BRENT J. ZORICH   MA   BSID

PRINCIPAL TECHNICAL ARTIST

WORLDWIDE PUBLISHED TECHNOLOGY ENTREPRENEUR

RESUME TIMELINE 2019

OHIO STATE UNIVERSITY — INDUSTRIAL DESIGN — 1998 — BACHELOR OF SCIENCE	OHIO STATE UNIVERSITY — THESIS: AUTORIGGING DINOSAURS IN PYTHON — 2011 — MASTERS DEGREE	Reebok — 1997 — PRODUCT DESIGN & PITCH TO REEBOK CEO	Nike — 1998 — BRAND & ARCHITECTURE INDUSTRIAL DES THESIS

nbbj — ARCHITECTURE FIRM RANKED #2 WORLDWIDE — REPUBLIC OF CHINA — 1998-1999 — ARCHITECTURE

Gensler — ARCHITECTURE FIRM RANKED #1 WORLDWIDE — VW — 1999-2001 — ARCHITECTURE

Gensler — ARCHITECTURE FIRM RANKED #1 WORLDWIDE — adidas — 1999-2001 — ARCHITECTURE

Gensler — ARCHITECTURE FIRM RANKED #1 WORLDWIDE — LINCOLN MERCURY — 1999-2001 — ARCHITECTURE

Discovery Channel — The Mystery Dinosaur — 2003-2005 — RIGGING

DREAMWORKS — OUTREACH PROGRAM — 20 WEEK TRAINING SESSION WITH SUPERVISORS ON SHREK, MADAGASCAR, SHARK TALE, & FIND- — 2005 — PARTICIPANT

SUPERMAN RETURNS — 2005 — RIGGING

Row 2
NBA 2K8 — 2006 — RIGGING
COLLEGE HOOPS 2K8 — 2006 — RIGGING
COLLEGE HOOPS 2K7 — 2006 — RIGGING
EA SPORTS — RIGGING GLOBAL PRACTICES MEETINGS BETWEEN EAC - EA LONDON - EA ORLANDO — 2007-2008 — BI-MONTHLY ATTENDEE
EA SPORTS — REDESIGNED RIGGING SYSTEM ON ELECTRONIC ARTS TITLE, CENTRAL FOOTBALL, TO BE BIOMECHANICALLY CORRECT — 2007-2008 — RIGGING MILESTONE
TIGER WOODS PGA TOUR 09 — 2007 — RIGGING PROTOTYPING
NFL TOUR — 2007 — LEAD RIGGING
NFL HEAD COACH 09 — 2008 — LEAD RIGGING
MADDEN NFL 08 — 2007 — RIGGING
EA SPORTS MMA — 2008 — RIGGING PROTOTYPING
NCAA FOOTBALL 09 — 2008 — LEAD RIGGING

Row 3
NCAA 08 FOOTBALL — 2007 — RIGGING
MADDEN NFL 09 — 2008 — LEAD RIGGING
LUCASFILM Ltd. — RESEARCH AND DEVELOPMENT SHOWN TO GEORGE LUCAS — 2008 — FILM GAME CONVERGENCE
LUCASFILM Ltd. — INDUSTRIAL LIGHT & MAGIC — CREATURE R & D — 2008-2009 — WEEKLY ATTENDEE
LUCASFILM Ltd. — SKYWALKER Ranch — 2008-2009 — RESEARCHER
LUCASFILM Ltd. — BEST PRACTICES REVIEW COMMITTEE (1 OF 10 MEMBERS) SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL — 2008-2009 — BI-MONTHLY ATTENDEE
LUCASFILM Ltd. — EXECUTIVE TRAINING — Engaged Leadership — 2008 — RECIPIENT
STAR WARS THE FORCE UNLEASHED ULTIMATE SITH EDITION — 2008-2009 — LEAD RIGGING
STAR WARS THE FORCE UNLEASHED II — 2009 — RIGGING R & D
INDIANA JONES STAFF OF KINGS — 2008 — RIGGING R & D — SPIELBERG PROJECT
THE CLONE WARS THE COMPLETE SEASON ONE — 2008 — COLOR CORRECTION

Row 4
HARRY POTTER HALF-BLOOD PRINCE — 2008 — SHOT EDITING MONTHLIES
TRANSFORMERS — 2009 — DAILIES SHOT CRITIQUING
LUCASFILM Ltd. — INDUSTRIAL LIGHT & MAGIC — "BLOCK PARTY 1" RIGGING SOFTWARE — 2008-2009 — QUALITY ASSURANCE
LUCASFILM Ltd. — • GENERAL GRIEVOUS • ANAKIN SKYWALKER • AHSOKA TANO • JANGO FETT • KIT FISTO — 2008-2009 — RIGGING EXPLORATION
LUCASFILM Ltd. — THE FORCE UNLEASHED • JABBA THE HUTT • BOBA FETT • ULTIMATE EVIL (THE COVER CHARACTER) — 2008-2009 — RIGGING MILESTONES
BZP PRO — RIGGING SOFTWARE • MOTION CAPTURE • FBX SCENE OPTIMIZER • POSE SPACE LIBRARY • PIPELINE & WORKFLOW • MODULAR RIGGING — 2011-CURRENT — CHIEF TECH AUTHOR
BZP PRO — ACM SIGGRAPH GDC — 2011-CURRENT — CHIEF EXECUTIVE OFFICER • LLC BOOTH OWNER
BZP PRO — ACQUISITION — 3 ACQUISITION ATTEMPTS (1 OF THE COMPANIES WORTH OVER 120 BILLION) — 2011-CURRENT — CHIEF EXECUTIVE OFFICER
BZP PRO — FINANCES • ADVISED TO NOT SELL LLC BELOW 20 MILLION DOLLARS • RAISED MONEY FROM BANKING ALUM OF HARVARD AND YALE — 2011-CURRENT — CHIEF EXECUTIVE OFFICER
BZP PRO — MARKET PENETRATION — 250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT — 2011-CURRENT — CHIEF EXECUTIVE OFFICER
BZP PRO — rev ventures — HARVARD BUSINESS SCHOOL ANGELS — 2011-CURRENT — CHIEF EXECUTIVE OFFICER • MENTORSHIP RECIPIENT

Row 5
SONY PICTURES — GUARDIANS OF THE GALAXY VOL 2 — RIGGING PROTOTYPING — 2017 — RIGGING
BZP PRO — SONY PICTURES — 240 HOURS OF ILM LEVEL RIGGING COMPLETED IN 70 MINUTES — 2017 — RIGGING PROTOTYPING
BZP PRO — Disney — MY HIK SET APPLIED ON TOP OF DISNEY FEATURE ANIMATION SETUP — 2019 — RIGGING PROTOTYPING
BZP PRO — Disney Vampirina — 2019 — RIGGING PROTOTYPING
Apple / Adobe — 2019 — BETA TESTING
NCAA — LECTURED AT OVER 40 UNIVERSITIES — UNIVERSITY OUTREACH
3DArtist SURFACE SHADERS — COVER STORY — 3 WORLDWIDE MAGAZINES
Maya, Motion Builder, MEL, Python, Photoshop, ZENO (ILM's software), After Effects, Pixar's Renderman, HTML, C++, HIK — SOFTWARE SKILLS

BZP PRO — ENDORSEMENT FROM THE SIGGRAPH CHAIR REFERRING TO MY TECH AS "MINDBLOWING"

MTSU ACM SIGGRAPH @MTSUACMSIGGRAPH — Yesterday was mind blowing! Thanks to Brent Zorich for showing us the ropes! — BIPED — 12:12 PM · 10/1/19 · Twitter Web Client

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INVERSE HIK DESIGN FOR DISNEY PROTOTYPING

CONTROLS — Disney — WALT DISNEY ANIMATION RIG SETUP
WALT DISNEY ANIMATION RIG SETUP BEING DRIVEN BY MY HIK

MY SOFTWARE WORKFLOW ON SONY AND DISNEY CHARACTERS

MARVEL STUDIOS GUARDIANS OF THE GALAXY VOL 2 — SONY — COMPLETED CHARACTER: 80 HOURS SAVED
Vampirina — WALT DISNEY — COMPLETED CHARACTER: 80 HOURS SAVED

APPLE AND ADOBE BETA TESTING

COLOR - MONTHLIES EDITING - DAILIES
COLOR CORRECTION — OBI-WAN KENOBI SHOTS
DAILIES SHOT CRITIQUING — OPTIMUS PRIME SHOTS
SHOT EDITING MONTHLIES — DUMBLEDORE SHOTS
SHOT EDITING MONTHLIES — HARRY POTTER SHOTS


KEY PROFESSIONAL TECHNICAL DIRECTION
RIG PROTOTYPING
TIGER WOODS PGA TOUR 09
BOBA FETT
ULTIMATE EVIL
JABBA THE HUTT — STAR WARS THE FORCE UNLEASHED
ALL BODYTYPES — MADDEN NFL 09
R AND D — NBA 2K8
ALL BODYTYPES — NCAA FOOTBALL 09
BOBA FETT
ALL BODYTYPES — NFL TOUR
DRAGON RIGGING — SUPERMAN RETURNS
ALL BODYTYPES — NCAA FOOTBALL 09
FILM GAME CONVERGENCE WORK SHOWN TO GEORGE LUCAS

BIOGRAPHY FEATURED IN A WORLDWIDE MAGAZINE

There are few people in the 3D industry who can claim to have worked on bestselling EA games titles one year and hung out at Skywalker Ranch with Lucasfilm the next, but Brent Zorich is a man who can.
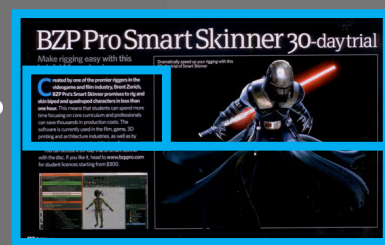
MY AUTHORED TECHNOLOGY INCLUDED ON WORLDWIDE MAGAZINE DISC

BZP Pro Smart Skinner 30-day trial
Make rigging easy with this

Created by one of the premiere riggers in the videogame and film industry, Brent Zorich, BZP Pro's Smart Skinner promises to rig and skin biped and quadruped characters in less than one hour.
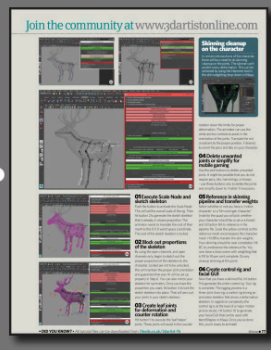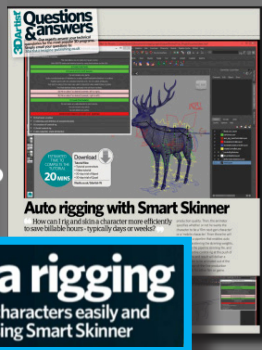
TECHNOLOGY I'VE WRITTEN FEATURED ON THE COVER OF WORLDWIDE MAGAZINE

Maya rigging
Set up your characters easily and efficiently using Smart Skinner

Brent J. Zorich

Brent is a clever chap, having written his own Smart Skinner for Maya. On p76 he reveals how using the Smart Skinner for auto-rigging can save you hours of time.

SMART SKINNER RIGGING PIPELINE SOFTWARE:

CUSTOMIZABLE UPON REQUEST

(12,000 LINES OF CODE)

GUI

MY TECHNOLOGY IN THE CLASSROOM
(250 UNIVERSITIES ON 6 CONTINENTS RECEIVED PRODUCT)

1. START WITH YOUR MODEL

6. GENERATE ILM LEVEL CONTROL RIG INSTANTLY

7. KEYFRAME CONTROL RIG WITH GUI BUTTONS

8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI
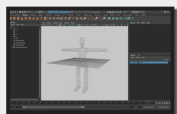
2. GENERATE AND ALIGN SKELETON WITH GUI
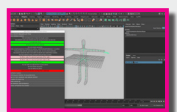
3. ATTACH MODEL TO SKELETON AND PICK THE NUMBER OF SKIN INFLUENCES WITH GUI
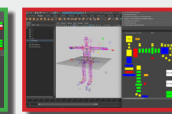
4. REFERENCE IN ZBRUSH, NEXT - GEN, OR MOBILE PROXY WITH CORRECT SKIN WEIGHTS THAT ALIGNS WITH MODEL. TRANSFER WEIGHTS THEN UNREFERENCE. THIS HAPPENS ALL WITHIN GUI.
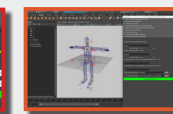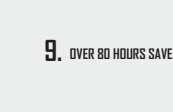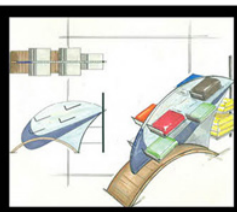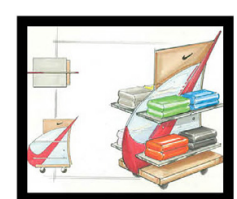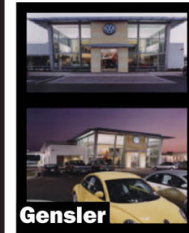
5. TEST SKIN WEIGHTING WITH GUI POSER LIBRARY

EITHER 6.

9. OVER 80 HOURS SAVED
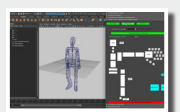
6. GENERATE MOCAP HIK RIG WITH GUI

7. APPLY MOCAP DATA TO HIK RIG IN MAYA

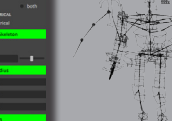8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI

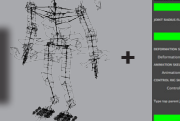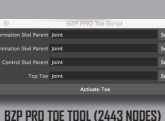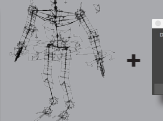APPROXIMATELY 80 HOURS OF WORKFLOW CONSOLIDATED IN 15 MINUTES

MATCH UP "NUMBER" TO FUNCTIONAL BUTTON ON "GUI"

BUILDINGS I HAVE DESIGNED

Gensler

nbbj

MODULAR RIGGING

BZP PRO SMART SKINNER (2139 NODES)

+ BZP PRO TOE TOOL (2443 NODES)

+ BZP PRO TAIL TOOL (2562 NODES)

+ BZP PRO WING TOOL (2745 NODES)

= **2745 NODES** (TIMES 2 MINUTES PER NODE)

5490 MINUTES (TYPICALLY 90 HOURS)

COMPLETED IN 5 MINUTES