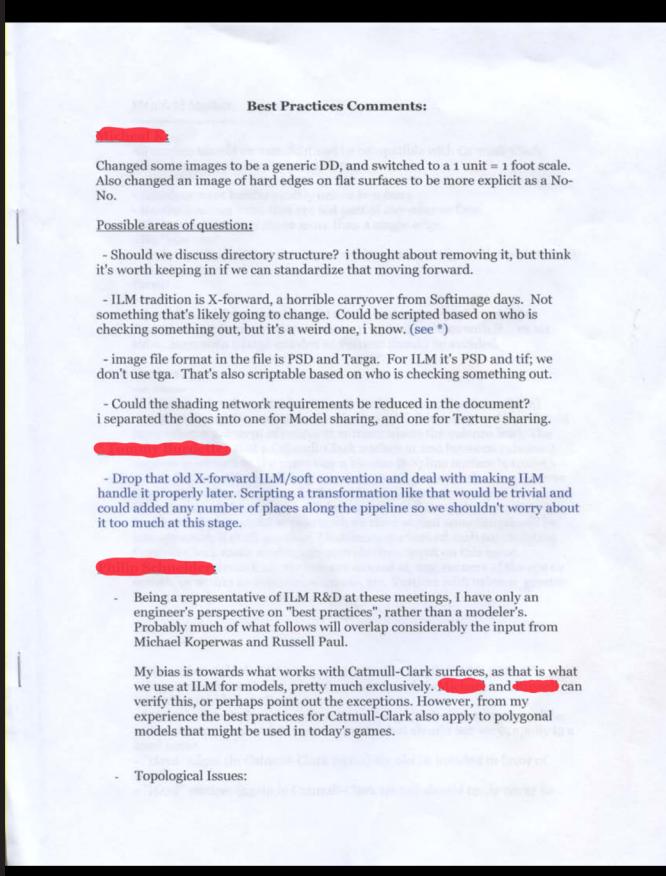
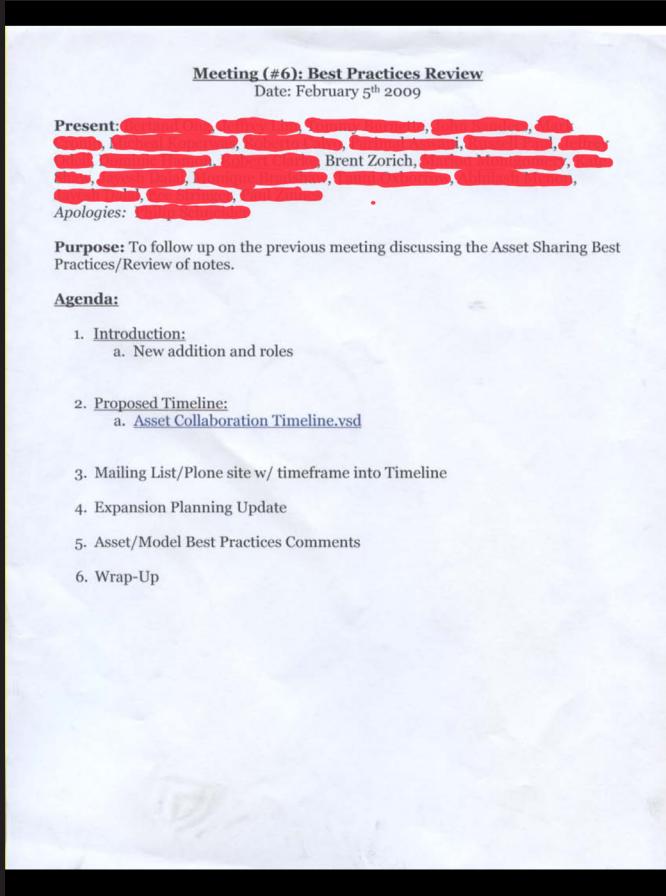
Boba Fett reference. Actor Jeremy Bulloch (rest in peace) who was a LinkedIn contact and played Boba Fett in "Star Wars Episode V: The Empire Strikes Back"



In particular the scenes on Cloud City with actor Peter Mayhew who played Chewbacca (rest in peace and also a LinkedIn connection)



ARTISTICALLY, LUCASFILM IS CONSIDERED TO BE ONE OF THE MOST, IF NOT, ARTISTIC COMPANIES IN THE HISTORY OF THIS PLANET. DURING MY TENURE AT THIS ORGANIZATION, I WAS 1 OF 10 MEMBERS ON THE BEST PRACTICES REVIEW COMMITTEE SETTING THE DIRECTION FOR ILM, LUCASARTS, AND LUCASFILM ANIMATION: SELECTED BY THE FORMER CTO OF PETER JACKSON'S WETA DIGITAL (THE LORD OF THE RINGS AND PLANET OF THE APES). THESE ARE SAMPLE NOTES FROM OUR MONTHLY MEETINGS.



THE TWO PASSIVE DROP SHIPPING INCOME VENTURES:

1. 'BZP PRO' MAYA E-COMMERCE PLUGINS:

- LABOR: 40 HOURS ANNUALLY (WEB MAINTENANCE AND CODE UPDATING)
- ADVISED TO NOT SELL BELOW 20 MILLION IN 5 ACQUISITION ATTEMPTS (THREE FORTUNE 500'S)
- BOOTHS AT SIGGRAPH AND GDC: REFERRED TO AS 'MINDBLOWING' BY THE SIGGRAPH CHAIR
- 250 UNIVERSITIES RECEIVED PLUGINS AT A RATE OUTPENETRATING FACEBOOK LLC PRE ANGEL INVESTMENT
- COVER OF WORLDWIDE MAGAZINE ('3D ARTIST MAGAZINE' ISSUE 76)

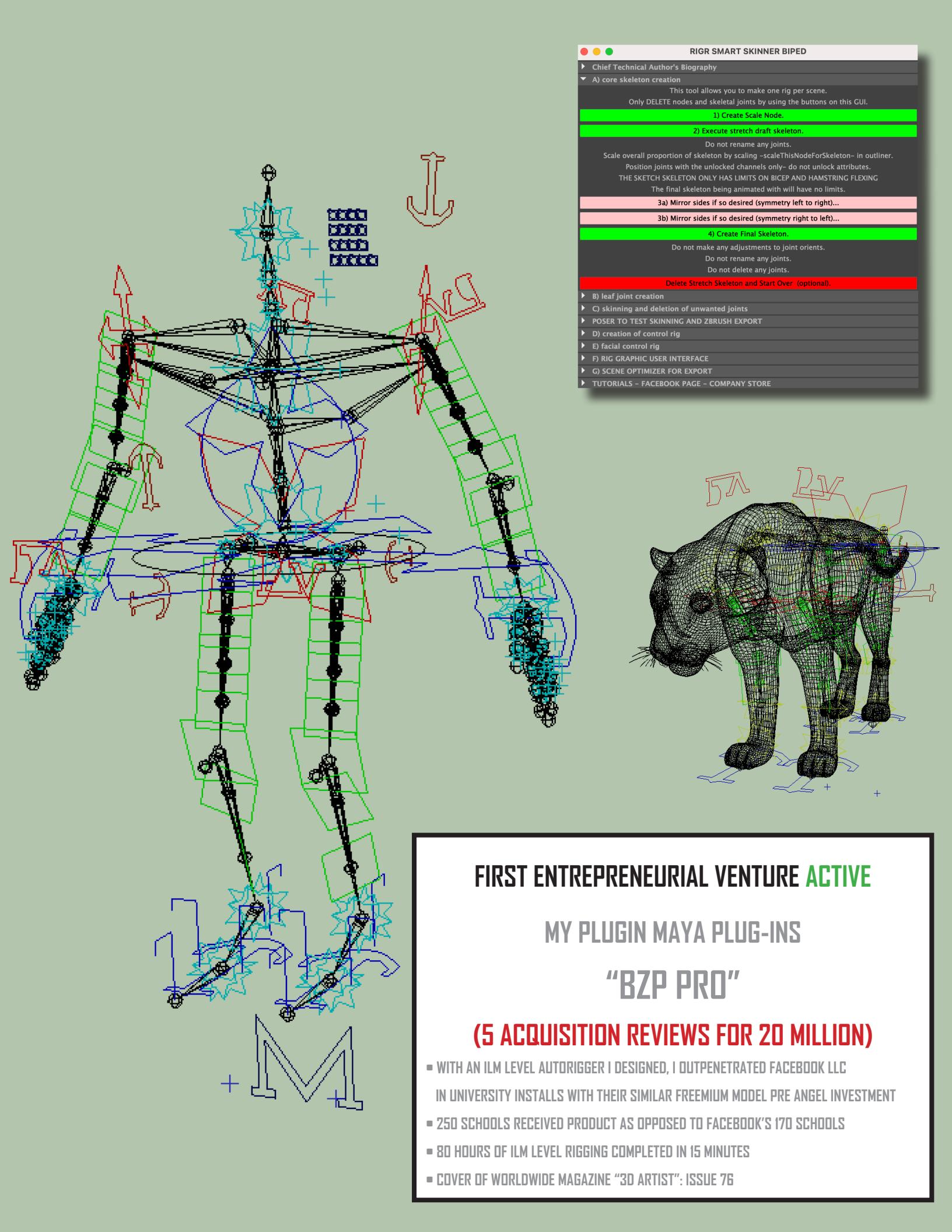
2. 'SKETCHES OF BRENT ZORICH': FIFTEEN E-COMMERCE MERCHANDISE LINES:

- LABOR: 60 HOURS ANNUALLY: 5 HOURS MONTHLY (WEB MAINTENANCE)
- PROJECTED AT 6 MILLION/ YEAR ONCE LICENSED (OVER 200 ITEMS)
- APPROACHED BY THE PR OF MICHAEL JACKSON ABOUT REPRESENTATION
- APPROACHED ABOUT ACQUISITION
- APPROACHED BY PR FIRMS ABOUT PUTTING THE MERCHANDISE LINES IN 'GQ' AND 'VOGUE' MAGAZINES

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."



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.

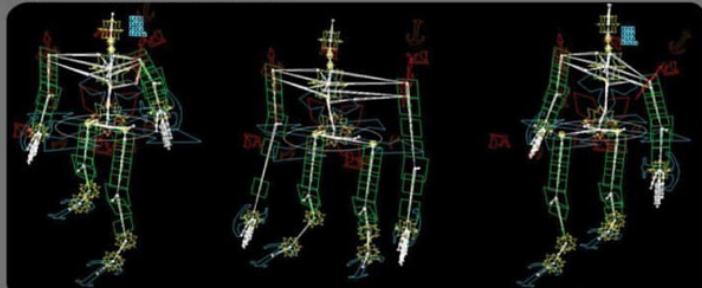
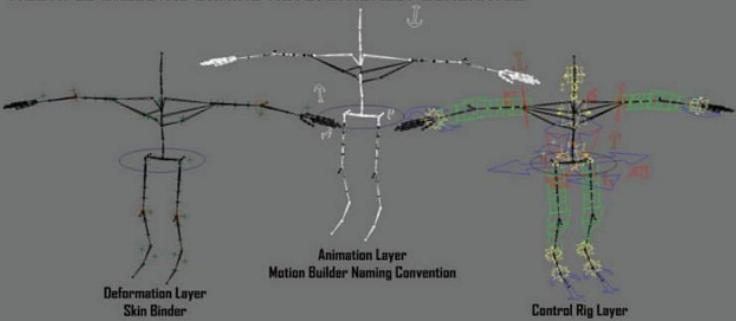
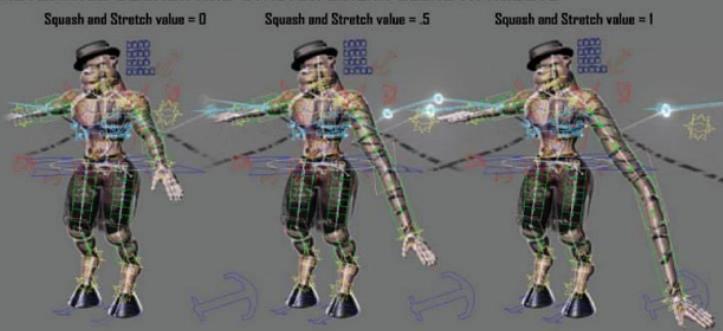
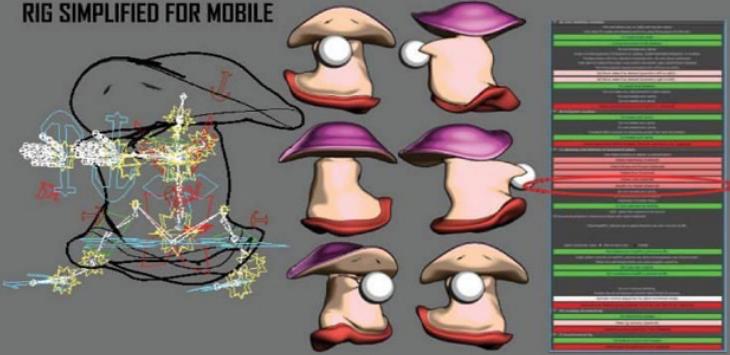
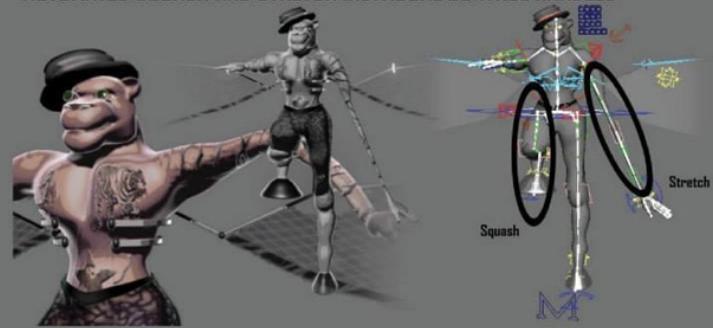
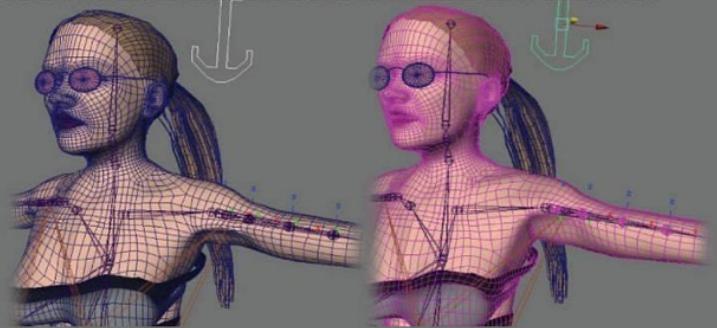
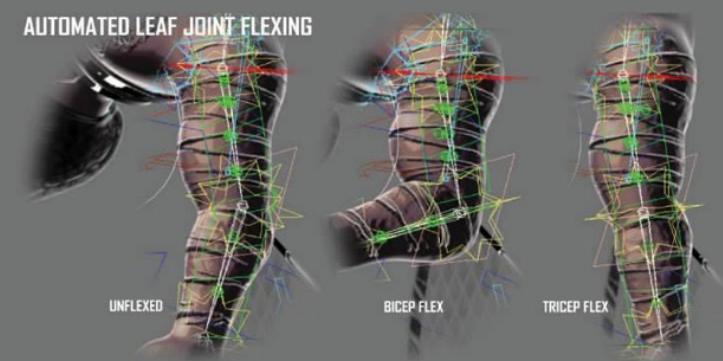
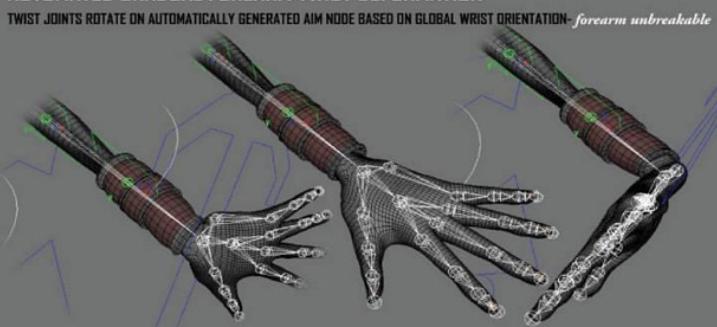
MARKET NICHE: There are other auto riggers on the market, but ours completes 90 percent of the skinning as well as makes a user friendly process that can get the asset from model, to rig, to in game ready in a matter of minutes.

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

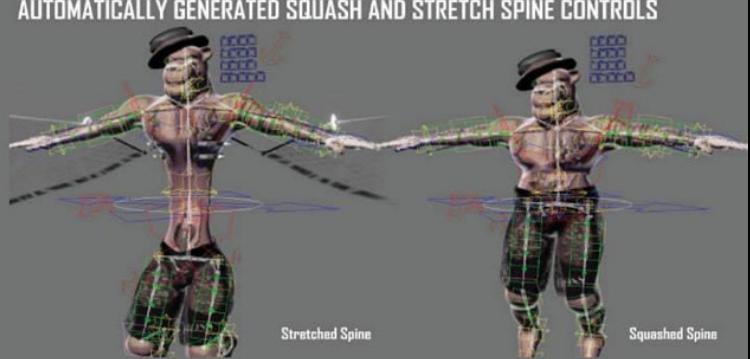
**MULTIPLE SKELETAL CHAINS AUTOMATICALLY GENERATED****AUTOMATED SQUASH AND STRETCH LINEAR BLEND ATTRIBUTE****RIG SIMPLIFIED FOR MOBILE****AUTOMATED SQUASH AND STRETCH INDIVIDUAL CONTROL HANDLES****AUTOMATICALLY GENERATED ANCHORS CONTROLLING JOINT ORIENTATION****AUTOMATED LEAF JOINT FLEXING****AUTOMATED GRADUAL FOREARM TWIST DEFORMATION**

AUTOMATICALLY GENERATED DISTANCE NODE BASED CALF FLEXING



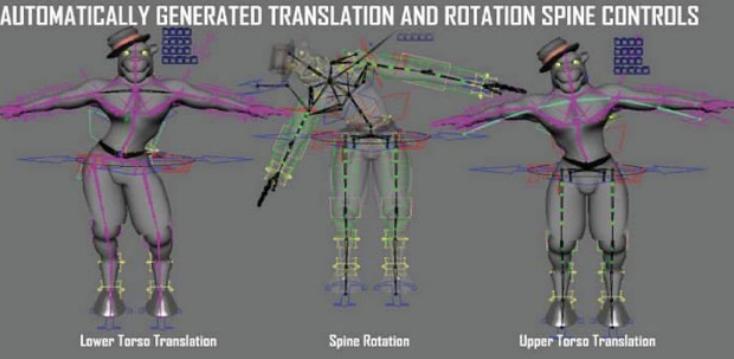
Calf Expansion Calf Constriction Calf Rested

AUTOMATICALLY GENERATED SQUASH AND STRETCH SPINE CONTROLS



Stretched Spine Squashed Spine

AUTOMATICALLY GENERATED TRANSLATION AND ROTATION SPINE CONTROLS



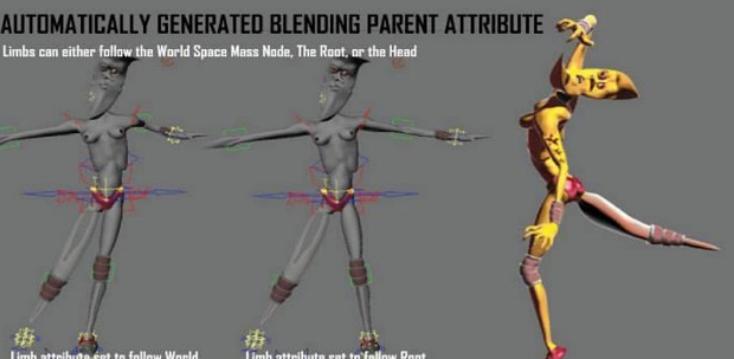
Lower Torsos Translation Spine Rotation Upper Torsos Translation

AUTOMATICALLY GENERATED BLENDSHAPE DRIVEN FACIAL GUI
IDEAL FOR PRE VIZ, TELEVISION FEATURE ANIMATION, OR VIDEO GAME DEVELOPMENT



Angst, Up_Touch, Print_Cheat, Bone_Slip
Brow, Mouth_Up, Direction_Flip, Wide_Haircut
Nose, Cheek, Lip, Up_Down
Smile, Frown, Staff, OGH_Axis, Jaw, HeadTurn

AUTOMATICALLY GENERATED BLENDING PARENT ATTRIBUTE
Limbs can either follow the World Space Mass Node, The Root, or the Head

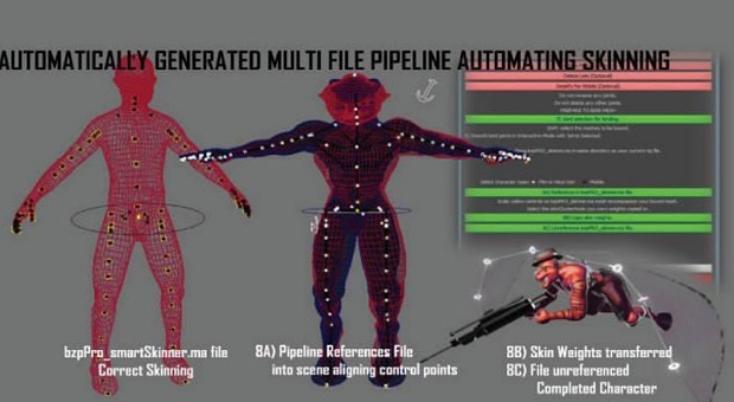


Limb attribute set to follow World Limb attribute set to follow Root

AUTOMATICALLY GENERATED AUTO CLAVICLE BLEND ATTRIBUTE
Clavicle can either follow hand anchor or move independently

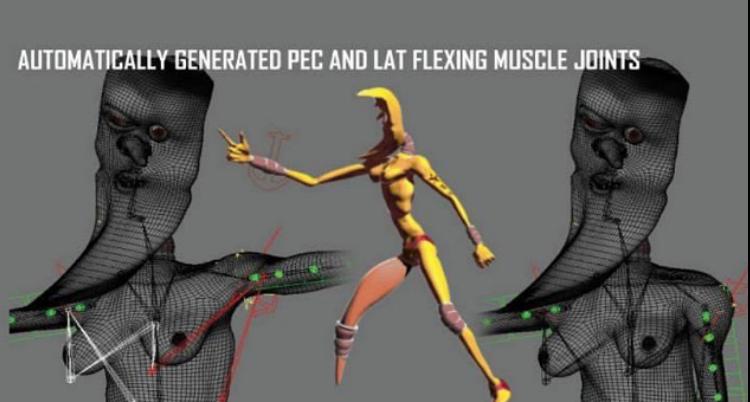


AUTOMATICALLY GENERATED MULTI FILE PIPELINE AUTOMATING SKINNING

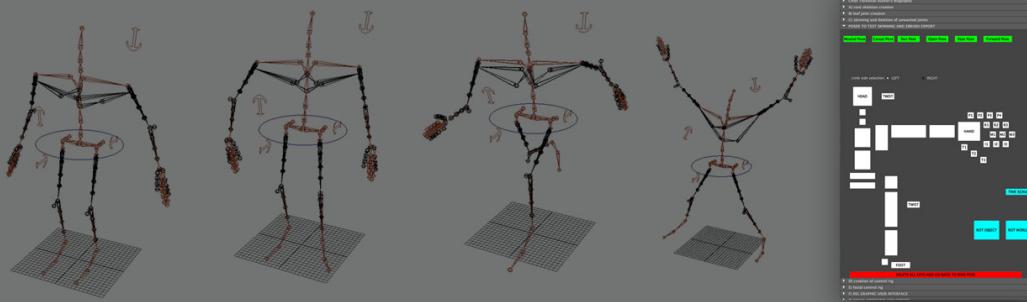


bzpPro_smartSkinner.ma file
Correct Skinning
8A) Pipeline References File into scene aligning control points
8B) Skin Weights transferred
8C) File unreferenced Completed Character

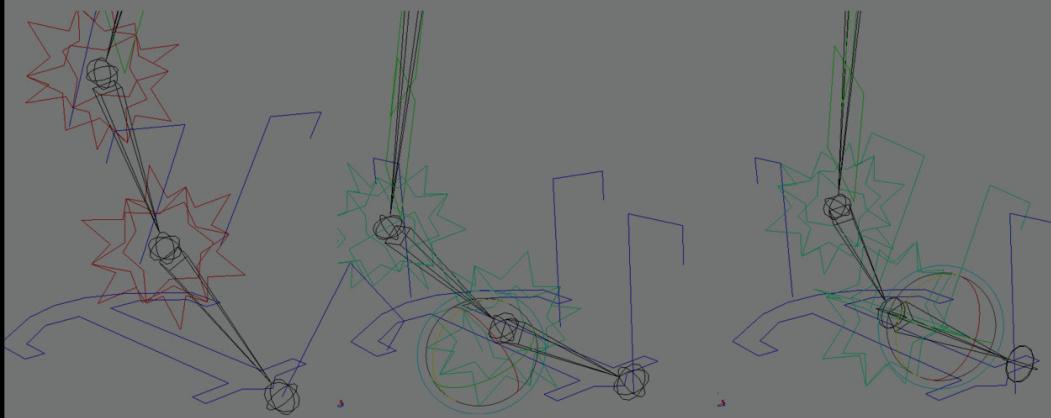
AUTOMATICALLY GENERATED PEC AND LAT FLEXING MUSCLE JOINTS



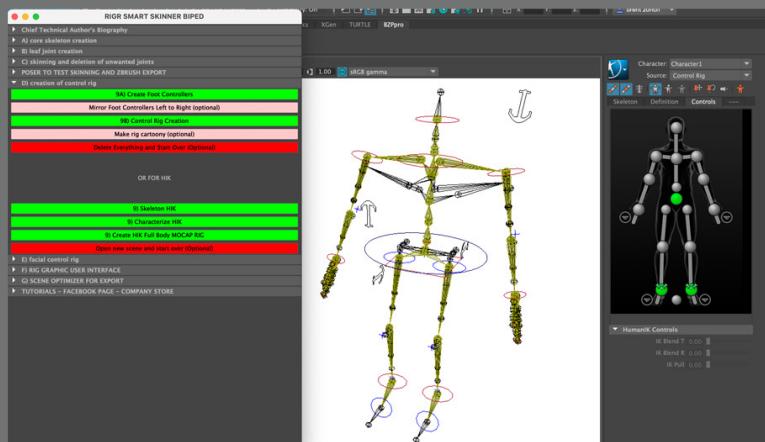
AUTOMATED WORLD SPACE POSER LIBRARY TO CHECK SKIN WEIGHTING



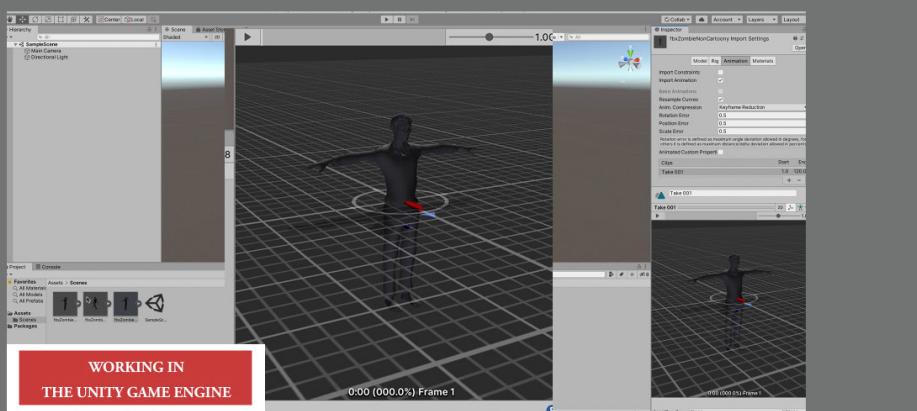
MULTIPLE FOOT PIVOT SETUP TO USE AT ANY ROTATION



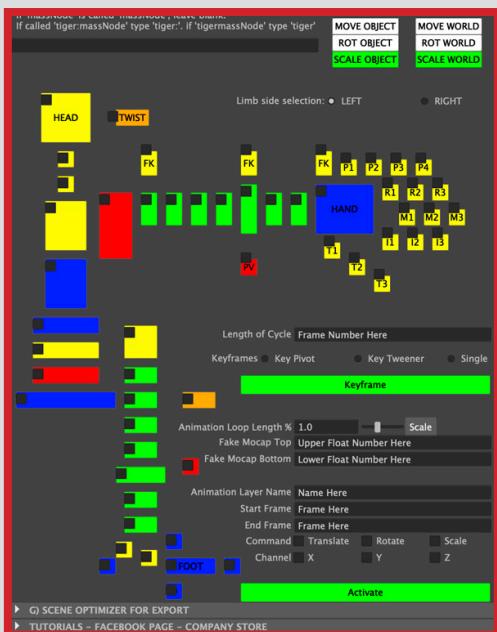
AUTOMATED MOTION CAPTURE SETUP WITHIN GUI ON THIS ILM LEVEL CONTROL RIG



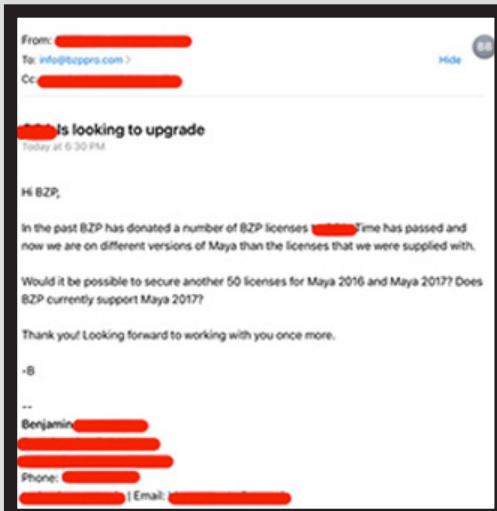
AUTOMATED EXPORT PIPELINE TO OPTIMIZE CHARACTER AND WORK IN UNITY OR UNREAL



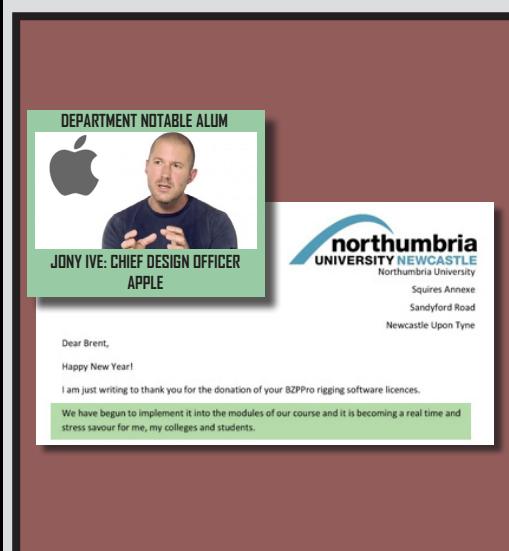
GUI FOR CONTROL RIG



AUTORIGGER CUSTOMER RETENTION



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



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)

I. 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

==> 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

2. INNOVATION

DESIGN ENGINEER/ INVENT THE TECHNOLOGY

==> 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

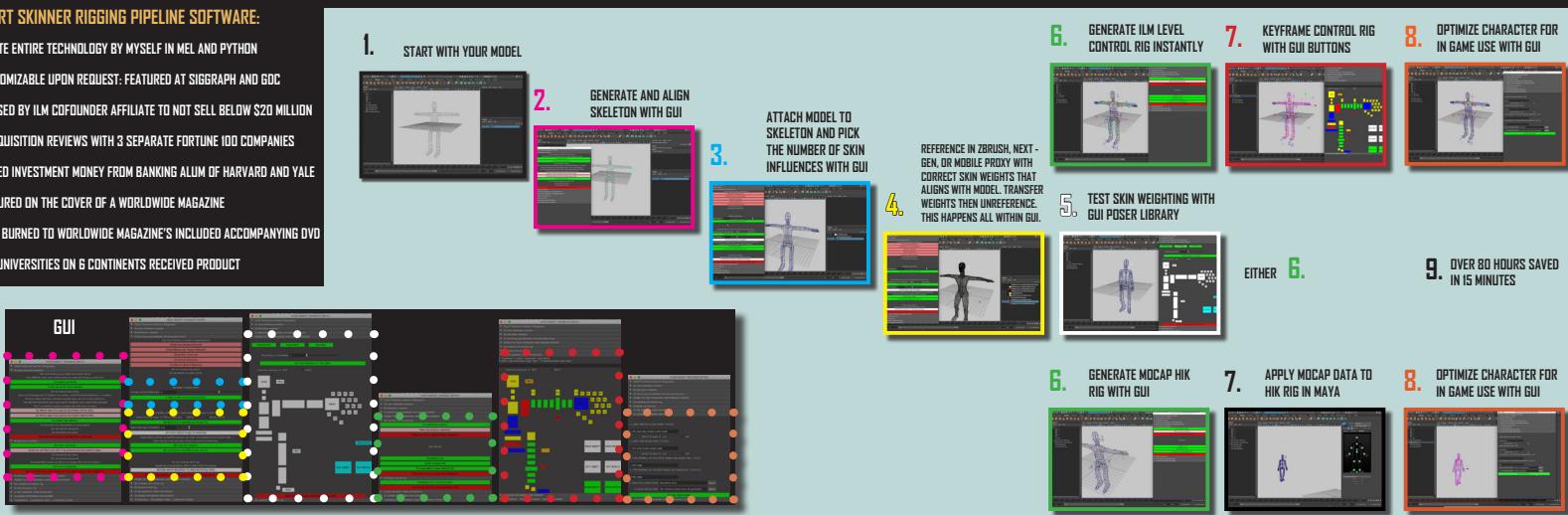
SELL OFF THE LLC

==> 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

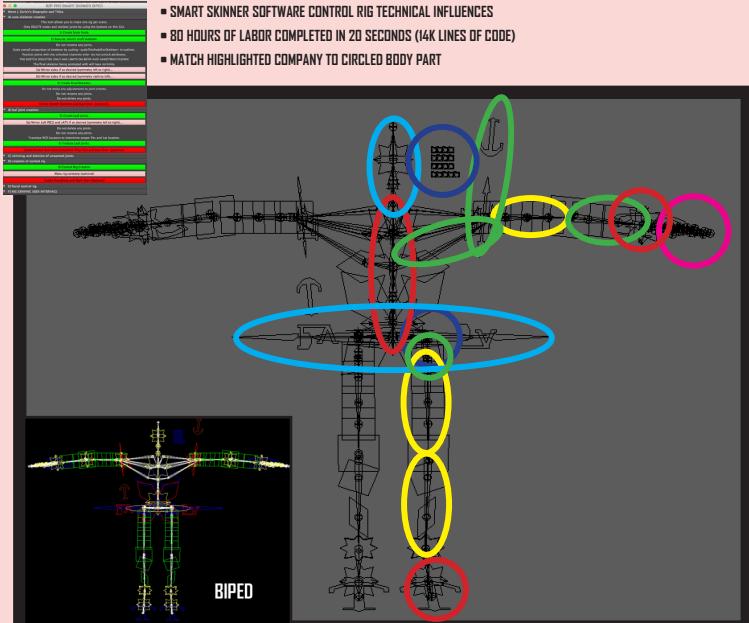
SMART SKINNER RIGGING PIPELINE SOFTWARE:

- 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



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



LUCASFILM Ltd

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



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)

==>

CAN FIGURE OUT A WAY TO EXECUTE THESE DESIGNS ON A MOBILE DEVICE BY MAKING A DEAL WITH A FORTUNE 500 COMPANY (ADOB) 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

==>

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 FIFTEEN 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



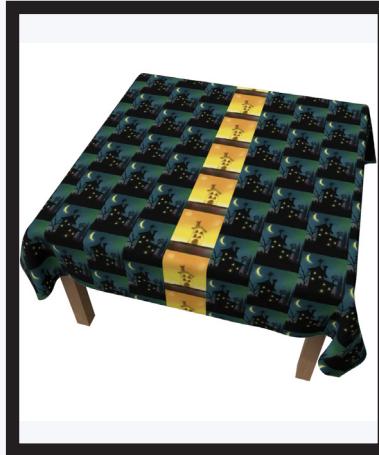
8 STEEL BOTTLES @ \$33.00 EACH



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



4 TABLECLOTHS @ \$55.00 EACH



47 WALL PRINTS @ \$28.00 EACH



9 COASTERS @ \$8.00 EACH
- 4 FOR \$20.00 -



2 BACKPACKS @ \$100.00 EACH



6 ART NOTEBOOKS @ \$22.00 EACH



24 HOODIES @ \$56.00 EACH



5 BEANIES @ \$30.00 EACH

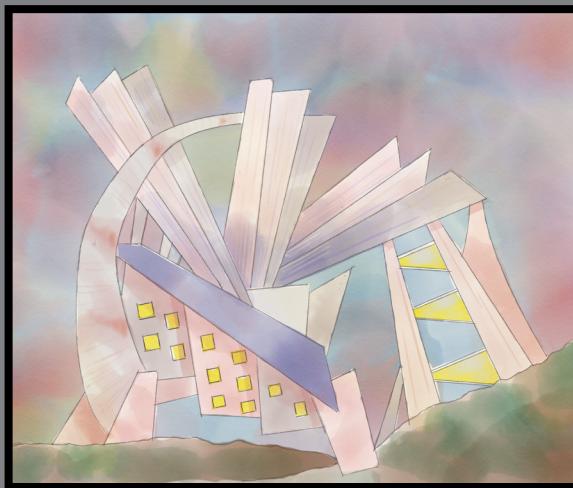


6 BEDDING FROM \$110.00 EACH



6 PILLOWCASES FROM \$26.00 EACH





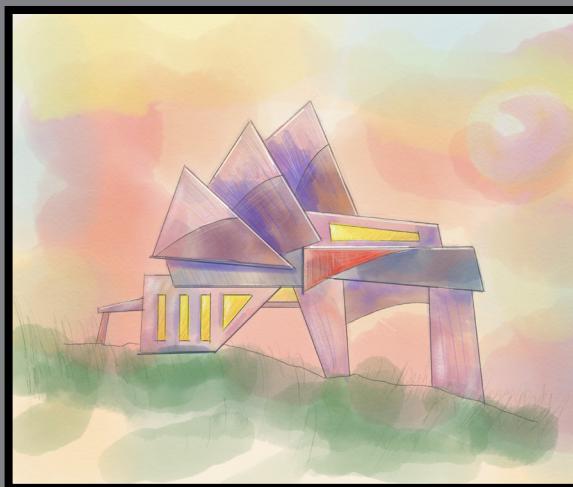
NBBJ INFLUENCE



NBBJ INFLUENCE



NBBJ INFLUENCE



NBBJ INFLUENCE



NBBJ INFLUENCE



HALO INFLUENCE



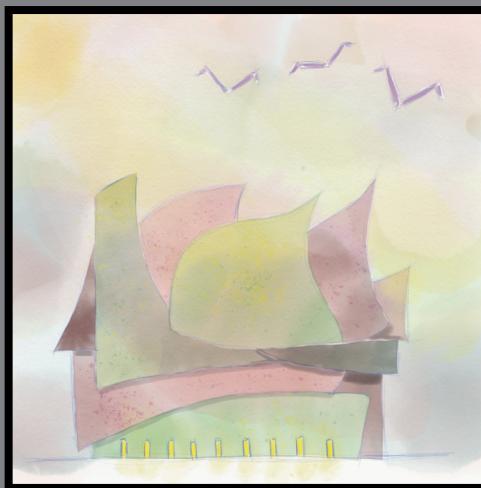
NBBJ INFLUENCE



NBBJ INFLUENCE



GEHRY INFLUENCE



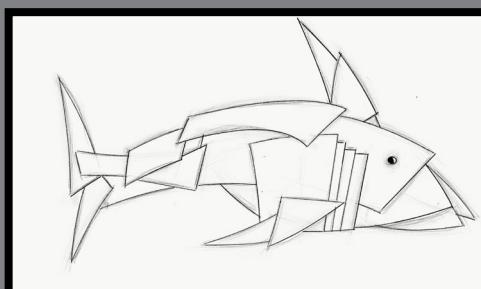
GEHRY INFLUENCE



TOLKIEN INFLUENCE



GENSLER INFLUENCE



GEHRY INFLUENCE



57



58

THE PRODUCT LINE BEING CONTACTED BY THE PR FIRM OF DISNEY, GOOGLE, FACEBOOK, AND AMAZON, CLAIMING THEY SEE THE POTENTIAL OF THIS LINE EARNING \$500,000 A MONTH

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 Google Ads Email Marketing [LEARN MORE](#)

Revenue Growth Conversion Rate Optimization Data Analysis Predictive Modeling [LEARN MORE](#)

Business Intelligence Data Analysis Predictive Modeling [LEARN MORE](#)

Mail Calendar Feed Apps

BRANDS THIS PARTICULAR AGENCY WORKS WITH



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



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



**THE TWO
PASSIVE
INCOME
VENTURES'
ONLINE
STORE:**

WWW.SKETCHESOFBRENTZORICH.COM

10:31PM Tue Feb 3

sketchesofbrentzorich.com

14% ↗

These 'Print on Demand' 'Drop Shipping' 'Passive Income' purchased items that are maintained by a third party manufacturer will be shipped the following month. September orders will ship October, etc. This website is a passive income venture that Brent profits from collecting a 30 percent royalty on sales for approximately an hour a week of labor (checking in) with a monthly expense of only \$30.00 to maintain everything.

[T-Shirts](#) [Art Notepads](#) [Wall Prints](#) [Hoodies](#) [Jackets](#) [Polos](#) [Video Game Tech](#) [Beanies](#)
[Sketches of Brent Zorich](#) [Stationary Cards](#) [Coasters](#) [Bags](#) [Bottles](#) [Bedding](#) [Pillowcases](#) [Tablecloths](#) [Contact](#)


About Brent Zorich



Shop Over All 200 Items

Featured Products



ZORICH JACKET 04

\$70.00 USD



ZORICH NB 03B

\$20.00 USD



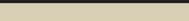
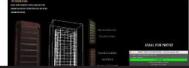
ZORICH BOTTLE 03

\$33.00 USD



ZORICH DESIGN SC03

\$15.00 USD



Feb 3

sketchesofbrentzorich.com

[Sketches of Brent Zorich](#) [Stationary Cards](#) [Coasters](#) [Bags](#) [Bottles](#) [Bedding](#) [Pillowcases](#) [Tablecloths](#) [Contact](#)


About Brent Zorich

THIS SITE CONTAINS THE TWO GLOBAL DROPSHIPPING VENTURES. THE ITEMS CAN SHIP WORLDWIDE AND CAN BE PAID THROUGH CREDIT CARD, APPLE PAY, PAYPAL, OR GOOGLE PAY. THE SITE HOST IS 'SHOPIFY'. THIS VENTURE IS ENTIRELY PASSIVE INCOME WITH LITTLE TO NO MAINTENANCE. I RECEIVE 30% OF ALL MERCHANDISE SOLD. ALL TRANSACTIONS, PRODUCTION, PACKAGING, SHIPPING, AND LOGISTICS ARE HANDLED BY A THIRD PARTY. I SIMPLY COLLECT ON THE SALES. THESE VENTURES ARE SELF CONTAINED. AN M & A FIRM OUT OF EUROPE CONTACTED ABOUT ACQUISITION. THAT IS NOW TWO VENTURES THAT HAVE BEEN UNDER REVIEW. EVERY OUTGOING EMAIL FROM ALL OF MY EMAIL ACCOUNTS HAS LINKS TO THESE E-COMMERCE PRODUCTS; MAKING EVERY EMAIL A MONETIZED 'POINT OF PURCHASE' SALE.

Premium Zorich Design 5B
\$38.00 USD

BRENT ZORICH PRINT 19A
\$28.00 USD

BRENT ZORICH PRINT 27A
\$28.00 USD

BRENT ZORICH PRINT 33A
\$28.00 USD

BRENT ZORICH PRINT 32A
\$28.00 USD

BRENT ZORICH PRINT 31A
\$28.00 USD

BRENT ZORICH PRINT 25A
\$28.00 USD

BRENT ZORICH PRINT 24A
\$28.00 USD

BRENT ZORICH PRINT 09A
\$28.00 USD

BRENT ZORICH PRINT 13A
\$28.00 USD

BRENT ZORICH PRINT 15A
\$28.00 USD

BRENT ZORICH PRINT 17A
\$28.00 USD

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Country/region

United States (USD \$)

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1.

10:32 PM Tue Feb 3 sketchesofbrentzrich.com 13%

These Prints on Demand "Drop Shipping" "Passive Income" purchased items that are manufactured by a third party manufacturer will be shipped the following month. September orders will ship October, etc. This website is a passive income venture that Brent profits from collecting a 20 percent royalty on sales for approximately an hour a week of labor (checkimg in) with a monthly expense of only \$50.00 to maintain everything.

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[About Brent J. Zorich](#)

T-Shirts

Whatever your custom design needs, the digitally printed comfort t-shirt is the perfect, classic t-shirt to fit your bill. Featuring:

- Medium weight construction
- Solid colours are made from 100% cotton, while heather colours are a polycotton blend
- Classic crewneck
- Seamless sides eliminate any boxy drape
- Digitally printed on demand in Montreal, Canada

Filter: Availability ▾ Price ▾ Sort by: Best selling ▾ 62 products

Premium Zorich Design 62
\$38.00 USD

Premium Zorich Design 61
\$38.00 USD

Premium Zorich Design 60
\$38.00 USD

Premium Zorich Design 59
\$38.00 USD

Premium Zorich Design 58
\$38.00 USD

Premium Zorich Design 57
\$38.00 USD

Premium Zorich Design 56
\$38.00 USD

Premium Zorich Design 55
\$38.00 USD

Premium Zorich Design 54
\$38.00 USD

Premium Zorich Design 53
\$38.00 USD

Premium Zorich Design 52
\$38.00 USD

Premium Zorich Design 51
\$38.00 USD

PROCESS WITH SHOPIFY FOR THIS VENTURE:

1. CLICK ON SUBCATEGORY OF STORE

2. SELECT ITEM AND ADD TO CART (1 OF OVER 200 ITEMS)

3. PROCEED TO CHECKOUT WHERE IT SHIPS GLOBALLY

2.

10:39 PM Tue Feb 3 sketchesofbrentzrich.com 12%

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[About Brent J. Zorich](#)

SKETCHES OF BRENT ZORICH

Premium Zorich Design 60

\$38.00 USD

Pay in 2 interest-free installments of \$19.00 with [shop](#) Learn more

Size

Small Medium Large
 X-large 2X-large

Color

White Black Azalea Daisy
 Dark Heather Navy Red
 Royal Sand Sport Grey

Quantity

[Add to cart](#)

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More payment options

Whatever your custom design needs, the digitally printed comfort t-shirt is the perfect, classic t-shirt to fit your bill. Featuring:

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3.

10:39 PM Tue Feb 3 sketchesofbrentzrich.com 12%

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Delivery

Country/Region: United States Netherlands

First name (optional)

Address

Apartment, suite, etc.

City

Shipping method

Enter your shipping method

Payment

All transactions are secure

Credit card

Card number

Expiration date (MM / YY)

Security code

Name on card

Use shipping address as billing address

Shop Pay - Pay in full or in installments [Shop Pay](#)

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WORLDWIDE MEDIA

The image shows the front cover of the magazine '3D Artist'. The title '3D Artist' is at the top in a large, stylized font. Below it is the subtitle 'Practical inspiration for the 3D community'. The central image on the cover is a knight in full plate armor, holding a long lance. In the background, there is a futuristic, multi-rotor aircraft. The text 'MODEL WITH MODO' and 'BECOME A' is overlaid on the left side. The bottom half of the cover has a black background with the text 'MY AUTORIG DESIGNS ARE ON A WORLDWIDE MAGAZINE'S ACCOMPANYING DISC' in white and yellow.



PROPOSED R & D

PROJECT REQUESTS: FILM GAME CONVERGENCE

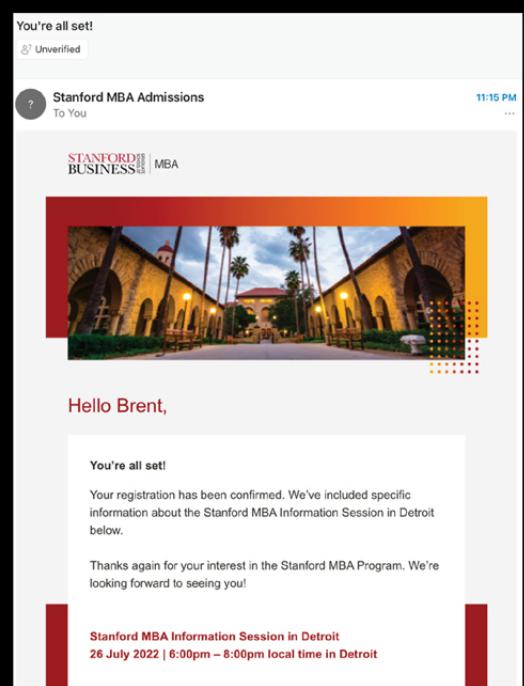
AND GAME DESIGN CONCEPTUALIZATION



"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.



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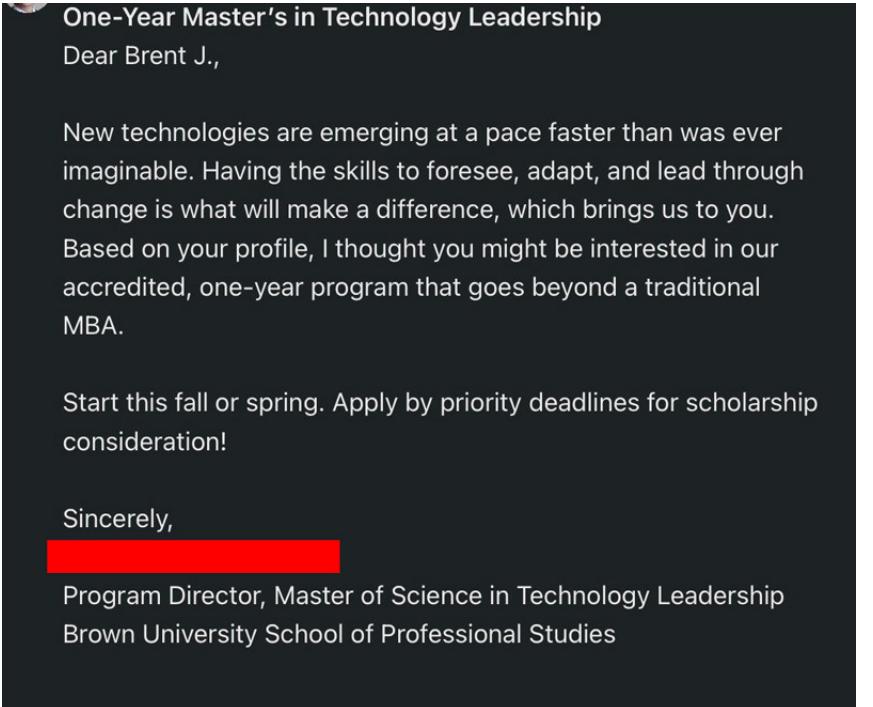


Dear Brent J.,

Whether you are still researching MBA programs or are putting the final touches on your Kellogg application, connecting with current students and asking the admissions team your questions will set you up for success on your MBA journey. Scroll down to register for upcoming events.

You can view the full list of [admissions events on our website](#).

Webinar: Kellogg Executive MBA Overview with Admissions
Virtual | Zoom
Wednesday, May 21
12:00 pm - 1:00pm Central



One-Year Master's in Technology Leadership

Dear Brent J.,

New technologies are emerging at a pace faster than was ever imaginable. Having the skills to foresee, adapt, and lead through change is what will make a difference, which brings us to you. Based on your profile, I thought you might be interested in our accredited, one-year program that goes beyond a traditional MBA.

Start this fall or spring. Apply by priority deadlines for scholarship consideration!

Sincerely,

Program Director, Master of Science in Technology Leadership
Brown University School of Professional Studies

 Said Business School, University of Oxford · 2:58pm

Hi Brent J., we hope you are well.

Would you be interested in finding out more about our master's-level Oxford Executive Diploma in Financial Strategy and how it could benefit you?

[Yes, I'm interested](#)

 Brent J. Zorich, MA · 3:04 pm
Yes, I'm interested

 Said Business School, University of Oxford · 3:04 pm
Great! The Oxford Executive Diploma in Financial Strategy is one of five Executive Diplomas that we offer at Oxford Said. These part-time postgraduate programmes offer a deep dive into key specialisms, covered broadly by the Oxford Executive MBA.

The Executive Diploma in Financial Strategy is designed for senior strategy professionals and high-performing finance managers. Senior strategy professionals gain the advanced financial acumen needed to execute and evaluate sophisticated strategies and deliver greater value, whilst high-performing finance managers acquire the specialist strategic expertise needed to advance their careers to C-suite level.

Would you like to find out more?

FINANCIAL GROWTH STRATEGY

AFTER POSTING THIS STRATEGY ON THE NET, BRENT WAS APPROACHED BY THE TOP BUSINESS SCHOOLS IN THE COUNTRY (STANFORD, OXFORD, NORTHWESTERN, AND BROWN UNIVERSITY) ABOUT A SECOND MASTERS DEGREE: A MBA

INTERNATIONAL INVESTOR

BROKERAGES EARNING ON NEW YORK TIME AS WELL AS SINGAPORE TIME (24 HOURS A DAY / 5 DAYS A WEEK)

TO SHOW COMPUTER GRAPHICS EXECUTIVES I HAVE THE MINDSET TO GENERATE REVENUE

ANNUAL GROWTH IN THE BROKERAGES ESTIMATED AT 8% - 12%

OVER 10 PASSIVE INCOME STREAMS GENERATING REVENUE WITH LITTLE TO NO MAINTENANCE

TWO E-COMMERCE MONETIZED VENTURES :: ANNUAL BURN OF \$2200.00 :: POTENTIAL ROI OF 38 MILLION

The Ten "Streams": Monetized entities in both computer graphics, fashion, and finance that generate revenue (passive income) with little or no maintenance.

• 2 MONETIZED WEBSITES SELLING CLOTHING ILLUSTRATING VIDEO GAME ENVIRONMENT CONCEPTS

(PASSIVE INCOME) (E-COMMERCE) [[HTTP://SKETCHESOFBRENTZORICH.COM](http://SKETCHESOFBRENTZORICH.COM)]
 (LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE) (LABOR: 5 HOURS A MONTH)
 (6 MILLION A YEAR IN PROJECTIONS)

• 4 DIVERSIFIED BROKERAGES

- AGGRESSIVE: 10% - 12% annual growth (PASSIVE INCOME)
- MODERATE: 7% - 9% annual growth (PASSIVE INCOME)
- CONSERVATIVE: 3% - 4% annual growth (PASSIVE INCOME)
- AGGRESSIVE IRA: 10% - 12% annual growth (PASSIVE INCOME)

(ETF Brokerages)

• AGGRESSIVE STOCK FUND

(PASSIVE INCOME)

(International Fund)

• BZP PRO CITY BUILDER TOOL

(PASSIVE INCOME) (E-COMMERCE)
 (LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE) (LABOR: 1 WEEK A YEAR)
 (AS OF YET TO BE VALUATED)

[[LINK TO PURCHASE CITY BUILDER TECHNOLOGY: RETAIL \\$99.99](#)]

• BZP PRO BSHAPE MIRROR TOOL

(PASSIVE INCOME) (E-COMMERCE)
 (LIKE A SELF STANDING CAR WASH WITH LOW MAINTENANCE) (LABOR: 1 WEEK A YEAR)
 (AS OF YET TO BE VALUATED)

[[LINK TO PURCHASE BSHAPE MIRROR TECHNOLOGY: RETAIL \\$29.99](#)]

• BZP PRO SMART SKINNER AUTORIGGER

(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' SUPERVISOR ON 'THE EMPIRE STRIKES BACK')

(TECH CURRENTLY BEING UPDATED: WILL RETAIL FOR \$299.99)

• '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

(PASSIVE INCOME)

already achieved 1% return on investment (ROI) only after one month

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 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. Due to this strategy, I made \$185,000 pre-tax equivalent in passive income in 2024, am set to make \$170,000 pre-tax in passive in 2025, and if the numbers hit in 2026, according to my bankers, will hit \$240,000 pre-tax in passive income in 2026. As apart of this strategy, I am letting 2/3 of the passive investment earnings compile in my estate and adding between 80k to 100k each year. **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 MIMICKING •

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):

I 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 excretiation: 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.

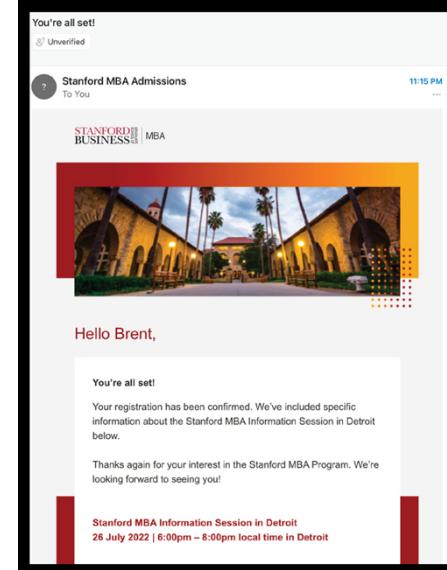
TYPICAL BUT SEEMING ATYPICAL

STARTING AS A MODELER TO BECOMING PRIVATE EQUITY OWNER

ALTHOUGH MY CAREER PATH SEEKS 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



• 2:30 pm

Hi Brent J.,

My name is [REDACTED] — I'm the CEO & Founder of Forbes Books (the official publishing partner of Forbes). Based on the information listed on your LinkedIn profile, we think your achievements and level of success could make you an ideal candidate to publish a book with us. Would you be interested in learning more about the possibility of becoming a **published author** with the world's largest business brand?

EXTENDED RESUME

RESUME

FOR YOUR CONSIDERATION AS "CHIEF VISUAL OFFICER"

AT YOUR 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 •
- CASH COW DESIGNER FEATURING CREATIVE WORK WITH AN ANNUAL BURN OF ONLY \$2,200.00 AND A ROI OF 38 MILLION DOLLARS IF ACQUIRED •

(D) ENTREPRENEUR AND INDEPENDENT CONTRACT PORTION OF CV

7(D)

'SKETCHES OF BRENT ZORICH' (A DROP SHIPPING CLOTHING LINE)	FOUNDER (PART TIME: 5 HOURS A MONTH)	2021-CURRENT
SECOND ENTREPRENEURIAL VENTURE (PASSIVE INCOME): ACTIVE		
INTERNATIONAL PR FIRMS WANTING TO MARKET TO 'GQ' & 'VOGUE' MAGAZINES		
PR FIRM OF GOOGLE, FACEBOOK, AMAZON, & DISNEY GUARANTEEING SALES OF \$6,000,000.00 A YEAR IF USED		
\$700.00 ANNUAL BURN (\$600 SHOPIFY & \$100 WEBSITE) WITH A POTENTIAL ROI OF \$18,000,000.00 IN ACQUISITION		
SELF STANDING PASSIVE INCOME SITE LIKE "ETSY" (A SELF STANDING CAR WASH) SELLING MY DIGITAL WORK		
LABOR IS APPROXIMATELY 5 HOURS A MONTH (UPDATING DRAWINGS AND WEB MAINTENANCE)		

ITEMS:

- **ADobe ILLUSTRATED T-SHIRT LINE** (drawings from the ipad): RETAIL @ \$38.00 PER ITEM (OVER 50 T-SHIRTS)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)
- **ADobe ILLUSTRATED HOODIE LINE** (drawings from the ipad): RETAIL @ \$56.00 PER ITEM (OVER 20 HOODIES)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)
- **ADobe ILLUSTRATED PRINT LINE** (drawings from the ipad): RETAIL STARTING @ \$28.00 PER ITEM (OVER 40 PRINTS)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)
- **ADobe ILLUSTRATED CARD LINE** (drawings from the ipad): RETAIL STARTING @ \$15.00 PER ITEM (OVER 5 GREETING CARDS)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)
- **ADobe ILLUSTRATED NOTEBOOK LINE** (drawings from the ipad): RETAIL STARTING @ \$22.00 PER ITEM (OVER 3 NOTEBOOKS)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)
- **ADobe ILLUSTRATED TOTE BAG LINE** (drawings from the ipad): RETAIL STARTING @ \$50.00 PER ITEM (OVER 2 TOTE BAGS)
(E-COMMERCE) (PASSIVE INCOME) [\[LINK \]](#)

- **ADOBE ILLUSTRATED COASTERS LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$8.00 PER ITEM (OVER 9 COASTERS)

[[LINK](#)]

- **ADOBE ILLUSTRATED BOTTLES LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$33.00 PER ITEM (OVER 8 BOTTLES)

[[LINK](#)]

- **ADOBE ILLUSTRATED JACKET LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$70.00 PER ITEM (OVER 4 JACKETS)

[[LINK](#)]

- **ADOBE ILLUSTRATED POLO LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$40.00 PER ITEM (OVER 2 POLOS)

[[LINK](#)]

- **ADOBE ILLUSTRATED BACKPACK LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$100.00 PER ITEM (OVER 2 BACKPACKS)

[[LINK](#)]

- **ADOBE ILLUSTRATED BEANIE LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$30.00 PER ITEM (OVER 5 BEANIES)

[[LINK](#)]

- **ADOBE ILLUSTRATED BEDDING LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$110.00 PER ITEM (OVER 6 BEDDING)

[[LINK](#)]

- **ADOBE ILLUSTRATED PILLOWCASES LINE**

(E-COMMERCE) (PASSIVE INCOME)

(drawings from the ipad): RETAIL STARTING @ \$26.00 PER ITEM (OVER 6 PILLOWCASES)

[[LINK](#)]

As an entrepreneur:

- Launched casual apparel using my Adobe CGI illustrations as prints in online venues.
- Due to self promotion, attracted a PR firm from Chicago that launched an advertising campaign to over 100 media outlets nationally- being featured in The Wall Street Journal's Market Watch.
- I have been approached by international marketing and PR firms about getting the clothing brand to be featured in "GQ" and "Vogue" magazine, as well as the PR of Michael Jackson about representing me.
- I have been contacted by clothing manufacturers abroad that want to work with the product line in providing clothing material for my "art prints" to be inked on. One major manufacturer in particular in China that provides material for Ralph Lauren has authorization, regulation passing, and distribution ties to Wal-Mart.
- Due to the quality of the concept sketches that are imprinted on the products, I have been approached by advertising and marketing agencies that work with Global Fortune 500 brands such as Google, Facebook, and Amazon, that are confident that this particular venture can earn \$500,000 per month.
- **The annual burn for this venture is \$700.00 (\$600.00 for Shopify and \$100.00 for the web domain) with a potential ROI in acquisition of 18 million (3 year projections). This is designed to be freestanding with little to no maintenance (like a self standing car wash) enabling me to handle potential CVO work or open more digital passive income cash cows. I spend only approximately 5 hours of labor a month on this venture and it can be easily expanded. Low labor costs with a high potential multi million dollar return. All sales and logistics are handled through Shopify (e-commerce).**

6(D)

REPUBLICAN TASK FORCE

VOLUNTEER

2020

- Volunteer survey and questionnaire answering for The White House.

5(D)

CONTINUING STUDIES IN LINEAR ALGEBRA

STANFORD UNIVERSITY

2020

4(D)

ADobe, Inc.

• PHOTOSHOP IOS AND OS PRERELEASE TEAM
(NDA CONTRACT) (PART TIME: 2 HOURS A MONTH)

2019- CURRENT

PROJECTS:

- **PHOTOSHOP QA FOR APPLE'S IPAD PRO 2** (Feedback given to Adobe for advanced copies of their software)

3(D)

WALT DISNEY FEATURE ANIMATION

• SUBCONTRACT MOCAP RIGGING R AND D
(VIA VITRUVIAN ENTERTAINMENT)

2019

PROJECTS:

- **WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING ON "T.O.T.S."** (incorporating motion capture HIK to Disney Feature Rigs for "proof of concept")
- **WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING ON "VAMPIRINA"** (incorporating motion capture HIK to Disney Feature Rigs for "proof of concept")

2(D)

SONY PICTURES

• SUBCONTRACT MOCAP RIGGING R AND D
(VIA VITRUVIAN ENTERTAINMENT)

2017

PROJECTS:

- **SONY ASYMMETRICAL RIGGING PROTOTYPING** (Smart Skinner Biped used on character of David Bautista from "**Guardians of the Galaxy VOL 2**" for proof of concept)
- **SONY SYMMETRICAL RIGGING PROTOTYPING** (Via our sister company, Vitruvian Entertainment: 240 hours of ILM level rigging completed in 70 minutes)

1(D)

BZP PRO (AUTODESK AUTH DEV)
(E-COMMERCE MAYA PLUGINS)

CO-FOUNDER - CHIEF VISUAL OFFICER
(PART TIME: 2 WEEKS A YEAR)

2011-CURRENT

FIRST ENTREPRENEURIAL VENTURE (PASSIVE INCOME): ACTIVE

FIVE ACQUISITION REVIEWS WITH THREE FORTUNE 500'S (ADVISED TO NOT GO BELOW 20 MILLION DOLLARS)

OUTPENETRATED 'FACEBOOK LLC' VIA PRE ANGEL INVESTMENT IN PRODUCT UNIVERSITY IMPLEMENTATION

\$1500.00 ANNUAL BURN (PLUG-IN MAINTENANCE) WITH A POTENTIAL ROI OF \$20,000,000.00 IN ACQUISITION

SELF STANDING PASSIVE INCOME SITE LIKE "ETSY" (A SELF STANDING CAR WASH) SELLING MY DIGITAL WORK

LABOR IS APPROXIMATELY 2 WEEKS A YEAR (UPDATING SOURCE CODE AND MAINTENANCE)

ITEMS:

- **RIGR RIGGING PIPELINE PLUG-IN** (workflow author from Art=> Skeleton=> Skinning=> ILM Level Control Rig/ Mocap=> In Game Optimized)
(E-COMMERCE) (PASSIVE INCOME)

- **SMART SKINNER BIPED/ QUADRUPED PLUG-IN** (author of Autodesk software that automates 110 hours of character technical construction into 30 minutes)
(E-COMMERCE) (PASSIVE INCOME) [CAPTURE]

• SMART SKINNER MODULAR RIGGING TECHNOLOGY DESIGN	(author of Autodesk software that automates modular technology for tails, wings, tentacles, toes)	[MEL]
• VOXX STUDIOS	(NDA rigging for TV show pitch)	[CAPTURE]
• DRA (DESIGN REPLACES ART) PLUG-IN	(In development: technology to assist concept artists)	[CAPTURE]
• "CITY OF THE SHROUD"	(Rigging cleanup for Abyssal Arts)	
• BLENDSHAPE MIRROR TOOL PLUG-IN (E-COMMERCE) (PASSIVE INCOME)	(Mirrors symmetrical blendshapes instantly)	[MEL]
• CITY BUILDER PLUG-IN (E-COMMERCE) (PASSIVE INCOME)	(Infinite Number of City Buildings with altered color, form, and scale)	[CAPTURE]

As an entrepreneur:

1. Co-founded a LLC with Harvard and Yale alum that is engaged to Rev1 Ventures.
2. Held booths at the two biggest conferences in entertainment: Siggraph and GDC.
3. Singlehandedly engineered a rigging technology software product that consolidates 80 hours of rigging work into 15 minutes at the level of Industrial Light & Magic (previous employer).
4. After presenting the technology to a publisher of a worldwide magazine, the rigging technology was included in the worldwide magazine's accompanying dvd disc.
5. Due to innovation, made the cover of a worldwide magazine which showcased the product due to software's "functionality" and "ease of use."
6. Received public recommendations for the product from several key people in the computer graphics industry including the Siggraph Conference Chairperson.
7. Co-designed a "freemium" model marketing strategy out penetrating FACEBOOK LLC pre angel investment where 250 universities on six continents received product accompanied by guest lecturing.
8. Have had three Fortune 500 companies (one of the firms being worth 120 billion) submit non disclosures in regards to acquisition of the LLC that were brokered by a former Harvard banking alum of Goldman Sachs. Discussions were held with a fourth international Chinese company by the Goldman Sachs broker as well in regards to acquisition.
9. Due to the disruptive nature of the technology I authored, advised by one of the affiliates of one of the founders of Industrial Light & Magic to not sell in an acquisition below 20 million dollars. This particular person was the affiliate of the AT-AT/ Imperial Walker Supervisor on the Battle of Hoth in Star Wars Episode V: The Empire Strikes Back.
10. Interview, screen, and negotiate for B2P equity, including the firm of Kevin O'Leary (ABC's Shark Tank): raised investment money for B2P from alum of Harvard and Yale.
11. This LLC was initially designed to be an online monetized standalone cash cow with little maintenance enabling the partners to work on other projects. This cash cow was to sell Autodesk Maya plug-ins online with the difficult task of making money with an addressable market of only 100,000 Autodesk licenses worldwide that could use our technology. Very small. In a situation like this, although we sold in the tens of thousands in plug-in sales, we had a choice, either raise capital to make the plug-in a stand-alone software with a larger addressable market, or try to get the plug-in source code acquired by a major technology firm. We decided to try to get the source code acquired and were under review five times for a multi million dollar amount, with five NDAs unable to discuss the negotiations.
12. Due to size and stature in the video game industry, my portfolio is brought up as a topic of discussion in Universities for video game majors.

• **The annual burn for this venture is \$1500.00 (plug-in update and maintenance) with a potential ROI in acquisition of 20 million (five reviews already with the last being in 2020-2021). This is designed to be freestanding with little to no maintenance (like a self standing car wash) enabling me to handle potential CVO work or open more digital passive income cash cows. I spend less than two weeks a year updating the source code with newer features as well as any potential recompiling for the parent software, Autodesk Maya, for self sustaining e-commerce. Low labor costs with a high potential multi million dollar return. All sales and logistics are handled through Shopify.**

8(C)

MASTERS DEGREE

ACCAD AT THE OHIO STATE UNIVERSITY

01-04, 10-11

ACCAD Description:

The Ohio State ACCAD program, where computer graphics were invented in the 1960s by Professor Emeritus Charles Csuri, is where Brent went to complete a masters in computer graphics/ technical direction. Note: key alum of this program had made the liquid alloy T-1000 in "Terminator 2: Judgement Day" starring Arnold Schwarzenegger; the velociraptors in the original 1993 "Jurassic Park" directed by Steven Spielberg; the founder of FOX Blue Sky Studios who created "Ice Age", "Horton Hears a Who", and "The Peanuts Movie"; and the Chief Technology Officer of PIXAR Animation Studios. Of the 50,000 plus students at The Ohio State University, only approximately ten to fifteen students had security access to this ACCAD graduate program building. Graduate admittance into this program is determined by portfolio, and professional and academic achievement.

7(C)

LUCASFILM, LTD.• **LUCASFILM ANIM SINGAPORE** [OFFER LTR]• **LUCASARTS** [BUSINESS CARD]• **INDUSTRIAL LIGHT & MAGIC** (HR BENEFITS)• **SENIOR TECHNICAL ARTIST**• **CORPORATE EXECUTIVE TRAINEE**

2008-2009

• **BI-MONTHLY BEST PRACTICES COMMITTEE** [NOTES]**PROJECTS:**

- **"STAR WARS THE FORCE UNLEASHED ULTIMATE SITH EDITION"** (lead character technical construction and submitted concept artwork) [CAPTURE]
- **"INDIANA JONES AND THE STAFF OF KINGS"** (character technical construction and character deformation R & D). Vehicular rigging, Sudo Rigging (villain character), and LucasArts marketing "Gold Guy" accessories rigging- A Steven Spielberg Project
- **"STAR WARS THE CLONE WARS: SEASON TWO"** (color correction & compositing on two episodes- shots include Cad Bane and Obi-Wan Kenobi)- shown at annual firm wide meeting
- **"TRANSFORMERS REVENGE OF THE FALLEN"** (shot approval in dailies at weekly Industrial Light & Magic Creature R & D meetings- shots include Optimus Prime and Devastator). This took place in Building B in the Presidio in the screening room near the Stormtrooper on our Tuesdays at 4:00 PM weekly ILM creature R & D meetings during March and April of 2009.
- **"STAR WARS THE FORCE UNLEASHED II"** (initial kickoffs, shared assets, file management, character technical construction research and development)
- **"HARRY POTTER AND THE HALF BLOOD PRINCE"** (shot prep for monthlies approved by the head of ILM Singapore- Shots include Harry Potter and Professor Dumbledore- music accompanying piece is "Eulogy" by TOOL). I was informed in Singapore that had I not taken the promotion to go to San Francisco to do more advanced development I could have potentially shifted my career focus to compositing and color correction and worked on Potter 6 in Singapore full time.

- **Key Achievement: Due to being one of the top people in the top company in computer animation/ graphics/ and video games, promoted, salary increased, and relocated from Singapore to San Francisco after only five months.**
- Invited by The Director of Animation Technology former CTO of Peter Jackson's WETA Digital, to be on the Steering Committee setting "Best Practices" for LucasArts, Lucasfilm Animation, and ILM.
- Invited to the prestigious Skywalker Ranch on numerous occasions to obtain extensive research that was incorporated into characters Boba Fett and Jabba the Hutt.
- Converged the Emmy Award winning film Ahsoka Tano with ILM's Oscar Nominated Jango Fett into an optimised character working in the Unreal Engine that was approved directly by Mr. George Lucas in Singapore.
- Referred to by the project manager on the film game convergence crew in Singapore, who was a ten year Sony veteran and had worked in games since the 1980's, as the "top rigger" in the industry.
- Due to the astonishment on the Singapore floor of the technical team after I technically constructed one of my convergence rigs, I began to be referred to on the floor as "God."

- Character exploration, documentation, and benchmarking, of Star Wars IP rigging assets such as General Grievous, The Emperor, Ahsoka Tano, Kit Fisto, Lord Vader, and Anakin Skywalker, in Singapore.
- Quality assurance, animation cycle testing, exploration, and technical documentation on standard ILM biped, quadruped, and winged characters in Singapore.
- Invited into highly coveted Creature Research and Development meetings at Industrial Light & Magic after demonstrating technical ability to ILM Department Supervisor.
- Admitted into Lucasfilm Executive training via Engaged Leadership LLC after proving strong leadership qualities for the team. I went through executive training before my own manager did.
- The President of LucasArts positively reviewed my executive proposal entitled Offensive Attack Strategy about attacking Lucasfilm opposition and passed it on to the Board of Directors.
- Executive Recruiting: After the firm wide viewing of Quantum of Solace, the Vice President of LucasArts had me accompany him to lunch in Sausalito to assist with recruiting corporate staff of Electronic Arts (Fifa) for Lucasfilm.
- One of the characters completed with under my lead technical direction, Ultimate Evil, was chosen as the cover of Star Wars The Force Unleashed, a very prestigious honor.
- Documented and extracted key assets of ILM's rigging software, Block Party 1, to do quality assurance against Autodesk Maya for multi divisional usage.
- After reviewing the latest build of the XBOX 360 and PS3 version of "Indiana Jones and the Staff of Kings", was influential in the cancellation due to my thoughts that the fun factor on the whip mechanics would not match "God of War."

6(C)

• **ASSOCIATE TECHNICAL ARTIST**

ELECTRONIC ARTS [\[CARD \]](#)

2005, 07-08

• **LEAD RIGGER ON CENTRAL FOOTBALL**

PROJECTS:

- **"MADDEN NFL 08"** (shoulder pad research and development. football player skinning)
- **"NCAA FOOTBALL 08"** (shoulder pad research and development. football player skinning)
- **"EA SPORTS MMA"** (prototype rig development: the rig design could breath with muscle joint deformation as well as fat jiggle and was presented to the Central Render group with mock MMA test animation)
- **"TIGER WOODS PGA 09"** (prototype rig development: the rig could breath with muscle deformation and was presented to both the animation Madden leads as well as The Tiger Woods team for test implementation. Kickoffs and skinning assistance were also attended as well between Madden tasks)
- **"NFL TOUR"** (in charge of character technical construction for all characters in title- key standards: Terrell Owens, Brian Urlacher, Drew Brees)
- **"NFL HEAD COACH 09"** (in charge of character technical construction for all characters in title)
- **"MADDEN NFL 09"** (in charge of character technical construction for all characters in title) [\[CAPTURE \]](#)
- **"NCAA FOOTBALL 09"** (in charge of character technical construction for all characters in title)
- **"SUPERMAN RETURNS"** (character technical construction of dragon villain character, citizen modeling, and modeling of Lex Luthor's wardrobe)
- **"FIFA 09"** (global rigging guidance between EA Orlando and EAC Vancouver's Bodyshop) - rig swapping, research and development with the EAC PSC delay node. implemented in Autodesk Maya on 'NFL Tour'- cut from game.
- **"NHL 09"** (global rigging guidance between EA Orlando and EAC Vancouver's Bodyshop) - rig swapping, research and development with the EAC PSC delay node. implemented in Autodesk Maya on 'NFL Tour'- cut from game.
- **"FACEBREAKER"** (global rigging guidance between EA Orlando and EAC Vancouver's Bodyshop) - rig swapping, research and development with the EAC PSC delay node. implemented in Autodesk Maya on 'NFL Tour'- cut from game.

• **"NBA LIVE 09"** (global rigging guidance between EA Orlando and EAC Vancouver's Bodyshop) - rig swapping, research and development with the EAC PSC delay node, implemented in Autodesk Maya on 'NFL Tour' - cut from game.

• **"HARRY POTTER AND THE ORDER OF THE PHOENIX"** (global rigging guidance between EA Orlando and EA London) - rig swapping, a technical lead from EA London was giving a presentation in Orlando and after he saw my technical convergence rigs he sent the Harry Potter rig to me from London to analyze and breakdown. the hope was to see if any aspects of the Potter rig could be used on Central Football. the rig was keyframed and Madden NFL is mocap so nothing was used.

• **Key Achievement: Salary increased after only three months with LinkedIn endorsements from both my manager (The Dev Director of Central Render) and the Main Producer of MADDEN NFL.**

• After proving technical abilities, invited into monthly global meetings assisting on rigging with EA SPORTS' "Global Rigging Bodyshop" (FIFA, NHL, Fight Night, included).

• Pitch to heads of Central Football about EA SPORTS working with NIKE to collaborate on biomechanics and motion capture after requested how to improve the team.

• Redesigned the football rigging system based on anatomical proportions as opposed to cartoony exaggeration that used the studio custom quaternion node and was implemented on all football titles going forward.

• 10,000 animations (entire football animation library) retargeted to my rigging setup's redesign on EA SPORTS top grossing multi billion dollar annual title: MADDEN NFL (Central Football).

• Due to the art directors on Central Football being concerned that I was going to leave the studio after only two months due to my portfolio, they took me to lunch and sold me on staying for an additional year; claiming me to be one of the top talents in all of EA. Within two months of working in that studio, I was being contacted by major firms such as Digital Domain, Rhythm and Hues (to work on Oscar winning "The Golden Compass"), and DreamWorks Animation (to work on "How To Train Your Dragon"). I was advised by both faculty at ACCAD as well as the interviewer at DreamWorks to remain in gaming because it is far more lucrative; and, as a former architectural designer, a better fit to me artistically due to the end user being able to navigate through an environment: similar to what is done in architecture. This is closer related to Bill Gates and Sergey Brinn, multi billionaires, as opposed to heading the direction of a film director or film producer. Film makers do not make what tech giants make, although ILM, where I ended up, is very prestigious. I stayed for the year later to move on from EA Orlando and go to Lucasfilm, which is the top company where I was an executive trainee and best practices committee. Now of course being rivaled by Sony PlayStation (Spider-Man, Last of Us, Drake's Uncharted Fortune, and God of War).

• Partially due to my redesigned rigging system, MADDEN NFL XX (MADDEN NFL 09) received the highest reviewed score (9.1) of any MADDEN NFL over the last 20 years on IGN: since MADDEN NFL 04.

• Due to the outstanding job done as an intern on Superman Returns with the citizen modeling as well as dragon rigging, awarded the task of creating Lex Luthor's wardrobe for the title, a task typically given to a senior character director.

NOTE: To quantify the efforts I put in during my tenure at EA, when I first arrived and began to fix the rigging on Central Football, it was common that I would do research and development until 1:00 A.M.; even pulling an allnighter on occasion. I would definitely work with Electronic Arts again as a Chief Visual Officer/ Creative Executive, but it would need to be on their Star Wars or EA Sports Intellectual Property.

5(C)

2K SPORTS (TAKE 2 INTERACTIVE)

CHARACTER
TECHNICAL DIRECTOR

2006

PROJECTS:

• **"COLLEGE HOOPS 2K7"** (shoulder deformation tweaking, cheerleader character technical construction)

• **"COLLEGE HOOPS 2K8"** (character technical construction research and development)

• **"NBA 2K8"** (character technical construction research and development - tested on data of Shaquille O'Neal)

4(C)

THE OHIO STATE UNIVERSITY

GRADUATE
ASSOCIATESHIP

2005

Project Description:

In the Summer of 2001, The Burpee Museum of Natural History, Rockford, IL discovered Jane, a juvenile Tyrannosaurus rex, in the Badlands of southeastern Montana. Jane is the most complete juvenile T.rex ever found. Jane lived and died 66 million years ago during the Cretaceous Period. It's unprecedented for such a small museum to discover, restore and own a dinosaur of this magnitude. Starting in January 2005, The Burpee Museum, The Advanced Computing Center for the Arts and Design (ACCAD) at The Ohio State University, and Engine Studios, Rockford IL, collaborated on an IMLS funded project for Jane: Diary of a Dinosaur. ACCAD contributed computer animation and interactive touchscreen media for the permanent exhibit which opened June 29, 2005 at the Museum.

3(C)

DREAMWORKS SKG OUTREACH PROGRAM

20 WEEK PARTICIPANT VIA
ACCAD AT THE OHIO STATE
UNIVERSITY

2005

- **Key Achievement: Attended lecture session q and a with Jeffrey Katzenberg.**
- Trained in computer graphics by Supervisors that worked collectively on Spider-Man 2, Madagascar, Finding Nemo, Shark Tale, Shrek, and Spirit.
- Gave lecture session at the Wexner Center for the Arts on Computer Graphics to College of the Arts and Computer Science students at Ohio State.
- Shadowed the Rigging Supervisor that was the rigging lead on "Finding Nemo" at PIXAR that taught me about proxy rigging.
- During the Outreach Program one of the supervisors on "Shark Tale" took me to dinner and expressed deep interest in me coming on board (guaranteeing me a job in the animation studio) and I told him I wanted to pursue gaming because it looked far more lucrative. I knew, near the time of this, when it was more fun playing "The Lord of the Rings: The Two Towers" by Electronic Arts on the XBOX than watching the film version counterpart on a DVD, that gaming was going to be the dominant industry to be in regards to entertainment. Playing as Legolas on "The Amon Hen" level of that game is my favorite level in the history of gaming. According to reports, the gaming industry makes more money than film, television, and music industry combined worldwide.

2(C)

BRAVE NEW PICTURES (THE DISCOVERY CHANNEL)

CHARACTER TECHNICAL DIRECTOR/
ANIMATOR/ COMPOSITOR/ MODELLER

2003-2005

PROJECTS:

- **"THE MYSTERY DINOSAUR"** (rigging, animating, and compositing of photoreal dinosaurs for national televised "Walking With Dinosaurs" piece.) [\[SHOW \]](#)

- **Key Achievement: Worked with and studied Paleontology as applied to graphics with The Burpee Museum, in Rockford, Illinois, who assisted Dr. Robert Bakker on Steven Spielberg's "Jurassic Park."**
- Involved in critical reviews in weekly dinosaur biomechanics lectures that applied to motion tests.

1(C)

THE OHIO STATE UNIVERSITY

GRADUATE TEACHING
ASSOCIATESHIP

2001-2002

Teaching Description:

The teaching portion of the Graduate Associateship involved assisting a Design Professor in a class project where they did a placement and redesign of a museum space. Misc department tasks were also completed.

(B) PREVIOUS ARCHITECTURAL DESIGN PORTION OF CV

GENSLER

(THE ARCHITECTURE FIRM RANKED #1 WORLDWIDE)

ARCHITECTURAL DESIGNER

1999-2001

[CARD]

PROJECTS:

- **ADIDAS** (store auditing: flown from Atlanta, Georgia to Florida to do site surveying and measurements)

- **VOLKSWAGEN** (design and construction documentation) [CD] [DD] [PICS]

- **LINCOLN MERCURY** (exterior architectural design prototyping)

- **GTE** (construction documentation) [CD]

- **SIU** (construction documentation) [CD]

- **Key Achievement: Salary increased during employment.**

- Recommended to graduate school at ACCAD at The Ohio State University by a partner in the firm.
- Designed dozens upon dozens of Design Documents on Volkswagen retail stores throughout the United States, primarily concentrated in the southeast region.
- Gave studio presentation as part of firm training on Industrial Design, Retail, and Brand.
- Due to proven illustration ability, flown between Atlanta and Charlotte studios to handle marker rendering.
- Created technical design and construction documentation of both interior and landscape architecture for Fortune 100 clientele.
- For several weeks shadowed a licensed Gensler architect on facility design that had previously studied and worked for Frank Gehry.
- In studio crit sessions with M. Arthur Gensler, FAIA, firm founder and most powerful architect on the planet.

Firm Description:

At the time of employment they were listed as the design firm ranked number one in the world. They are the architect of Steve Jobs (M. Arthur Gensler personally designed Steve's Apple retail stores), Sony Pictures Headquarters, George Lucas (Lucasfilm Headquarters), DreamWorks Headquarters, Disney theme parks, Pixar Headquarters, Electronic Arts Headquarters, Mark Zuckerberg (Facebook Headquarters), Google Headquarters, and several others like the Shanghai Tower which is the second tallest building in the world.

NBBJ

(RANKED MOST INNOVATIVE DESIGN FIRM WORLDWIDE)

POST GRADUATE INTERN

1998-1999

PROJECTS:

- **THE REPUBLIC OF CHINA (THE BEIJING HOTEL)** (material specification and drafting) [MARKETING]

- **Key Achievement: In crit sessions on Beijing with Friedl Bohm, FAIA, firm chairman and world famous architect.**

- Got to shadow on several crit sessions on Beijing a member of The Interior Design Hall of Fame (Rysia Sucheka); methodologies applicable to video game level or environment design.

Firm Description:

At the time of employment they were listed as the design firm ranked number two in the world and were also awarded the title of "Most Innovative Design Firm in the World" by Fast Company Magazine. NBBJ is Bill Gates (The Bill and Melinda Gates Foundation), Reebok Headquarters, Progressive Field (The Cleveland Indians), The Cincinnati Bengals Stadium, LinkedIn Headquarters, Nationwide Insurance Headquarters (Columbus, OH), Tencent Headquarters, and Jeff Bezos (Amazon Headquarters) architect.

3(B)

CONTINENTAL OFFICE FURNITURE (HERMAN MILLER)

DESIGN INTERN

1998

- **Key Achievement:** Space planning and design of interiors for several of Continental's larger clients.

[DD]

2(B)

CUSTOM COACH

DESIGN INTERN

1997

PROJECTS:

- **JOHN MCCONNELL COACH (OWNER OF COLUMBUS BLUE JACKETS)**

(interior illustrations)

[DD]

Firm Description:

Custom Coach is the premiere luxury coach and SUV design facility in The United States. Clients back in 1997 while Brent interned there included John Madden's "Madden Cruiser", Deion Sanders, President George H. Bush, and finally Minister Louis Farrakhan (The Leader of The Nation of Islam), who he met in person.

1(B)

TOMMY HILFIGER

VISUAL MERCHANTISER AND IN STORE SALES

(ASSISTED IN RETAIL DESIGN KNOWLEDGE)

1995

BONUS: BRENT'S FAMILY LINEAGE :: ARCHITECTS, ENGINEERS, SCIENTISTS, FACULTY, AND MILITARY

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.

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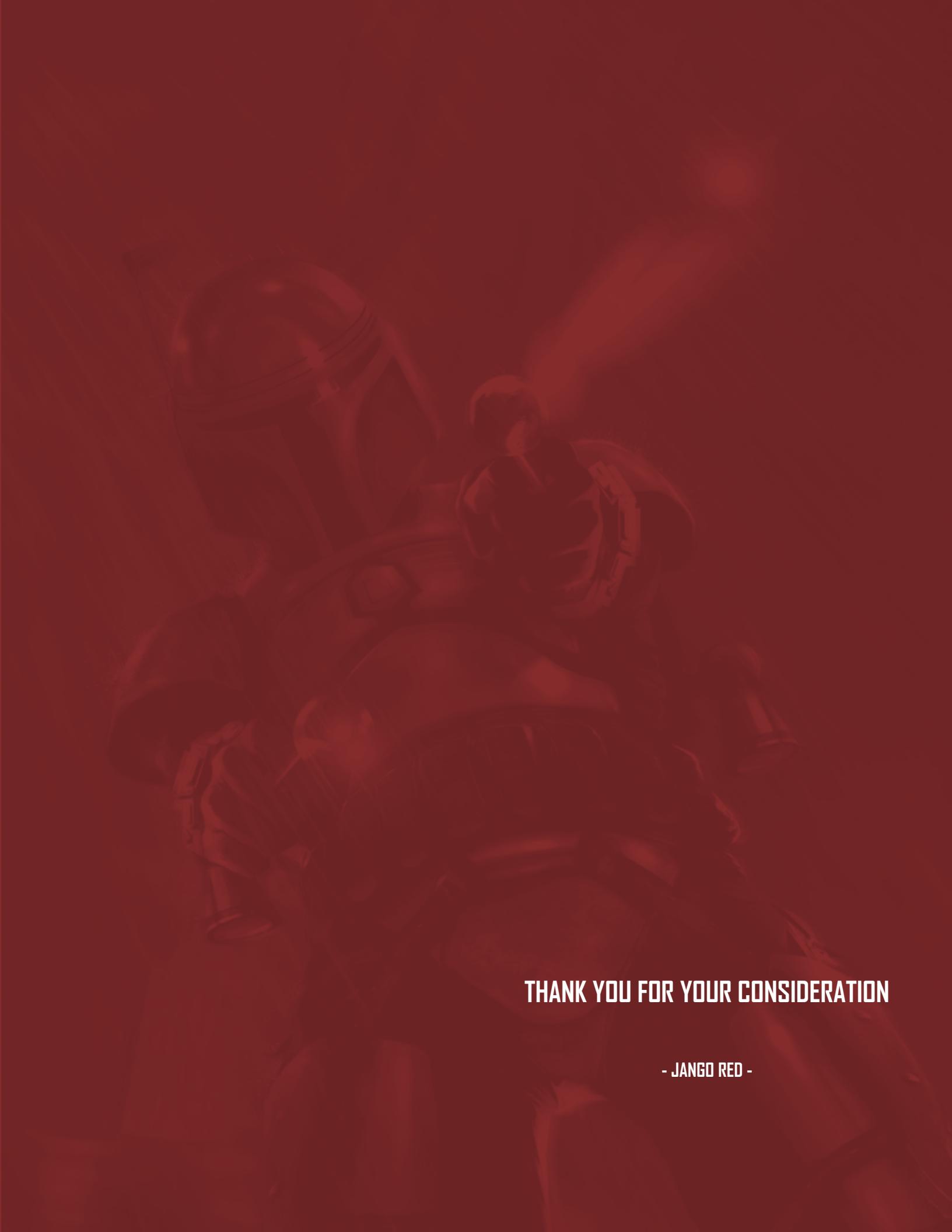
For fun, Brent enjoys going to four star steakhouse bars to watch ESPN (although he rarely drinks alcohol); lecturing at universities around the country on the topic of video game and visual effects development; and at Starbucks, daily, sketching Frank Gehry influenced deconstructive buildings on his 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

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