PORTFOLIO BEST VIEWED IN "BOOKS" APP ON AN IPAD

OR

ADOBE ACROBAT ON A SURFACE PRO

BRENT J. ZORICH MA BSID   *Startup Level Chief Visual Officer*   *Worldwide Published Tech Entrepreneur*   contact: linkedin.com/in/brentzorich

A 2023 COLLECTION OF PROFESSIONAL WORK ::::: NAMED "ONE OF THE TOP 100 PEOPLE IN TECHNOLOGY WORLDWIDE" BY THE INTERCON CONFERENCE SPONSORED BY FACEBOOK AND AMAZON

..... *SAMPLE OF FILM GAME CONVERGENCE SHOWN TO GEORGE LUCAS*

JANGO FETT FROM STAR WARS EPISODE II: ATTACK OF THE CLONES CONVERGED WITH LUCASFILM ANIMATION'S AHSOKA TANO ON THE XBOX.

JANGO FETT FILM/ GAME CONVERGENCE

REDESIGNED MADDEN NFL RIGGING SYSTEM

CLONE WARS OBI WAN COLOR CORRECTION

SONY PICTURES RIG PROTOTYPING: 80 HOURS OF RIGGING IN 20 MINUTES

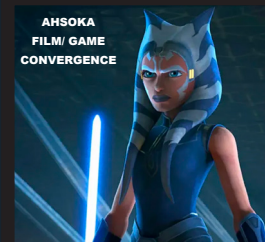DISNEY RIGGING RESEARCH AND DEVELOPMENT

BOBA FETT IN THE FORCE UNLEASHED

ARCHITECTURE AT THE #1 FIRM WORLDWIDE

ADOBE PRE RELEASE TEAM FOR THE APPLE IPAD

AHSOKA FILM/ GAME CONVERGENCE

EA RIGGING RESEARCH AND DEVELOPMENT

THREE WORLDWIDE MAGAZINES (COVER STORY, BZP PRO SOFTWARE ON DISC, BIOGRAPHY)

FIRST ENTREPRENEURIAL VENTURE: MY SOFTWARE COMPANY: BZP PRO

(OUT PENETRATING FACEBOOK LLC IN UNIVERSITY ACCEPTANCE PRE ANGEL INV.)
- SIGGRAPH AND GDC BOOTHS - QUOTED BY SIGGRAPH CHAIR AS 'MINDBLOWING' -
- ADVISED BY ILM FOUNDER AFFILIATE TO NOT SELL BELOW 20 MILLION -
- MODULAR RIGGING - AUTORIGGING - AUTOSKINNING - MOTION CAPTURE -

SECOND ENTREPRENEURIAL VENTURE:
MY CLOTHING COMPANY:
"SKETCHES OF BRENT ZORICH"
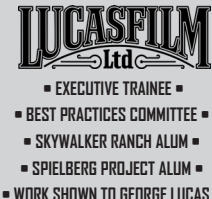APPROACHED BY THE MARKETING FIRM OF 'GQ' & 'VOGUE'

SEEN ON .....

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

THE WALL STREET JOURNAL.

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DREAMWORKS ANIMATION SKG
OUTREACH PROGRAM

Adobe

Stanford University
CONT' STUDIES ENGINEERING

Disney

EA

2K

Discovery

nbbj
ARCH FIRM RANKED MOST INNOVATIVE WORLDWIDE

Gensler
ARCH FIRM RANKED #1 WORLDWIDE

SONY.

Nike

Reebok

Ohio State
INDUSTRIAL DESIGN

BZP PRO
ENTREPRENEUR

Sketches of Brent Zorich
ENTREPRENEUR

ACCAD
WHERE CGI WAS INVENTED

SEAL OF THE PRESIDENT OF THE UNITED STATES

LUCASFILM Ltd
• EXECUTIVE TRAINEE •
• BEST PRACTICES COMMITTEE •
• SKYWALKER RANCH ALUM •
• SPIELBERG PROJECT ALUM •
• WORK SHOWN TO GEORGE LUCAS •

As a potential future chief visual officer... reflections:

- What is the top design firm in the world: Gensler... **achieved**
- What is the largest console video game company in the world and their largest title: EA Sports and Madden NFL... **achieved**
- What is considered to be the top entertainment company in the world with the strongest IP: Lucasfilm (executive trainee, best practices steering committee selected by the right hand person of Peter Jackson, work approved directly by George Lucas, who, in the history of entertainment, the only person as recognized artistically as him is Walt Disney himself)... **achieved**
- Name several of the more difficult affiliations/ companies to acquire on your resume in entertainment: Disney, Sony, DreamWorks, Take Two, Marvel... **achieved**
- What is the design firm that got named most innovative design firm in the world: NBBJ... **achieved**
- Name a startup that out penetrated Facebook LLC Pre "Series A" in regards to university penetration: BZP Pro (cofounder)... **achieved**
- Name someone who develops pioneering technology featured on the cover of a worldwide magazine, so advanced yet so user friendly that the Siggraph Chair, who is one of the most respected in graphics, refers to him as mind blowing publicly: Brent J. Zorich... **achieved**
- Name one of the top 100 people on the planet in technology as recognized by a conference sponsored by Facebook LLC and Amazon: Brent J. Zorich... **achieved**
- Name someone who has working knowledge and comprehension of Stanford Level Engineering, ILM R and D, and ILM Block Party Rigging Software, as applies to CGI: Brent J. Zorich... **achieved**
- Who was advised to not go below 20 million on an acquisition review brokered by Goldman Sachs by one of the people who is the affiliate of one of the founders of ILM: BZP Pro... **achieved**
- Who was contacted by the PR specialist of Michael Jackson, one of the top PR specialists in the industry who has 19 books out and lectures at Harvard, to represent him publicly: Brent J. Zorich... **achieved**

So the question is... if Leonardo da Vinci (Artist, Architect, Industrial Designer, Engineer) were alive today, would he be able to state these facts..... probably not.
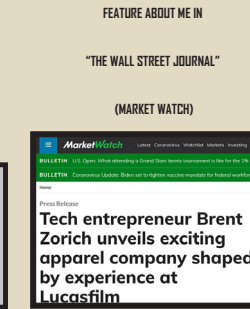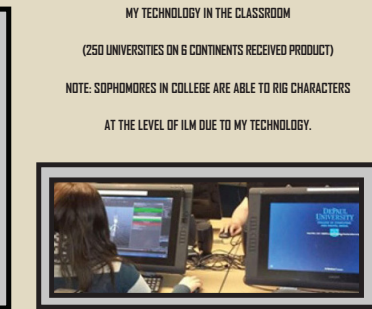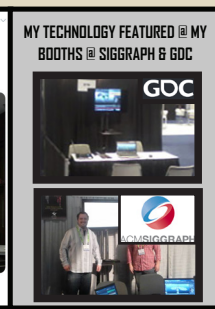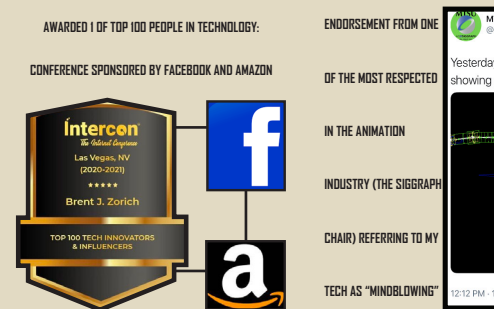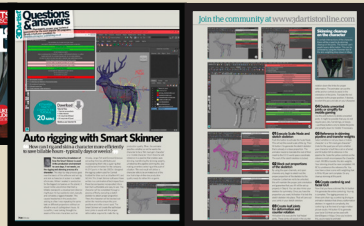
PREAMBLE

GOAL:

TO MAKE FURTHER ADVANCEMENTS IN THE FIELD OF DESIGN ENGINEERING THAT ARE PRIMARILY FOCUSED ON INNOVATION OF ANIMATION SYSTEMS USED IN FILM GAME CONVERGENCE (EXAMPLE: CREATING ONE 'SPIDER-MAN' CHARACTER ASSET THAT CAN BE USED AT BOTH 'SONY PICTURES' IN FILM AS WELL AS THE 'PLAYSTATION 5' IN GAME- USING SAME ANIMATION DATA BETWEEN BOTH DIVISIONS AND CUTTING COSTS. **THIS WILL BE ACHIEVED BY CONTINUEING 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 REPRENETING 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.

TWO PAGE RESUME

SKILLSET OFFERED TO A VIDEO GAME COMPANY: A DIGITAL CRAFTSMANSHIP THAT CAN CREATE RIGGING TECHNOLOGY VALUED AT 20 MILLION IN ACQUISITION REVIEWS AND CONCEPT DESIGNS VALUED AT 6 MILLION/ YEAR WHEN LICENSED. (26 MILLION IN VALUE IN ONE YEAR).

WORLDWIDE 2 PAGE BIOGRAPHY

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

MY AUTORIG DESIGNS ARE A WORLDWIDE COVER FEATURE

AWARDED 1 OF TOP 100 PEOPLE IN TECHNOLOGY: CONFERENCE SPONSORED BY FACEBOOK AND AMAZON

ENDORSEMENT FROM ONE OF THE MOST RESPECTED IN THE ANIMATION INDUSTRY (THE SIGGRAPH CHAIR) REFERRING TO MY TECH AS "MINDBLOWING"

MY TECHNOLOGY FEATURED @ MY BOOTHS @ SIGGRAPH & GDC

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

NOTE: SOPHOMORES IN COLLEGE ARE ABLE TO RIG CHARACTERS AT THE LEVEL OF ILM DUE TO MY TECHNOLOGY.

FEATURE ABOUT ME IN "THE WALL STREET JOURNAL" (MARKET WATCH)

MTSU ACM SIGGRAPH @MTSUACMSIGGRAPH
Yesterday was mind blowing! Thanks to Brent Zorich for showing us the ropes!
12:12 PM · 10/1/15 · Twitter Web Client

MarketWatch — Press Release — Tech entrepreneur Brent Zorich unveils exciting apparel company shaped by experience at Lucasfilm

1ST ENTREPRENEURIAL VENTURE: MODULAR RIGGING DESIGN ENGINEERING (CASE STUDY ON BUCKBEAK FROM 'HARRY POTTER AND THE PRISONER OF AZKABAN') WITH MY SOFTWARE I AUTHORED: 90 HOURS OF WORK COMPLETED IN 5 MINUTES LICENSED WORLDWIDE. THIS WAS PRELIMINARILY VALUED WITH IT'S INCORPORATED SKINNING TECHNOLOGY FOR 20 MILLION IN POTENTIAL ACQUISITION.

MY BASE RIGGING TOOL....

+ MY MODULAR TAIL TOOL....

+ MY MODULAR TOE TOOL....

+ MY MODULAR WING TOOL....
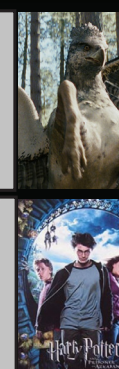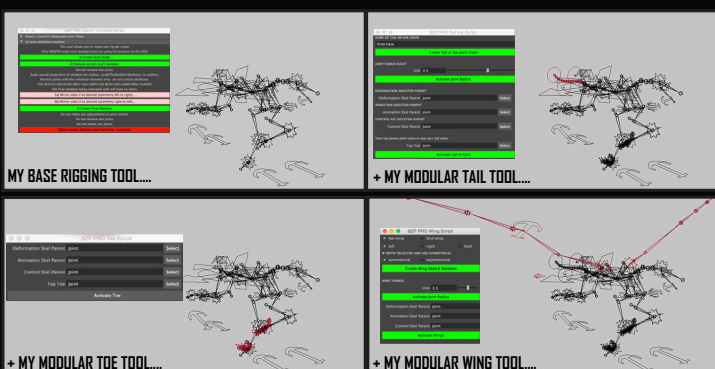
2ND ENTREPRENEURIAL VENTURE: SAMPLE CONCEPT IMAGES FROM THE CLOTHING LINE, 'SKETCHES OF BRENT ZORICH', WITH PROJECTIONS OF $500,000 PER MONTH FROM THE MARKETING FIRM REPRESENTING GOOGLE, FACEBOOK, MCDONALD'S, AMAZON, AND DISNEY.

40   37

ENTREPRENEURIAL VENTURES

PERSONAL FINANCIAL DESIGN	(TEN MONETIZED ENTITIES BASED ON FINANCIAL AND COMPUTER GRAPHICS INDUSTRIES GENERATING WEALTH INDEFINITELY WITH NO MAINTENANCE)	'22-CURRENT
BZP PRO MODULAR RIGGING ENGINEERING SYSTEM DESIGN ARCHITECT	(MODULAR SETUP ON WINGS, TAILS, TOES, BASE THAT COMPLETED UP TO 90 HOURS OF ILM LEVEL RIGGING IN 10 MINUTES)	'22
"SKETCHES OF BRENT ZORICH" : A CLOTHING LINE	(FOUNDER/ CHIEF EXECUTIVE OFFICER/ CHIEF VISUAL OFFICER .::: **SHOWN ON FOX NEWS, NBC, CBS, & USA TODAY AFFILIATES**)	'21-CURRENT
VOXX STUDIOS RIGGING PROTOTYPING	(NDA RIGGING WORK FOR TV SHOW PITCH VIA VITRUVIAN ENTERTAINMENT)	'20
ADOBE, INC. PRE RELEASE TEAM	(PHOTOSHOP QA TESTING TEAM FOR APPLE'S IPAD PRO 2: GETTING ADVANCED COPIES AND TESTING ON BETA SOFTWARE)	'19-CURRENT
DRA (DESIGN REPLACES ART) SOFTWARE ARCHITECT	(TECHNOLOGY THAT ENHANCES A CONCEPT ARTIST'S ABILITY TO DESIGN CHARACTERS FROM SALES METRICS, NOT RANDOMIZATION)	'19-CURRENT
WALT DISNEY FEATURE ANIMATION RIGGING PROTOTYPING USING MY BZP PRO SOFTWARE	(INCORPORATING MOTION CAPTURE HIK TO DISNEY FEATURE RIGS FOR "PROOF OF CONCEPT"- TESTED ON DISNEY'S "**VAMPIRINA**" AND "**T.O.T.S.**")	'19
SONY PICTURES ENTERTAINMENT RIGGING PROTOTYPING USING MY BZP PRO SOFTWARE	(DAVID BAUTISTA FROM "**GUARDIANS OF THE GALAXY VOL 2**" AND 240 HOURS OF ILM LEVEL RIGGING COMPLETED IN 70 MINUTES)	'17
BZP PRO "SMART SKINNER" RIGGING PIPELINE SOFTWARE ARCHITECT/ CEO/ COFOUNDER	(WORKFLOW FROM ART=> SKELETON=> SKINNING=> ILM LEVEL CONTROL RIG/ MOCAP=> IN GAME OPTIMIZED .::: 80H LABOR IN 15M)	'11-CURRENT

TECHNOLOGY ENTREPRENEUR — 2011-CURRENT

- MADE SUCH ENORMOUS STRIDES AS AN ENTREPRENEUR THAT MICHAEL JACKSON'S PR CONTACTED ABOUT PERSONALLY REPRESENTING ME.
- DUE TO NAME AND GLOBAL REPUTATION, RALPH LAUREN'S CLOTHING MANUFACTURER IN CHINA HAS CONTACTED ABOUT PRODUCTION OF THE CLOTHING.
- WHEN BZP WAS FEATURED AT SIGGRAPH AND GDC WE SECURED SEVERAL NDAS FOR BOTH NEW BUSINESS DEVELOPMENT AND POTENTIAL ACQUISITION.
- ADVISED BY ILM COFOUNDER AFFILIATE TO NOT SELL BZP FORMULA I WROTE IN ACQUISITION BELOW $20 MILLION. THIS PERSON WAS THE BUSINESS AFFILIATE OF THE HOTH SUPERVISOR ON 'STAR WARS EPISODE V: THE EMPIRE STRIKES BACK'.
- DUE TO QUALITY OF CONCEPTS OF THE CLOTHING LINE, THE MARKETING FIRM OF GOOGLE, FACEBOOK, AMAZON, & MCDONALD'S PROJECT 6 MILLION PER YEAR IN SALES.
- LECTURED AT OVER 40 UNIVERSITIES SHOWCASING BZP TECHNOLOGY.
- BZP FEATURED ON THE COVER OF A WORLDWIDE MAGAZINE FOR TECH I WROTE MYSELF IN MEL AND PYTHON.
- BZP TECH BURNED TO WORLDWIDE MAGAZINE'S INCLUDED ACCOMPANYING DVD.
- 250 UNIVERSITIES ON 6 CONTINENTS WERE LICENSED MY AUTORIGGER IN 6 MONTHS AT A PACE OUT PENETRATING FACEBOOK LLC'S FREEMIUM MODEL IN UNIVERSITY ACCEPTANCE PRE ANGEL INVESTMENT.
- INTERVIEW, SCREEN, AND NEGOTIATE WITH VENTURE CAPITAL FIRMS FOR BZP EQUITY INCLUDING THE FIRM OF KEVIN O'LEARY (ABC'S SHARK TANK): RAISED INVESTMENT MONEY FOR BZP FROM BANKING ALUM OF HARVARD AND YALE.
- **NOTE: MY LLC, BZP PRO, HAS BEEN UNDER ACQUISITION REVIEW FIVE TIMES WITH THREE SEPARATE FORTUNE 500 COMPANIES DUE TO TECHNOLOGY I WROTE ENTIRELY MYSELF AND BROKERED BY GOLDMAN SACHS ALUM FROM HARVARD.**

SOFTWARE EXPERIENCE

MAYA (MASTER LEVEL OF EXPERIENCE), MOTION BUILDER, MEL, PYTHON, PHOTOSHOP, ZENO (ILM'S SOFTWARE), AFTER EFFECTS, FINAL CUT, VRML, PIXAR'S RENDERMAN, SLIM, HTML, C++, HIK CUSTOMIZATION AND AUTOMATION FOR MOTION CAPTURE

EDUCATION & AWARDS

- **BSID**: BACHELOR OF SCIENCE INDUSTRIAL DESIGN AT **THE OHIO STATE UNIVERSITY**: 1998
  SENIOR THESIS CLIENT: **NIKE** - PRODUCT INVENTION AND CEO PITCH: **REEBOK**
- **MA**: MASTERS OF ARTS AT THE ADVANCED COMPUTING CENTER FOR THE ARTS AND DESIGN (ACCAD) AT **THE OHIO STATE UNIVERSITY**: 2011
  GRADUATE ACADEMIC ADVISOR FOUNDER AND FORMER HEAD OF THE COMPUTER ANIMATION DIVISION AT **RINGLING SCHOOL OF ART & DESIGN**
- **CONTINUING STUDIES** SPECIALIZING IN LINEAR ALGEBRA AND ENGINEERING AT **STANFORD UNIVERSITY**: 2020
- AWARDED **"ONE OF THE TOP 100 PEOPLE IN TECHNOLOGY AND INNOVATION"** ACCORDING TO THE INTERCON CONFERENCE SPONSORED BY **FACEBOOK** & **AMAZON**.
- MEMBER OF **SIGMA ALPHA EPSILON** FRATERNITY (THE NATION'S LARGEST FRATERNITY)

FINANCIAL GROWTH STRATEGY: THE 10 "CASH COWS": 6 DIGIT POTENTIAL EARNINGS IN PASSIVE INCOME

2 MONETIZED WEBSITES SELLING CLOTHING ▪ 3 SIX DIGIT DIVERSIFIED BROKERAGES ▪ AGGRESSIVE SIX DIGIT INVESTED IRA ▪ AGGRESSIVE STOCK FUND ▪ BZP PRO CITY BUILDER TOOL ▪ 'STASH' INDEPENDENT STOCK INVESTMENTS ▪ 'FUNDRISE' REAL ESTATE INVESTMENTS

THE OHIO STATE UNIVERSITY   2010-2011
COMPLETED INCOMPLETE MASTERS DEGREE FOCUSING ON DINOSAUR PYTHON AUTORIGGING

LUCASFILM, LTD.   2008-2009
SENIOR TECHNICAL ARTIST (CORPORATE EXECUTIVE TRAINEE - BEST PRACTICES STEERING COMMITTEE)

"STAR WARS THE FORCE UNLEASHED ULTIMATE SITH EDITION"   (LEAD CHARACTER TECHNICAL CONSTRUCTION AND SUBMITTED CONCEPT ARTWORK)

"INDIANA JONES AND THE STAFF OF KINGS"   (CHARACTER TECHNICAL CONSTRUCTION AND CHARACTER DEFORMATION R & D)- A STEVEN SPIELBERG PROJECT

"STAR WARS THE CLONE WARS: SEASON TWO"   (COLOR CORRECTION & COMPOSITING ON TWO EPISODES FEATURING 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 FEATURING OPTIMUS PRIME AND DEVASTATOR)

"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 PROF DUMBLEDORE)

- KEY ACHIEVEMENT: DUE TO BEING ONE OF THE TOP PEOPLE IN THE TOP COMPANY IN COMPUTER ANIMATION/ GRAPHICS/ AND VIDEO GAMES, RELOCATED FROM SINGAPORE TO SAN FRANCISCO AFTER FIVE MONTHS.
- INVITED BY THE DIRECTOR OF ANIMATION TECHNOLOGY, FORMER CTO OF PETER JACKSON'S WETA DIGITAL (LORD OF THE RINGS), 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 EXEC TRAINING BEFORE MY OWN MANAGER.
- 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 I, 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 CANCELATION DUE TO MY THOUGHTS THAT THE FUN FACTOR OF THE WHIP MECHANICS WOULD NOT MATCH "GOD OF WAR."

EA SPORTS (ELECTRONIC ARTS)   2005, 07-08
ASSOCIATE TECHNICAL ARTIST (LEAD RIGGER ON CENTRAL FOOTBALL)

"MADDEN NFL 08"	"NCAA FOOTBALL 08"	(SHOULDER PAD RESEARCH AND DEVELOPMENT. FOOTBALL PLAYER SKINNING)
"EA SPORTS MMA"	"TIGER WOODS PGA 09"	(PROTOTYPE RIG DEVELOPMENT)
"NFL TOUR"	"NFL HEAD COACH 09"	(IN CHARGE OF CHARACTER TECHNICAL CONSTRUCTION FOR ALL CHARACTERS IN TITLE)
"MADDEN NFL 09"	"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)
"NBA LIVE 09"	"NHL 09"	(GLOBAL RIGGING GUIDANCE BETWEEN EA ORLANDO AND EAC VANCOUVER'S BODYSHOP) - RIG SWAPPING
"FACEBREAKER"	"FIFA 09"	(GLOBAL RIGGING GUIDANCE BETWEEN EA ORLANDO, EA LONDON, AND EAC VANCOUVER'S BODYSHOP) - RIG SWAPPING
"HARRY POTTER (ORDER OF THE PHOENIX)"		(GLOBAL RIGGING GUIDANCE BETWEEN EA ORLANDO, AND EA LONDON) - RIG SWAPPING

- 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.
- 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.
- PARTIALLY DUE TO MY REDESIGNED RIGGING SYSTEM, MADDEN NFL XX (MADDEN NFL 09) RECEIVED THE HIGHEST REVIEWED SCORE (9.1) OF ANY MADDEN OVER THE LAST 20 YEARS ON IGN: SINCE MADDEN NFL 04.
- 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 FRUSTRATIONS WITH THE EA ORLANDO LACK OF TECHNICAL KNOWLEDGE, 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.
- DUE TO THE REMARKABLE JOB DONE DURING THE SUPERMAN RETURNS INTERNSHIP, MANAGEMENT AWARDED THE TASK OF CREATING LEX LUTHOR'S WARDROBE (THE GAME HERO CHARACTER)- TYPICALLY ASSIGNED TO A SENIOR DIRECTOR.

2K SPORTS (TAKE 2 INTERACTIVE)   2006
CHARACTER TECHNICAL DIRECTOR

"COLLEGE HOOPS 2K7"		(SHOULDER DEFORMATION TWEAKING. CHEERLEADER CHARACTER TECHNICAL CONSTRUCTION)
"COLLEGE HOOPS 2K8"	"NBA 2K8"	(CHARACTER TECHNICAL CONSTRUCTION RESEARCH AND DEVELOPMENT- TESTED ON DATA OF SHAQUILLE O'NEAL)

DREAMWORKS SKG OUTREACH PROGRAM   2005
PARTICIPANT VIA OSU   TRAINED BY A COLLECTIVE GROUP FROM SHREK, MADAGASCAR, SHARK TALE, & SPIDER-MAN 2

- KEY ACHIEVEMENT: SHADOWED THE RIGGING SUPERVISOR THAT TAUGHT ME ABOUT PROXY RIGGING WHO PREVIOUSLY WAS THE RIGGING LEAD ON "FINDING NEMO" AT PIXAR.

BRAVE NEW PICTURES (THE DISCOVERY CHANNEL)   2003-05
CHARACTER TECHNICAL DIRECTOR/ ANIMATOR/ COMPOSITOR/ MODELLER

"THE MYSTERY DINOSAUR"   (WORKED WITH PALEONTOLOGIST TEAM THAT ADVISED ON SPIELBERG'S JURASSIC PARK)

PRIOR WORKED AS AN ARCHITECTURAL DESIGNER AT GENSLER (#1 RANKED DESIGN FIRM WORLDWIDE '99-01) AND NBBJ (#2 RANKED DESIGN FIRM WORLDWIDE '98-99)

VOLKSWAGEN (DESIGN DEV & CONSTRUCTION DOC)   LINCOLN MERCURY (DESIGN DEV)   ADIDAS (STORE AUDITING)   THE REPUBLIC OF CHINA (DRAFTING)

- IN SHADOW CRIT SESSIONS WITH M. ARTHUR GENSLER, THE MOST POWERFUL ARCHITECT ON THE PLANET, PLUS THE CHAIRMAN OF NBBJ, AND A LICENSED GENSLER ARCHITECT THAT WORKED AND STUDIED UNDER FRANK GEHRY.
- CAN APPLY STATIAL DESIGN, ARCHITECTURAL, AND WAYFINDING THEORY TO VIDEO GAME LEVELS/ ENVIRONMENTS THAT WOULD BE APPLICABLE TO CHIEF VISUAL OFFICER OPPORTUNITIES.

REDESIGNED RIGGING SYSTEM

LEAD RIGGING
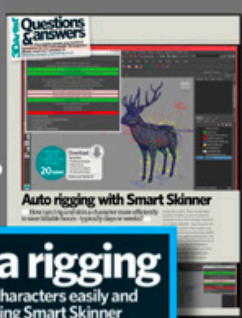

RIGGING R AND D

LEAD RIGGING

REDESIGNED RIGGING SYSTEM

DAILIES COLOR CRITIQUING

COLOR CORRECTION

REDESIGNED RIGGING SYSTEM

RIGGING

RIGGING R AND D

LEAD RIGGING

DESIGN

REDESIGNED RIGGING SYSTEM

RIGGING FILM GAME CONVERGENCE

MONTHLIES EDITING

COLOR CORRECTION

RIGGING PROTOTYPING

MONTHLIES EDITING

RIGGING PROTOTYPING

RIGGING PROTOTYPING

LEAD RIGGING

COLOR CORRECTION

RIGGING PROTOTYPING

COLOR CORRECTION

workspace³ᴰ
Inside guide to industry news, studios, expert opinion & education

Interview

Industry insider
Brent Zorich
Character technical director, Lucasfilm

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

About the insider

Job Character technical director/lead rigger

Education Master's of Fine Art at ACCAD at The Ohio State University

Company website www.lucasfilm.com

Personal website www.brentzorich.com

Biography Prior to immersing myself in the animation industry, I had worked for the top two architectural firms in the world. I pride myself on trying to be on a team that does the best work, no matter what project. I push technology as far as I can on whatever team I am affiliated with

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

3D Artist: *What did this role of working on convergence mean in practice?*

Brent Zorich: As a part of the senior staff, I wrote proposals to help set the direction for Lucasfilm Ltd as a company. In Singapore, not only was I part of research and development prior to my promotion and relocation to the home office in San Francisco, I also worked on colour correction and compositing for *Star Wars: The Clone Wars*.

3DA: *How did you get this job?*

BZ: I applied online and was hired after Lucasfilm Animation Singapore saw the great work I did on EA Sports' football franchise.

3DA: *What kind of course did you do at university, or training did you do?*

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

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

3DA: *For today's generation of students, what is the kind of educational grounding they should be looking to undertake to get a first job as a character animator, or is the entry level a less specific role?*

BZ: This is the way that I do it. I have a television next to my monitor. I watch *Harry Potter and the Prisoner of Azkaban* (the Buckbeak scene). If I am embarrassed to look at what is on my monitor then I'm not done, plain and simple. I am my own toughest critic and I have zero tolerance.

3DA: *In your role as associate technical artist or lead rigger at EA Sports, what kind of work did that entail?*

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

3DA: *Is there much of a culture or professional working practice difference between working for someone like EA and a company like Lucasfilm?*

BZ: You are who your team is. Lucasfilm, as a company, is a natural fit for me. We both have zero tolerance when it comes to the quality of our work. We push the absolute limitation of technology in every way, shape and form. Because we are not on yearly titles, we have the ability to push back a launch date to guarantee that we are doing our best to break new ground.

3DA: *What software packages and tools have you used for rigging and animation?*

BZ: I use Maya, the proprietary software to Industrial Light & Magic, and After Effects and HyperCam for documentation.

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

BZ: My best advice to any student is try to do an internship in a studio. Do not rush to get out of school; stay in and develop your craft. Finally, do the Buckbeak test as I mentioned above.

3DA: *What are the key skills required to work as a character animator or character rigger?*

BZ: Observation, patience and the goal to push technology. Everything you do, imagine you have to present it to George Lucas. Then you will work harder and will expect the absolute best from yourself and your team.

3DA: *If there was one feature missing from current software apps that you would like to see implemented to help with any aspect of CG animation, what would it be?*

BZ: I saw a demo from a company where you can actually draw arcs of motion on a Wacom tablet and the object will have an animation path.

3DA: *Professionally, what's the most satisfying project you've worked on and why?*

BZ: Seeing my name at the end credits of *Star Wars: The Force Unleashed, Ultimate Sith Edition* makes me incredibly proud. I saw the first *Star Wars* film when I was three in 1977. It motivated my whole career. To see my name in a *Star Wars* product gave me a sense of satisfaction.

3DA: *What would be your dream project to work on?*

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

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

Ⓐ Character rigging on SW Force Unleashed

Ⓑ Brent at Lucasfilm Animnation

Ⓒ NCAA college football from EA

LUCASFILM ANIMATION SINGAPORE

3DArtist
MASTER THE ART OF
SURFACE SHADERS
Discover the techniques to make textures shine

GET THE RIGHT SOFTWARE
All the major apps rated for you

Ⓓ Tiger Woods PGA Tour 09

Ⓔ Character work on NFL Tour

Ⓕ Indianna Jones and the Staff of Kings

Ⓖ Artwork from SW: TFU Ultimate Sith edition

Ⓗ College Hoops 2K7

Ⓘ The Ultimate Edition in full

3DArtist Questions & answers

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

...he community at www.3dartistonline.com

Skinning cleanup on the character

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

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

04 Delete unwanted joints or simplify for mobile gaming

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

05 Reference in skinning pipeline and transfer weights

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

06 Create control rig and facial GUI

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

Auto rigging with Smart Skinner

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

This tutorial is a breakdown of how the Smart Skinner is used in the production environment to save days, if not weeks, on the rigging and skinning process of a character. This step-by-step process goes over the basics of the software and will rig and skin a character of a deer in a matter of minutes. When I worked in production for the biggest companies on the planet, it would not be uncommon that from a billable standpoint, a development director might give me two weeks to start, execute, and complete a rigged character. This caused headaches in the production setting as often I was repeating the same task on different proportions without an effective way of cutting down hours. At Lucasfilm, I was looking through the assets of the main characters such as Ahsoka, Jango Fett and General Grievous extracting their key attributes and incorporating them into a super rig that could be benchmarked for the company. At EA Sports in the late 2000s I designed the rigging system used for Central Football for titles such as *Madden NFL* and *NCAA*. This Smart Skinner software I have written is a culmination of techniques from these top companies incorporated into a tool that is affordable and easy to use. The character will be completed through a process of firstly executing a sketch skeleton to obtain proper proportion. Then, the character will be blocked out within the mesh to ensure the joint positions are in the correct spot. The Smart Skinner will create the leaf helper twist joints to assist with the proper deformation required to make the rig production quality. Then, the animator specifies whether or not he wants the character to be a 'film next-gen character' or a 'mobile character'. From there he will reference in a pipeline that enables auto skinning, transferring the skinning weights, unreference the pipeline skinning file, and making an entire control rig at the push of a button. The end result will deliver a character able to be animated out of the box that is top-of-the-line production quality ready for either film or game.
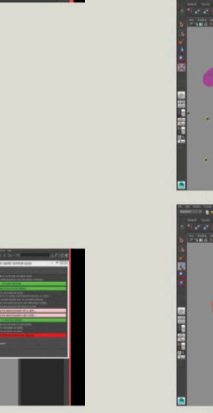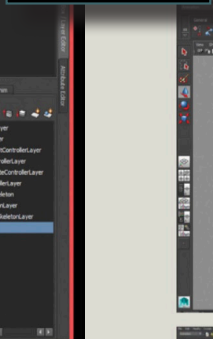
ESTIMATED TIME TO COMPLETE THE TUTORIAL
20 MINS

Download
Tutorial files:
- Tutorial screenshots
- Video tutorial
- 30-day trial of Biped
- 30-day trial of Quad

filesilo.co.uk/3dartist-76

01 Execute Scale Node and sketch skeleton

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

02 Block out proportions of the skeleton

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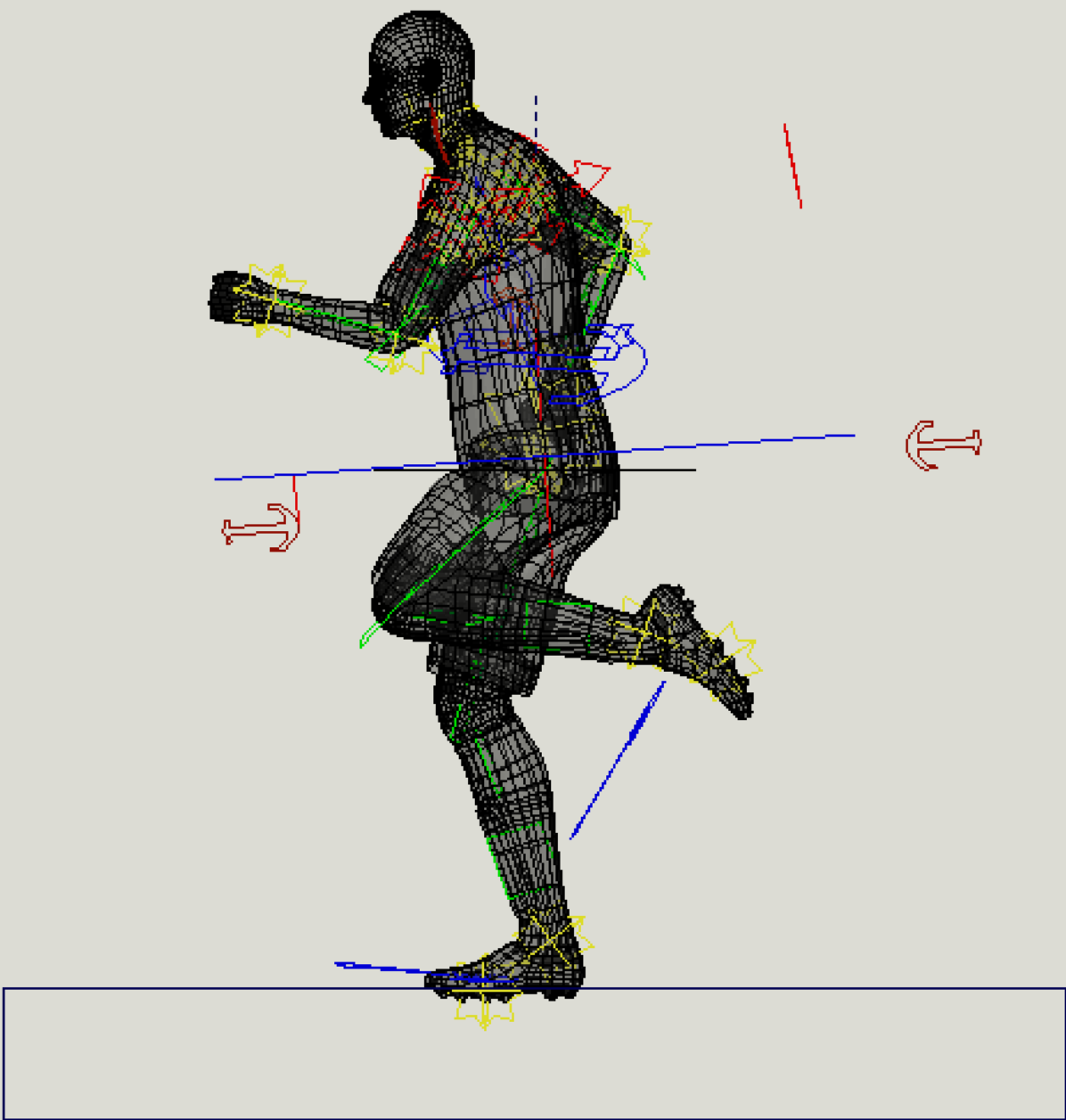
03 Create leaf joints for deformation and counter rotation

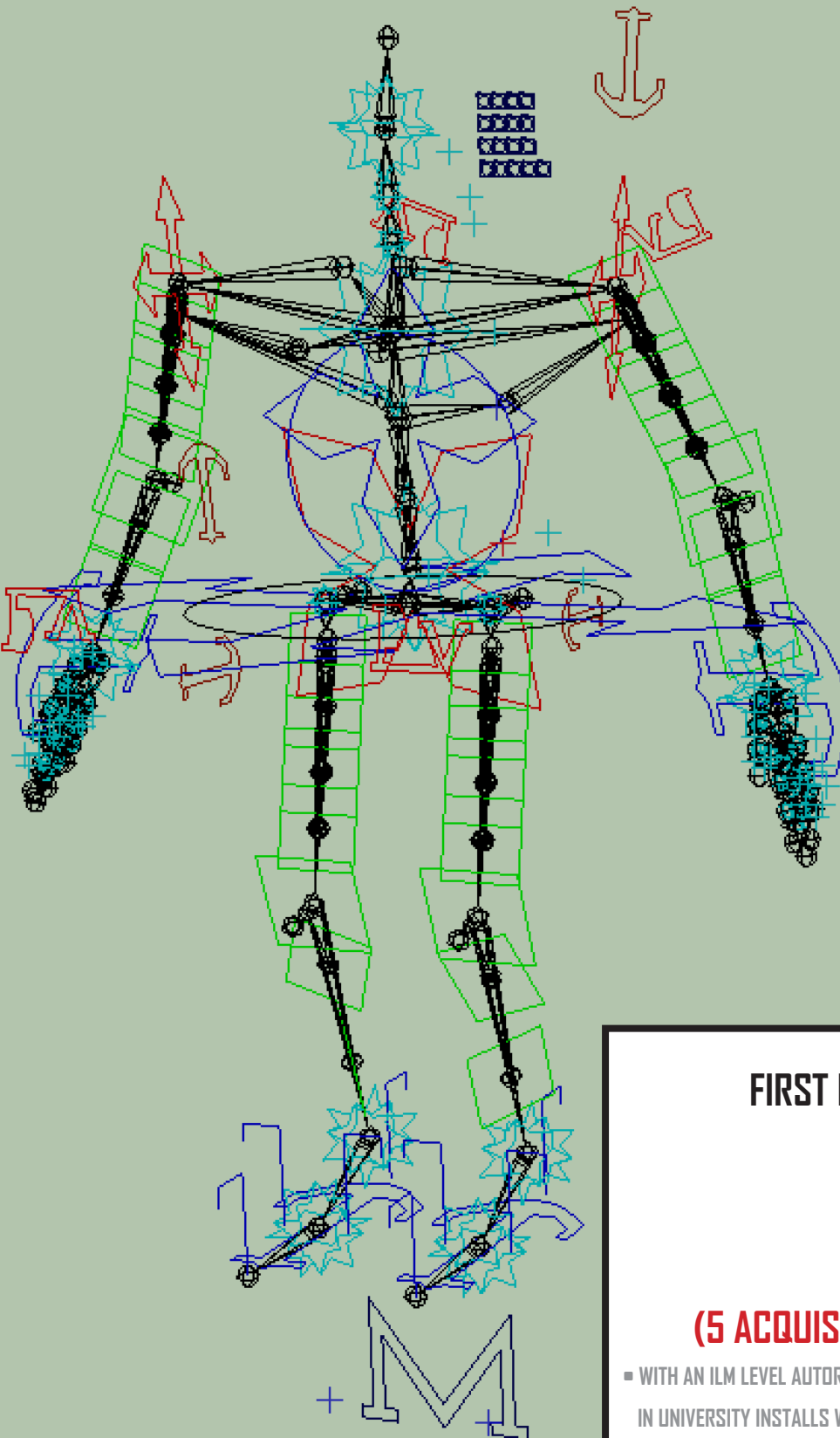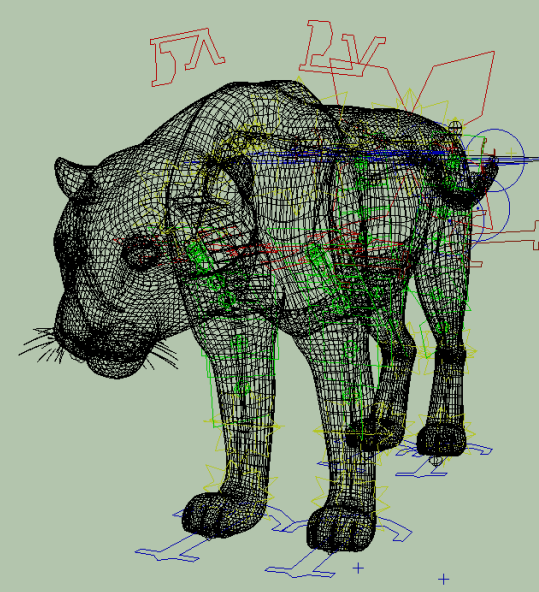Hit button 5 to execute the 'leaf helper' joints. These joints will assist in the counter

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

▶ Chief Technical Author's Biography
▼ A) core skeleton creation

This tool allows you to make one rig per scene.
Only DELETE nodes and skeletal joints by using the buttons on this GUI.

1) Create Scale Node.

2) Execute stretch draft skeleton.

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

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

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

4) Create Final Skeleton.

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

Delete Stretch Skeleton and Start Over (optional).

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

FIRST ENTREPRENEURIAL VENTURE

MY PLUGIN COMPANY

"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.

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

1. FORMATION
IDENTIFY THE PROBLEM AND CONCEPTUALIZE THE LLC

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

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

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

==>

2. INNOVATION
DESIGN ENGINEER/ INVENT THE TECHNOLOGY

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

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

==>

3. INTEGRATION
MARKET THE LLC WORLDWIDE

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

==> CAN ACQUIRE INTERNATIONAL ADVERTISEMENTS FOR THE LLC

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

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

4. CLOSURE
SELL OFF THE LLC

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

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

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

1. START WITH YOUR MODEL

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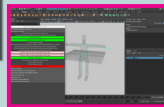
3. ATTACH MODEL TO SKELETON AND PICK THE NUMBER OF SKIN INFLUENCES WITH GUI

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

5. TEST SKIN WEIGHTING WITH GUI POSER LIBRARY

EITHER 6.

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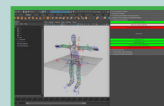
7. KEYFRAME CONTROL RIG WITH GUI BUTTONS

8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI
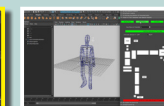
9. OVER 80 HOURS SAVED IN 15 MINUTES

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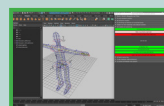
7. APPLY MOCAP DATA TO HIK RIG IN MAYA
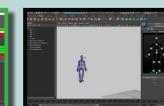
8. OPTIMIZE CHARACTER FOR IN GAME USE WITH GUI

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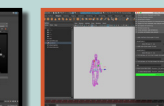
- SMART SKINNER SOFTWARE CONTROL RIG TECHNICAL INFLUENCES
- 80 HOURS OF LABOR COMPLETED IN 20 SECONDS (14K LINES OF CODE)
- MATCH HIGHLIGHTED COMPANY TO CIRCLED BODY PART

BIPED
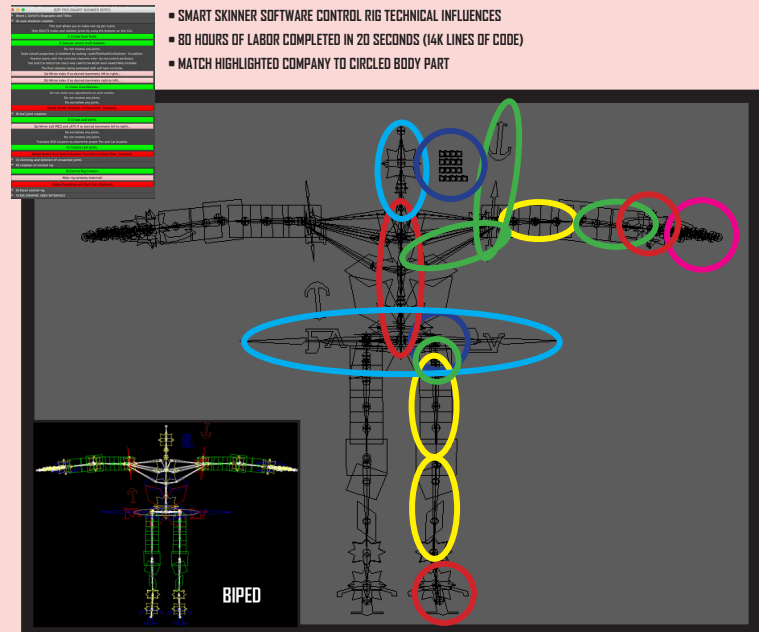
LUCASFILM Ltd
BI-MONTHLY BEST PRACTICES REVIEW COMMITTEE
SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL
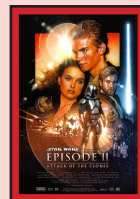
ILM BLOCK PARTY
JANGO FETT

2K SPORTS

LUCASFILM ANIMATION

CHARACTERS EXPLORED AT LUCAS ANIMATION

LUCASARTS

EA GAMES
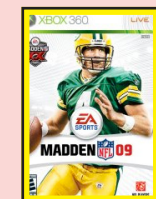
EA SPORTS

TITLES EXPLORED AS EA GLOBAL RIGGING ATTENDEE

ANIMATION LIBATION STUDIOS

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Prizes

The top 3 winners will be announced as the first three animators to work on an upcoming paid professional animation production.

The top 10 entries will have spotlight features on our website and our official ROKU channel.

BZP PRO | **wacom** | **TOON BOOM**

The top 3 winners will recieve Smart Skinner - Courtesy of BZP PRO BZP PRO .

The Smart Skinner rigs and skins bi-ped characters in minutes, saving animators weeks of tedious work. The product was developed by Brent Zorich formerly of ILM, Lucasfilm and EA Sports.

The top 3 winners will recieve a Wacom Tablet courtesy of Wacom.

Wacom plays a fundamental role in film, video, animation and the world of 3D development. For game developers, animators and designers working in 3D, Wacom offers natural, intuitive control for more life-like model texturing and painting. For film and video professionals, Wacom products provide the precise performance vital to both pre-production storyboarding and shot diagraming and post-production tasks like keying colors, tweaking key frames, designing text, rotoscoping, masking and more.

The top 3 winners will recieve a copy of Toon Boom software.

Toon Boom is the worldwide leader in digital content and animation creation software, delivering products and services online to its global community. Toon Boom carries user-friendly applications for all, catering to children, home users, creative professionals as well as students, educators and schools. Toon Boom is fully dedicated to education and goes far beyond just developing technology and curriculums that will enhance the classroom experience. Toon Boom is an influential advocate of bringing industry and education together, while partnering with value-added partners to help students achieve their goals.

First Prize | **Second & Third Prize**

AS A CREDIT TO BRENT'S TECHNICAL ABILITY, IN A MATTER THAT WAS RESOLVED BECAUSE HE NEVER USED THE TECHNOLOGY FIRST HAND, NOR DID HE EVER SEE ANY OF THEIR CODE, THE SUPERVISING TECHNICAL DIRECTORS OF THE STAR WARS PREQUEL TRILOGY THOUGHT THAT BRENT'S AUTORIGGER TECHNOLOGY SO CLOSELY RESEMBELED THE OSCAR NOMINATED TECHNOLOGY ON "STAR WARS EPISODE I: THE PHANTOM MENACE," "STAR WARS EPISODE II: ATTACK OF THE CLONES," AND "STAR WARS EPISODE III: REVENGE OF THE SITH," THEY INITIALLY INQUIRED ABOUT REQUESTING ROYALTIES, WHICH OF COURSE WOULD BE ILLEGAL BECAUSE THEY DEVELOPED THE I. PROPERTY AT LUCASFILM, OWNED BY MR. LUCAS, AND THERE WAS NO PLAGERISM IN THE CODE WRITING, NOR DID THEY HAVE SKINNING TECH.

I CAN INVENT RIGGING TECH, PENETRATE GLOBALLY, AND RECEIVE INTERNATIONAL ADVERTISEMENTS

NUEVO ACADEMIC PARTNER DE ALCANCE DIGITAL

BZP PRO — Alcance Digital y su nuevo academic Partner con BZP PRO se ha extendidio de su centro de entrenamiento, a los laboratorios del Instituto Tecnológico de Monterrey Campus León. Siendo la Unica Institución educativa del centro del País con este convenio y con uso del software Smart Skinner para animación 3D avanzada.

Tecnológico de Monterrey

Inbox (9999+)
Drafts (288)
Sent
Spam (2070)
Trash
Smart Views
Unread
Starred
People
Social
Travel
Shopping

your rigging tool (18) — People

To ████████@yahoo.com — Aug 6, 2011

I came across your rigging tool for sale. Have you considered giving royalties to the people who actually first developed what you are selling? I see so many similarities to Mr.T tool that I developed with ████████ and ████████ while at ILM. Even the controllers are the same. Not sure what I think about this.

Reply, Reply All or Forward | More

Capital University · Research Triangle Region · BRAMSON ORT COLLEGE · MIDDLE TENNESSEE STATE UNIVERSITY

MURDOCH UNIVERSITY · Memphis College of Art · NEW YORK FILM ACADEMY · Montserrat College of Art · Huntington University · San José State University

UNIVERSITY OF WISCONSIN WHITEWATER · RMCAD · Sheridan · TENNESSEE STATE · DURHAM COLLEGE · CCA

OHIO STATE UNIVERSITY · Alfred State · Australian National University · VCU · THE UNIVERSITY OF TEXAS AT AUSTIN · Atlantica College

SIU Southern Illinois University · UNIVERSITY OF HAWAII · USC TROJANS · School of VISUAL ARTS · SANTA MONICA COLLEGE · SBCC FOUNDATION

Columbus College of Art & Design · RED RIVER COLLEGE · Drexel UNIVERSITY · Aggies NEW MEXICO STATE · PALOMAR COLLEGE · DePaul BLUE DEMONS

PELLISSIPPI STATE Community College · PURDUE UNIVERSITY · REGENT UNIVERSITY · R·I·T · Johnson County Community College · emily carr

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Intercon — The Internet Conference

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Intercon — The Internet Conference
Top 100 Tech Innovators & Influencers
This Award is Presented to
BRENT J. ZORICH

DEPARTMENT NOTABLE ALUM

JONY IVE: CHIEF DESIGN OFFICER APPLE

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

Dear Brent,

Happy New Year!

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

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

MAKE ANY PROPORTIONED RIG IN SECONDS

All 3 rigs made in 45 seconds- 6 billable weeks saved
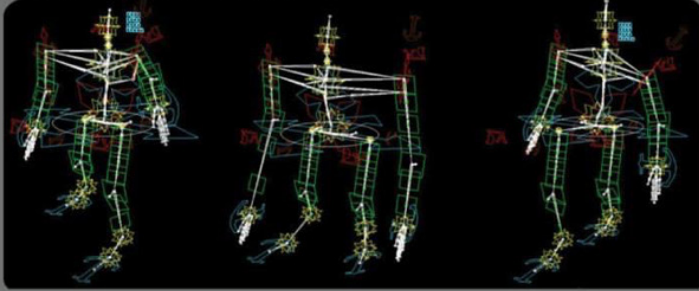
MULTIPLE SKELETAL CHAINS AUTOMATICALLY GENERATED

Deformation Layer
Skin Binder

Animation Layer
Motion Builder Naming Convention

Control Rig Layer
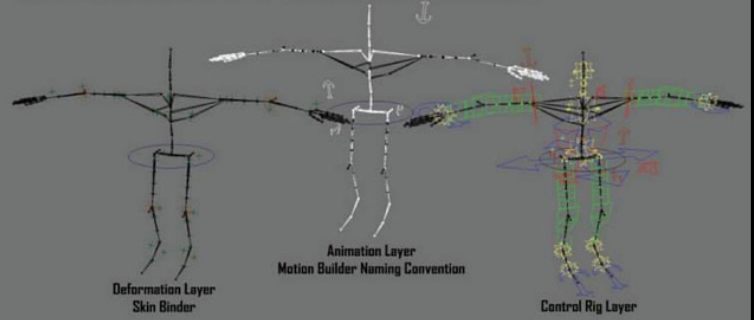
AUTOMATED SQUASH AND STRETCH LINEAR BLEND ATTRIBUTE

Squash and Stretch value = 0   Squash and Stretch value = .5   Squash and Stretch value = 1
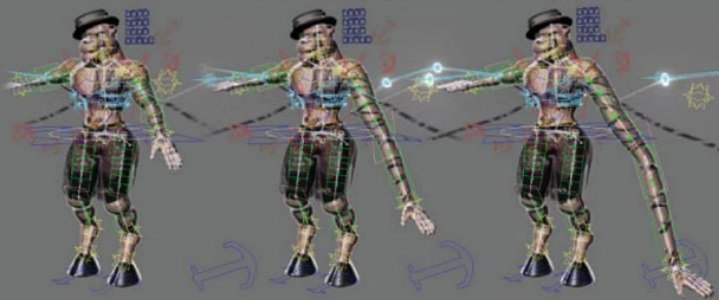
RIG SIMPLIFIED FOR MOBILE
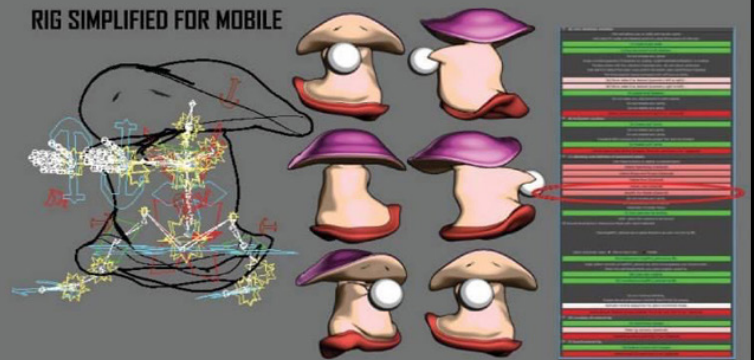
AUTOMATED SQUASH AND STRETCH INDIVIDUAL CONTROL HANDLES

Stretch

Squash
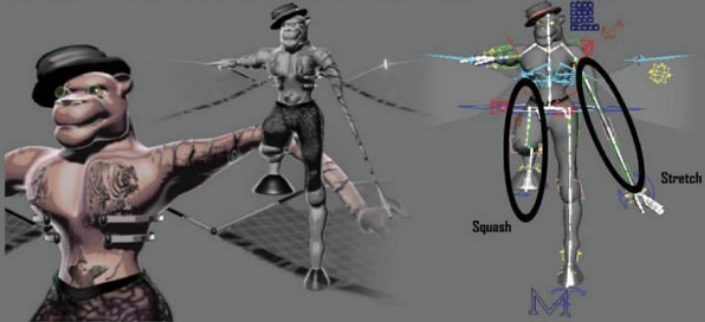
AUTOMATICALLY GENERATED ANCHORS CONTROLLING JOINT ORIENTATION
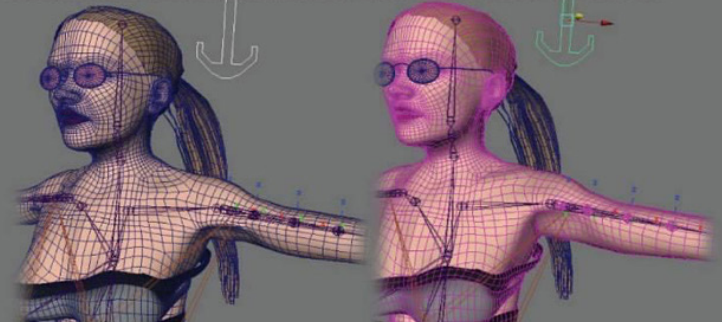
AUTOMATED LEAF JOINT FLEXING

UNFLEXED   BICEP FLEX   TRICEP FLEX
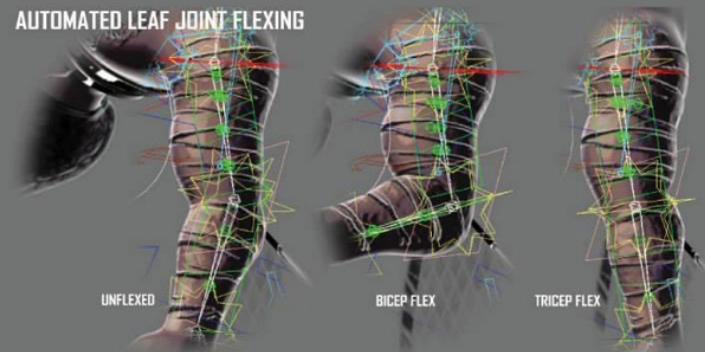
AUTOMATED GRADUAL FOREARM TWIST DEFORMATION

TWIST JOINTS ROTATE ON AUTOMATICALLY GENERATED AIM NODE BASED ON GLOBAL WRIST ORIENTATION- *forearm unbreakable*
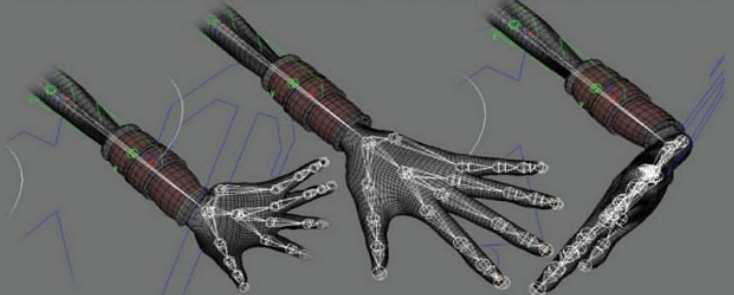
AUTOMATICALLY GENERATED DISTANCE NODE BASED CALF FLEXING

Calf Expansion

Calf Constriction

Calf Rested

AUTOMATICALLY GENERATED SQUASH AND STRETCH SPINE CONTROLS

Stretched Spine

Squashed Spine
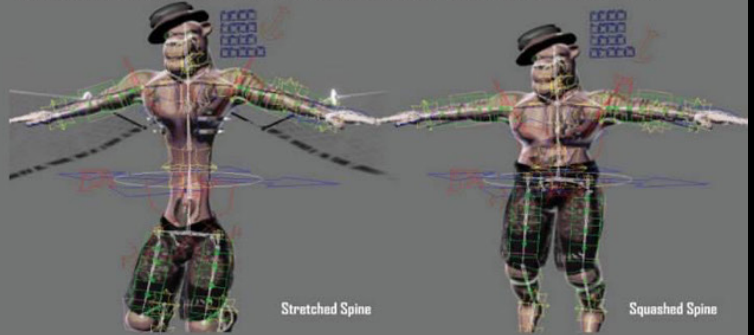
AUTOMATICALLY GENERATED TRANSLATION AND ROTATION SPINE CONTROLS

Lower Torso Translation

Spine Rotation

Upper Torso Translation
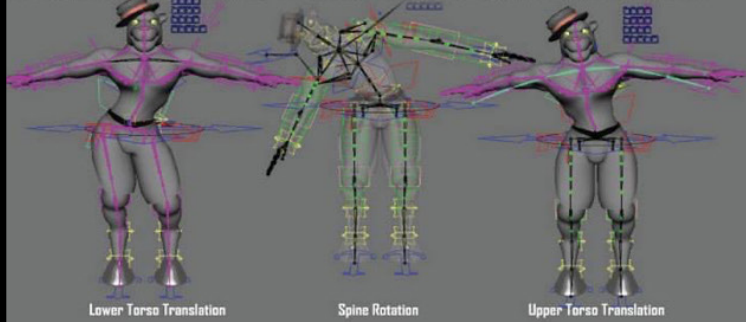
AUTOMATICALLY GENERATED BLENDSHAPE DRIVEN FACIAL GUI

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

AUTOMATICALLY GENERATED BLENDING PARENT ATTRIBUTE

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

Limb attribute set to follow World

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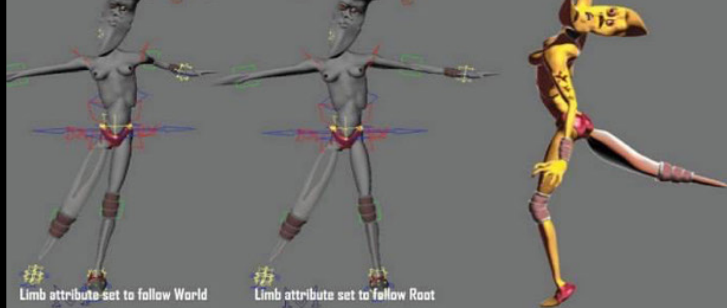
AUTOMATICALLY GENERATED AUTO CLAVICLE BLEND ATTRIBUTE

Clavicle can either follow hand anchor or move independently

AUTOMATICALLY GENERATED MULTI FILE PIPELINE AUTOMATING SKINNING

bzpPro_smartSkinner.ma file
Correct Skinning

8A) Pipeline References File
into scene aligning control points

8B) Skin Weights transferred
8C) File unreferenced
Completed Character
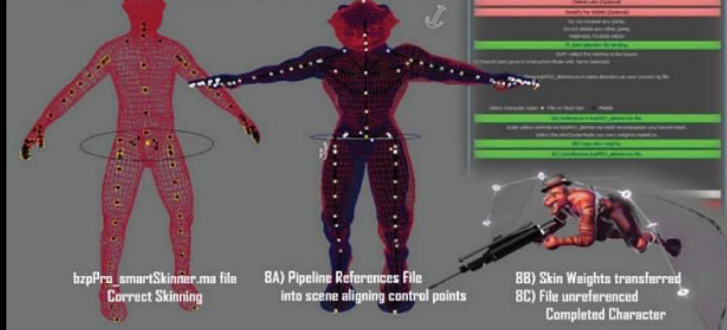
AUTOMATICALLY GENERATED PEC AND LAT FLEXING MUSCLE JOINTS
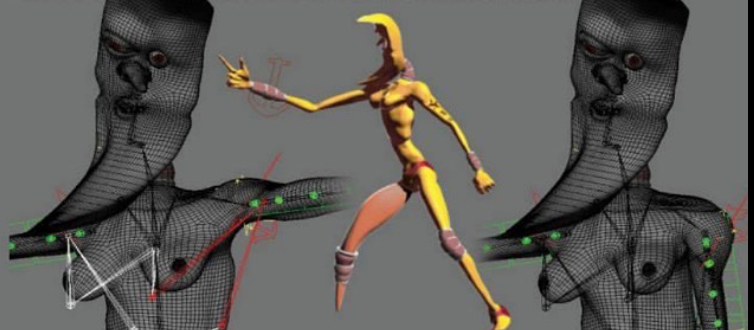
GREAT AUTORIGGER WORLDWIDE REVIEW FEATURED IN A WORLDWIDE MAGAZINE ('3D ARTIST MAGAZINE': ISSUE 68)

NOTE: VIA THEIR RECOMMENDATIONS, PRICE ADJUSTED AND GUI ADDED TO ADDRESS CONTROL RIG. AFTERWARDS, THE MAGAZINE FEATURED US ON THE COVER OF A FOLLOWING ISSUE.

NOTE: IN GREAT BRITAIN "PIECE OF KIT" IS SLANG FOR 'NEW PIECE OF SOFTWARE OR TECHNOLOGY". IT IS NOT DEROGATORY.

THE AUTHOR OF THIS REVIEW WAS THE HEAD GRAPHICS TRAINER AT OSCAR WINNING VFX STUDIO "DOUBLE NEGATIVE"

All tutorial files can also be downloaded from: www.3dartistonline.com/files

BZP PRO Smart Skinner • **Review**
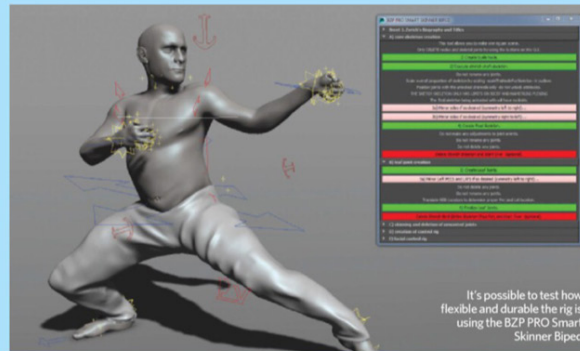
It's possible to test how flexible and durable the rig is using the BZP PRO Smart Skinner Biped

BZP PRO Smart Skinner

How much can you speed up your rigging process using the newly released Smart Skinner from BZP PRO?

REVIEW BY **Jahirul Amin,** director/producer and associate lecturer at NCCA, UK

I would like to compare skinning to the coffee creams that get left in a tin of Quality Street. For many people, it's the least enjoyable part of the CG pipeline. So when I was given the opportunity to review a piece of software that might make skinning a less time-consuming process, I was more than happy to try it.

The BZP PRO Smart Skinner Biped and Smart Skinner Quad for Maya are all-in-one rigging and skinning solutions. Smart Skinner is the brainchild of Brent Zorich, whose rigging credentials are solid, and this becomes apparent when you use this package.

As soon as it opens up, the Smart Skinner Biped feels immediately user-friendly. Tools are clearly labelled and organised, so you're up and running in no time. There are plenty of training videos on the website and Vimeo, so getting started is a simple affair. The logical, linear nature of the process makes Smart Skinner rather a blessing for those who struggle with technical skills.

The name of this package totally understates its capabilities. Yes, it skins, but you also get a fully-fledged rigging toolkit for your money. The impressive speed of this package became very apparent when I realised I'd forgotten to mirror some joints over, as I was back on track in a moment.

I'll talk you through the processes of this package, beginning with the skeleton. Once you've pressed the button to create the skeleton, it's easily fitted to the proportions of your model by rotating, scaling and translating

the joints. Each of the joints will only allow you to manipulate them using a fixed set of attributes that have been locked down, so that the orientation of the joints doesn't lose its integrity. As a result, it does lack some flexibility, but what you lose in flexibility you gain in speed and ease. It is by no means inflexible in other areas, though. During the creation process of the skeleton, you can make it suitable for game, film or mobile. You can also add squash and stretch for cartoon-style setups, meaning a wide range of characters can be rigged.

The skinning functions work well. I tried it out on a mesh of around 60,000 faces, which presented no problem. Once you've done an initial bind, you reference in the BZP PRO skinned mesh and the weighting information is transferred from the file onto your mesh like a skinning transplant. Of course, you'll still have to go in and refine it, but the bulk of the work will have been done for you.

The control rig provides you with all you need to animate a realistic or cartoon-style biped. The twist controls enable you to put the rig into some extreme poses, while still having it deform well, even in tricky areas such as the shoulders and hips. What I will say, however, is that I found the control rig to be visually intense and off-putting due to the busy shapes that were chosen.

All things considered, I am a big fan of the Smart Skinner. In a world where time is rarely on your side, if you can handle the price tag, this piece of kit will come in very handy.
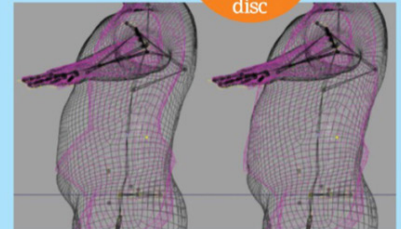
To transfer the weighting information, you must fit the reference model into the mesh

The good & the bad

✓ Speeds up the rigging process exponentially
✓ Creates a solid rig for animation
✓ Easy to set up
✓ Creates a great default bind with minimal tweaking needed to finish it off
✓ Ability to add squash and stretch controls

✗ Quite expensive
✗ Controls feel a little busy to begin with

Our verdict

Features	8/10
Ease of use	9/10
Quality of product	9/10
Value for money	7/10

"This is a solid solution, which does successfully speed up the character setup process"

Final Score 8/10

7 RIGS COMPLETED IN CASE STUDY

NOTE: Does NOT include facial sculpts, corrective sculpts, toes, tails, or rabbit ears.

WITHOUT BZP PRO SOFTWARE :
    560 HOURS TOTAL FOR ALL SEVEN (80 HOURS EACH)
    $111,300 @ $200 per hour
WITH BZP PRO SOFTWARE :
    3.5 HOURS TOTAL FOR ALL SEVEN
    $700 @ $200 per hour
COMPANY SAVINGS WITH BZP PRO: 556.5 HOURS or $110,600.00

UPDATED TECHNOLOGY
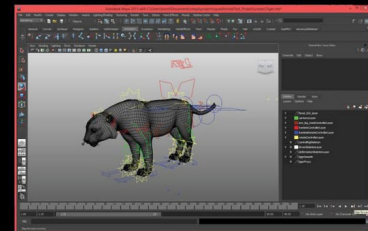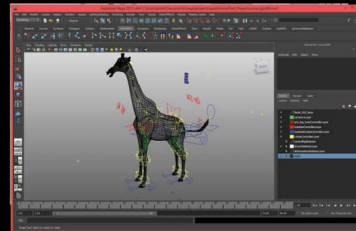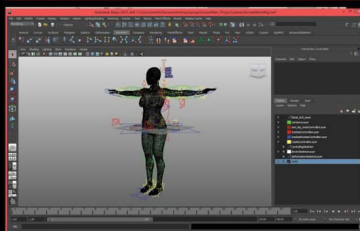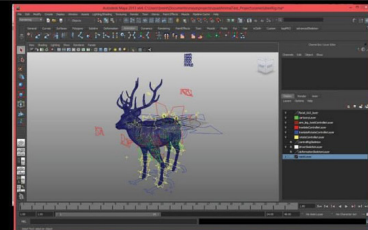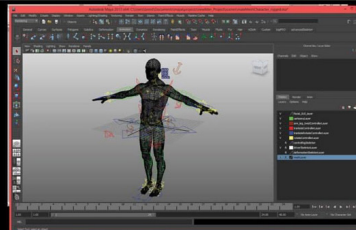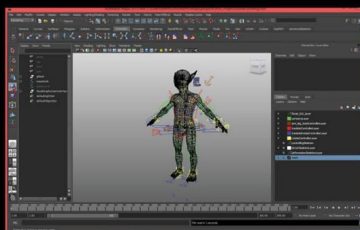
ADDITIONAL SQUASH AND STRETCH JOINTS ARE ADDED TO THE FOREARMS AND SHINS THEREBY GIVING THE "CARTOONY SETUP" A BETTER DEFORMATION
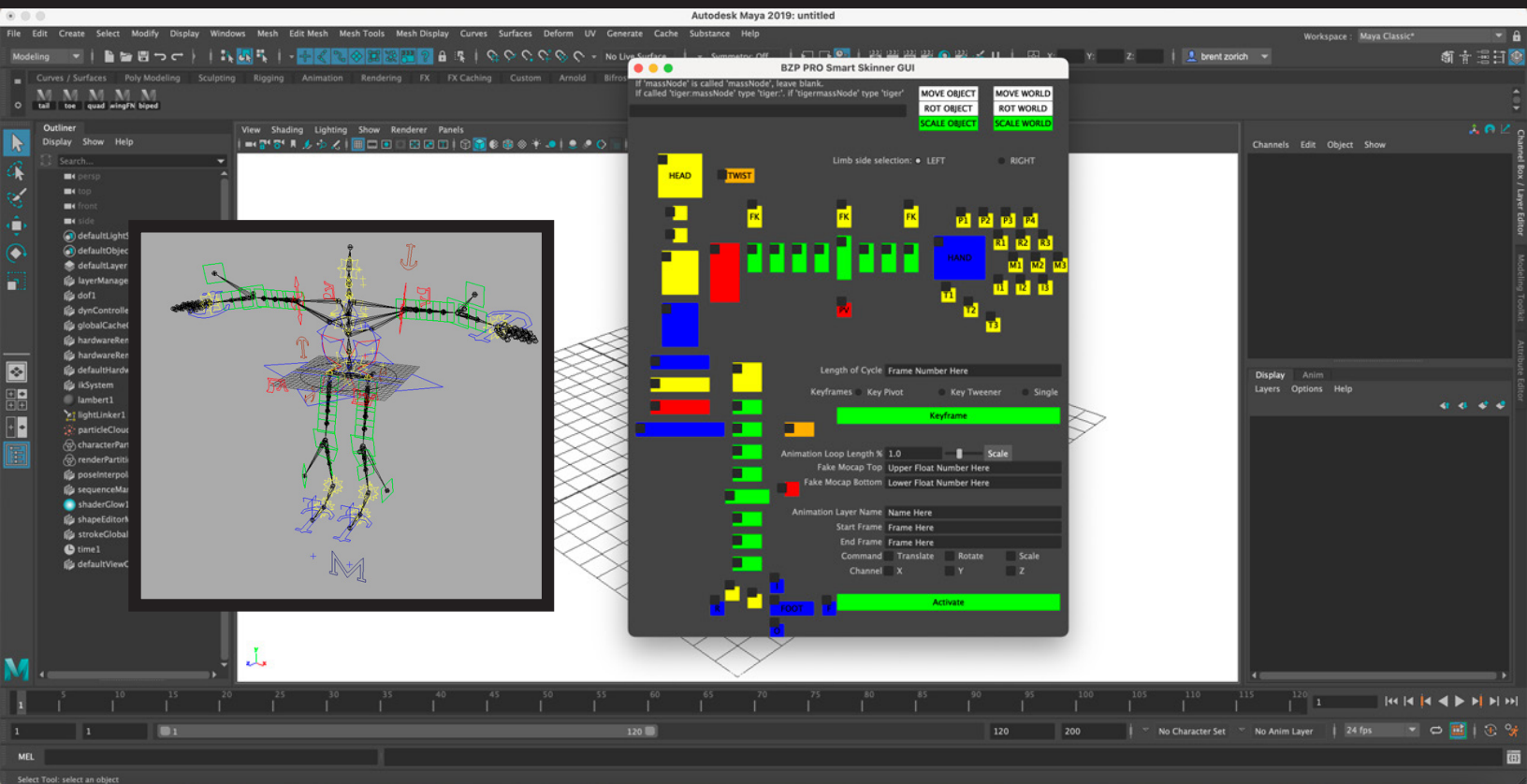
THE FIVE ACQUISITION REVIEWS

COMPANIES MUST BE DESCRIBED BRIEFLY DUE TO NEGOTIATIONS UNDER NDA

(FORMULA STILL ON THE MARKET)

- **(2014)** A FORTUNE 500 SOFTWARE COMPANY WORTH 10 BILLION: THEY DECIDED TO DEVELOP INTERNALLY

- **(2015-2017)** A FORTUNE 500 TECH FIRM WORTH 120 BILLION: AFTER THEIR VERBAL "YES", THE DEPARTMENT THAT ALMOST ACQUIRED BZP PRO GOT LAID OFF

- **(2013)** A FORTUNE 500 ANIMATION STUDIO: THE COMPANY DOWNSIZED AND CLOSED DOWN THE STUDIO THAT THE TEST INSTALL WAS LOCATED

- **(2016)** AN INDEPENDENT CHINESE COMPANY: LOST INTEREST IN BZP PRO

- **(2020-2021)** AN AUCTIONING BROKERAGE: COVID-19 DISRUPTED THE PROCESS, TALKS CEASED

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

SIX PAGE PORTFOLIO

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

GAMMOREAN RIGGING
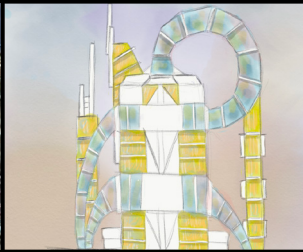
ADOBE PRE RELEASE TEAM
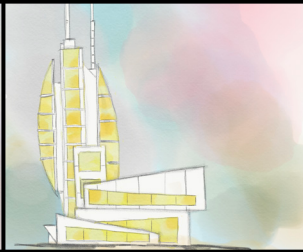
ADOBE PRE RELEASE TEAM

CLONE WARS RIGGING EXPLORATION

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 AND 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
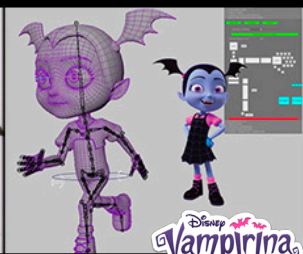
RIGGING PROTOTYPING

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

DISNEY RIGGING PROTOTYPING

EA SPORTS SUPERMAN RETURNS
LEX LUTHOR WARDROBE MODELING

ENGAGEDLEADERSHIP
LUCASFILM EXEC TRAINING

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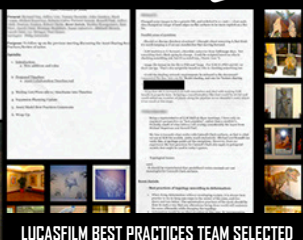
LUCASFILM BEST PRACTICES TEAM SELECTED BY FORMER CTO OF PETER JACKSON'S WETA DIGITAL (1 OF 10 MEMBERS)

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
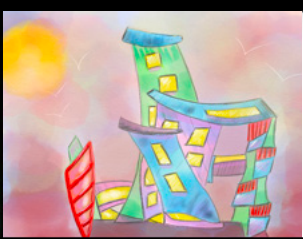
ADOBE PRE RELEASE TEAM

GLOBAL RIGGING ATTENDEE

FILM GAME CONVERGENCE WORK
SHOWN TO GEORGE LUCAS

FILM GAME CONVERGENCE WORK
SHOWN TO GEORGE LUCAS

LUCASFILM INDIANA JONES
RIGGING (SPIELBERG)

FINE ART

STAR WARS THE FORCE UNLEASHED
WAMPA LEAD RIGGING

TAKE TWO INTERACTIVE
NBA 2K RIGGING R AND D

EA SPORTS NHL 09
GLOBAL RIGGING GUIDANCE
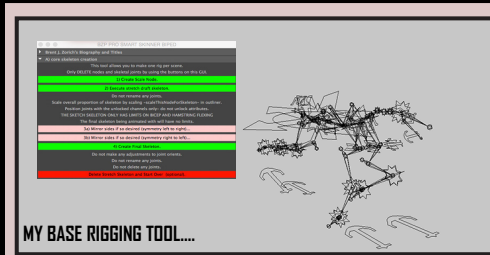
MY BASE RIGGING TOOL....
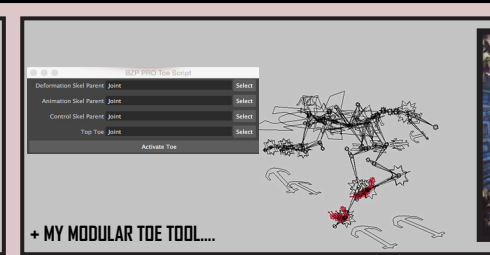
+ MY MODULAR TOE TOOL....
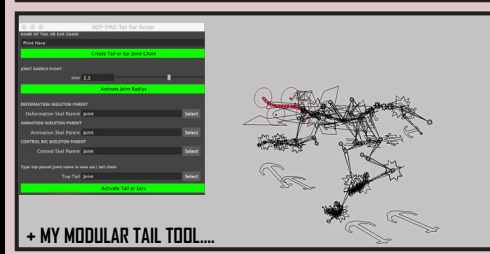
+ MY MODULAR TAIL TOOL....
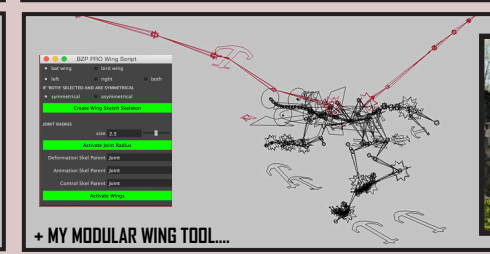
+ MY MODULAR WING TOOL....

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 RECIPROCATE 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.

MODULAR ENGINEERING CASE STUDY ON BUCKBEAK FROM HARRY POTTER 3 WITH MY SOFTWARE I AUTHORED: 90 HOURS OF WORK COMPLETED IN 5 MINUTES
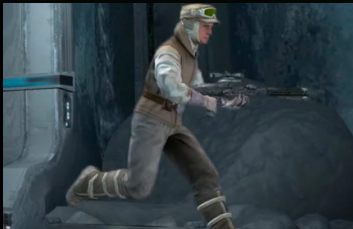
REBEL TROOPER RIGGING
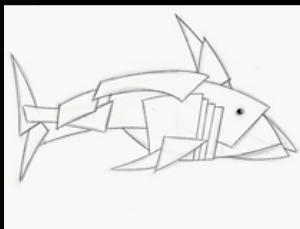
ADOBE PRE RELEASE TEAM

EA SPORTS NFL TOUR
LEAD RIGGING

LUCASFILM STAR WARS CLONE WARS
CAD BANE COLOR CORRECTION

LUCASFILM STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING

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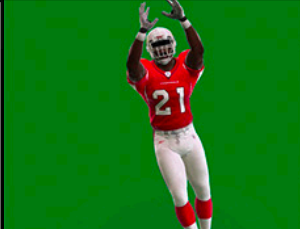
EA SPORTS MADDEN NFL
LEAD RIGGING

LUCASFILM STAR WARS THE FORCE UNLEASHED
JABBA THE HUTT LEAD RIGGING

TRANSFORMERS REVENGE OF THE FALLEN
OPTIMUS PRIME DAILIES

TAKE TWO INTERACTIVE
NBA 2K RIGGING R AND D

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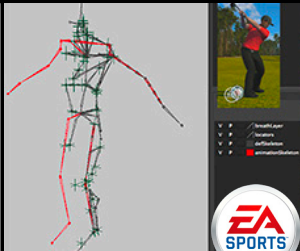
TIGER WOODS RIGGING R AND D

INDUSTRIAL
LIGHT & MAGIC

EA SPORTS

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

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

LUCASFILM STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING

INDUSTRIAL
LIGHT & MAGIC
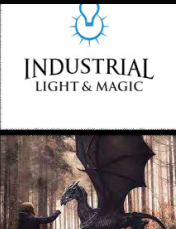
WORKING KNOWLEDGE/ QA ON ILM
STANDARD BIPED, WING, QUAD SETUPS

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

ADOBE PRE RELEASE TEAM

EA SPORTS NCAA FOOTBALL
LEAD RIGGING

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

GENSLER ARCHITECTURE
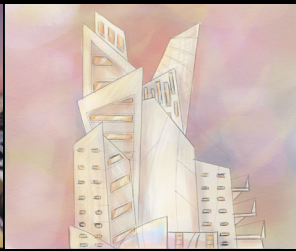
ADOBE PRE RELEASE TEAM

NBBJ ARCHITECTURE
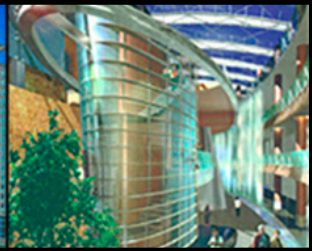
NBBJ ARCHITECTURE
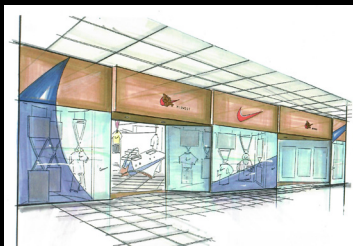
NIKE INDUSTRIAL DESIGN

MY PERSONAL BOOTH AT SIGGRAPH
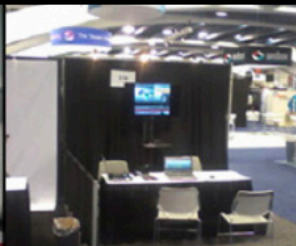
MY PERSONAL BOOTH AT GDC

STAR WARS THE FORCE UNLEASHED
AT-AT QUAD LEAD RIGGING

STAR WARS THE FORCE UNLEASHED
ULTIMATE EVIL LEAD RIGGING

CLONE WARS COLOR CORRECTION

1.

2.

3.

4.

AUTOSKINNING PIPELINE WITH PROXY TECHNOLOGY:
1. START WITH YOUR MESH
2. REFERENCE IN PROXY WITH CORRECT SKINNING VIA GUI (AUTOMATICALLY ALIGNS TO JOINTS)
3. SCALE UP PROXY TO ENCOMPASS MESH
4. TRANSFER SKIN WEIGHTS AND UNREFERENCE VIA GUI... COMPLETED MESH
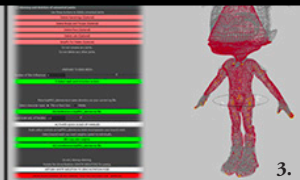
HAVING TAKEN PRIVATE ART LESSONS SINCE CHILDHOOD, BRENT WAS CONTACTED BY ADOBE TO BE A TEST ILLUSTRATOR (QA) ON THEIR PRIMARY SOFTWARE, ADOBE PHOTOSHOP. IN COLUMBUS ON HIS IPAD, HE TESTED THE LATEST PLUGINS, TOOLS, AND BRUSHES FOR THE APPLE DIVISION OF ADOBE, GIVING THE TEAM FEEDBACK IN THE TEST FORUM.
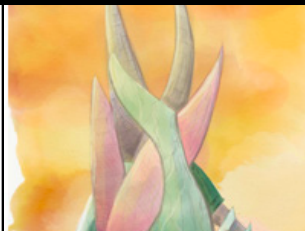
ADOBE PRE RELEASE TEAM

HARRY POTTER AND THE HALF BLOOD PRINCE
DUMBLEDORE MONTHLIES EDITING

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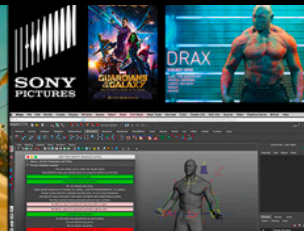
SONY DRAX RIGGING PROTOTYPING
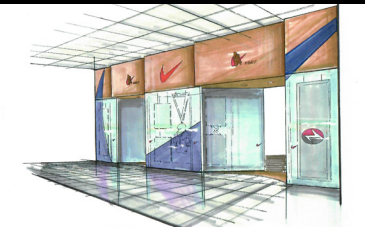
NIKE INDUSTRIAL DESIGN

STAR WARS THE FORCE UNLEASHED
BOBA FETT LEAD RIGGING

DRAX THE DESTROYER
RIGGING PROTOTYPING

MICHAEL JACKSON'S PR CONTACTING
ABOUT REPRESENTING ME

EA SPORTS MADDEN NFL
LEAD RIGGING

FINE ART

TAKE TWO INTERACTIVE
COLLEGE HOOPS 2K RIGGING

Intercon
The Internet Conference

Top 100 Tech Innovators & Influencers

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

EA SPORTS NFL TOUR
LEAD RIGGING

EA SPORTS NFL TOUR
LEAD RIGGING
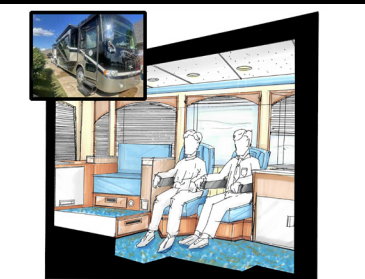
LUXURY SUV DESIGN ILLUSTRATION
CLIENT: OWNER OF COLUMBUS BLUE JACKETS
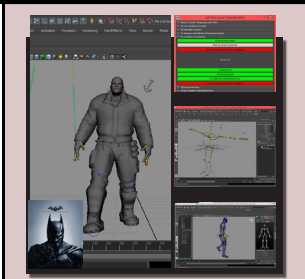
AUTOMATED MOTION CAPTURE TECHNOLOGY

START SCENE IN MAYA = END SCENE IN MAYA = IN UNITY
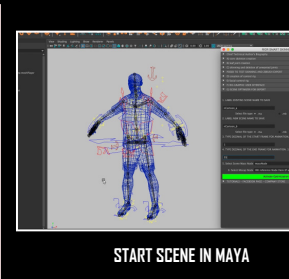
MAYA SCENE OPTIMIZER FOR FBX FORMAT THAT WILL BRING AN OPTIMIZED PIPELINE INTO UNITY OR UNREAL WITH BAKED ANIMATION KEYS
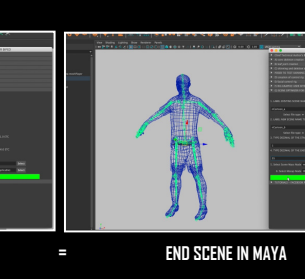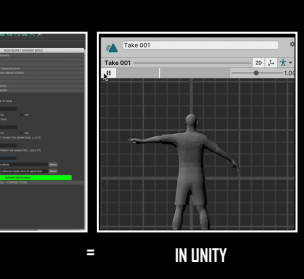
DESIGNING MODULAR ENGINEERING SYSTEMS IS BRENT'S SPECIALTY. HE IS ABLE TO DESIGN TOOLS, PLUGINS, AND SCRIPTS, IN BOTH PYTHON AND MEL THAT AUTOMATE REPETITIVE WORK AT THE LEVEL OF INDUSTRIAL LIGHT & MAGIC IN A FRACTION OF THE TIME.

BZP PRO BASE RIG + BZP PRO TOE MODULAR

2139 NODES

2443 NODES

BZP PRO TAIL MODULAR + BZP PRO WINGS MODULAR

2562 NODES

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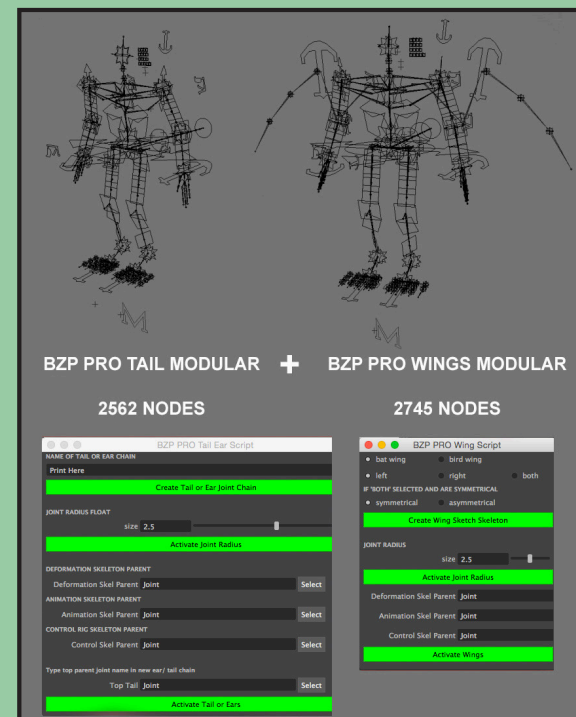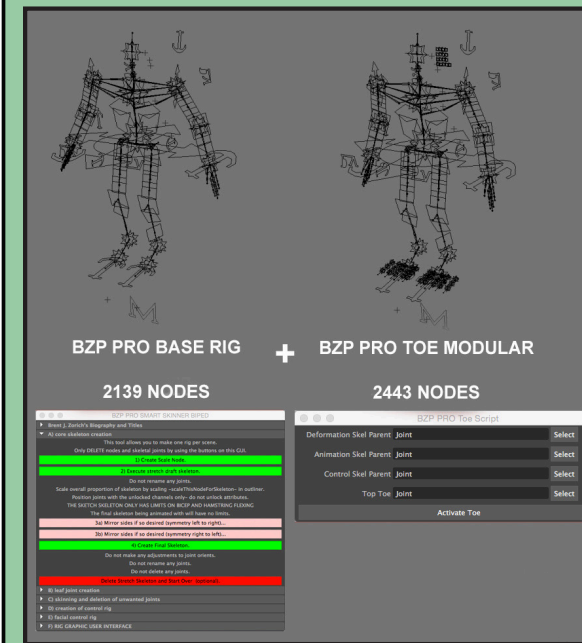
MODULAR ENGINEERING: 90 HOURS OF WORK COMPLETED IN 5 MINUTES

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

SONY RIGGING PROTOTYPING
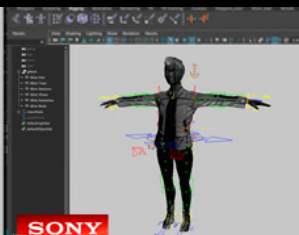
SONY RIGGING PROTOTYPING

STAR WARS THE CLONE WARS
OBI WAN COLOR CORRECTION
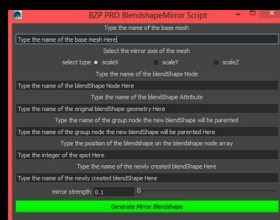
MY BLENDSHAPE MIRROR TOOL

EA SPORTS FIFA 09
GLOBAL RIGGING GUIDANCE
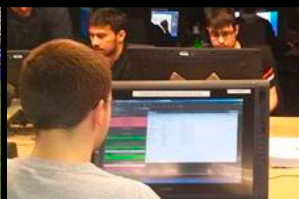
DUE TO SOFTWARE I DESIGNED "EASE OF USE", SOPHOMORES IN COLLEGE WITH LITTLE TRAINING ARE ABLE TO TECHNICALLY CONSTRUCT CHARACTERS AT THE LEVEL OF INDUSTRIAL LIGHT AND MAGIC AS SEEN IN THESE PHOTOS.
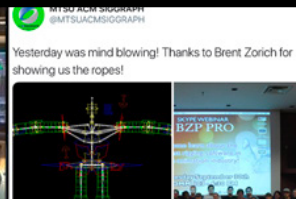
PUBLIC ENDORSEMENT FROM SIGGRAPH CHAIR:
"MINDBLOWING"

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.
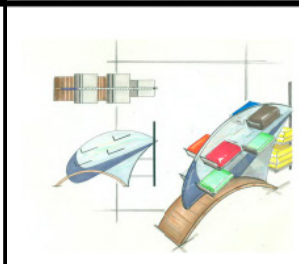
NIKE INDUSTRIAL DESIGN
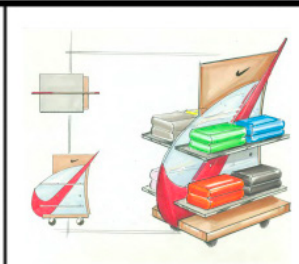
NIKE INDUSTRIAL DESIGN
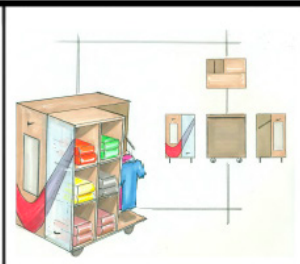
NIKE INDUSTRIAL DESIGN

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

ACCURATE

EA SPORTS MADDEN NFL RIGGING SYSTEM DESIGN

EA SPORTS NBA LIVE 09
GLOBAL RIGGING GUIDANCE

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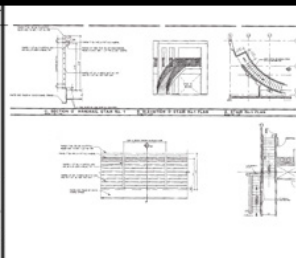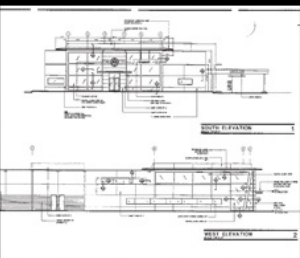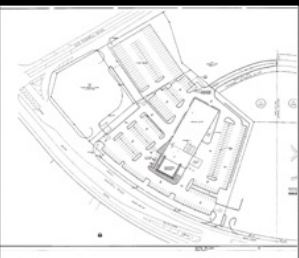
THE MASTERS THESIS AT ACCAD WAS VERY JURASSIC PARK ORIENTED. THE GRADUATE RESEARCH TEAM, UNDER THE SUPERVISION OF THE ACCAD DIRECTOR WHO WAS THE FORMER HEAD OF THE RINGLING SCHOOL OF ART AND DESIGN MADE A 1 HOUR LONG DOCUMENTARY WITH THE BURPEE MUSEUM IN ROCKFORD, ILLINOIS, THAT WAS AIRED NATIONALLY.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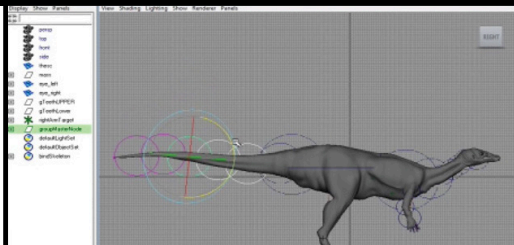
MASTERS THESIS: DINOSAUR AUTORIGGING IN PYTHON
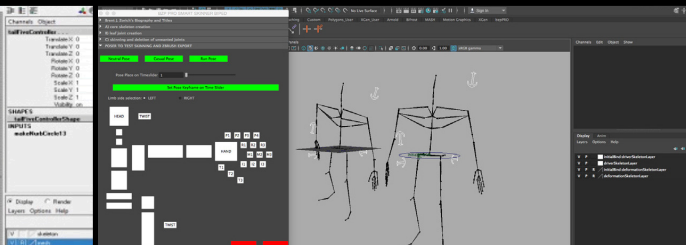
WORLD SPACE POSER TOOL

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.

ADOBE PRE RELEASE TEAM
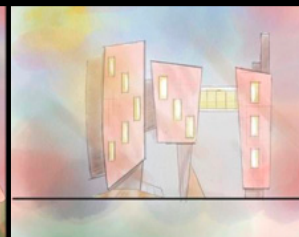
ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

ADOBE PRE 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
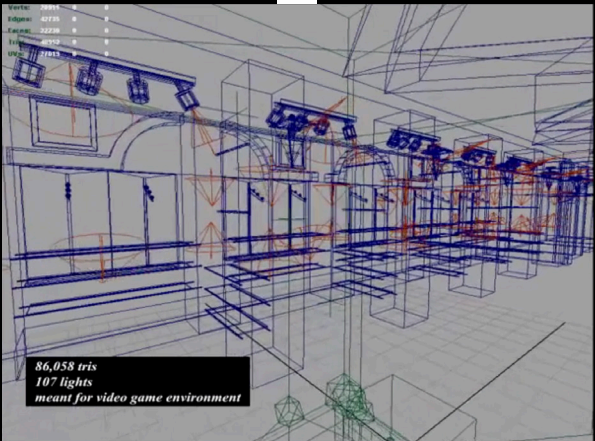

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

86,058 tris
107 lights
meant for video game environment

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

86,058 tris
107 lights
meant for video game environment

VIDEO GAME LIGHTING AND ENVIRONMENT IN MAYA

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

ADOBE PRE RELEASE TEAM

43
SKETCHES OF BRENT ZORICH CLOTHING LINE

9
SKETCHES OF BRENT ZORICH CLOTHING LINE

2
SKETCHES OF BRENT ZORICH CLOTHING LINE

8
SKETCHES OF BRENT ZORICH CLOTHING LINE

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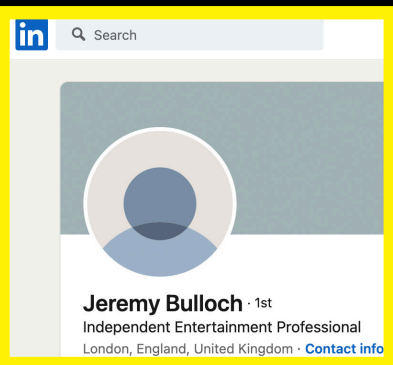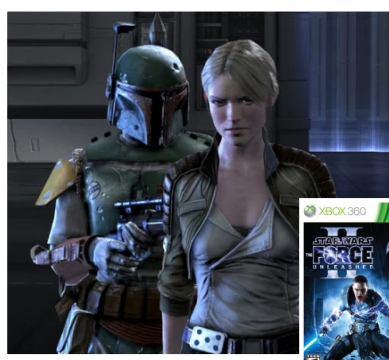
BOBA FETT REFERENCE. ACTOR JEREMY BULLOCH (REST IN PEACE) WHO WAS A LINKEDIN CONTACT AND PLAYED BOBA FETT IN "STAR WARS EPISODE V: THE EMPIRE STRIKES BACK"

Jeremy Bulloch · 1st
Independent Entertainment Professional
London, England, United Kingdom · Contact info
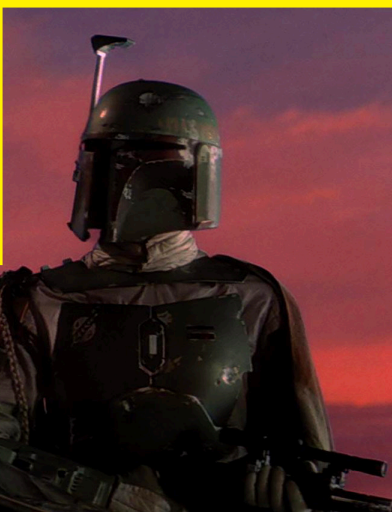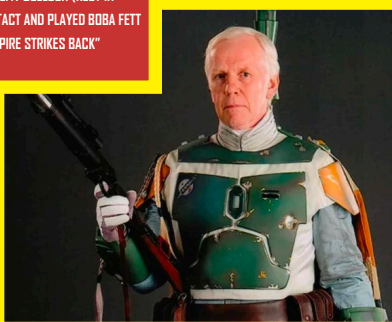
IN PARTICULAR THE SCENES ON CLOUD CITY WITH ACTOR PETER MAYHEW WHO PLAYED CHEWBACCA (REST IN PEACE AND ALSO A LINKEDIN CONNECTION)
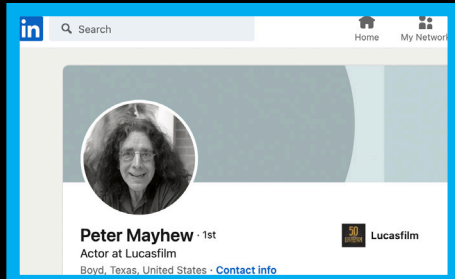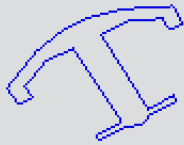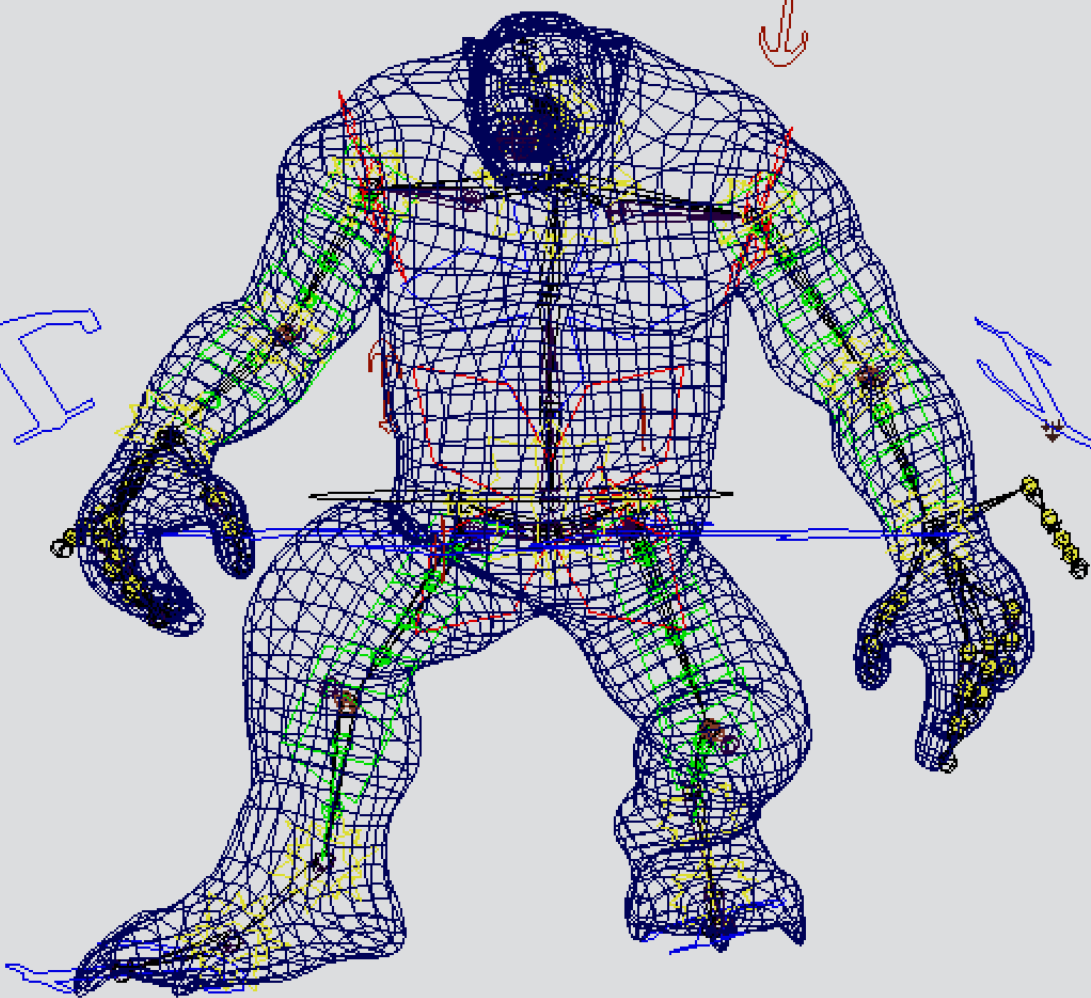
Peter Mayhew · 1st
Actor at Lucasfilm
Boyd, Texas, United States · Contact info

RESEARCH AND DEVELOPMENT

THIS IS A PROTOTYPE WIP DESIGN OF A NEW ADDITION TO THE SMART SKINNER TECHNOLOGY THAT I DEVELOPED. ONCE COMPLETED, A WALK OR RUN CYCLE, THAT WOULD TYPICALLY TAKE APPROXIMATELY 35 TO 45 MINUTES TO COMPLETE, SHOULD BE COMPLETED UNDER 5 TO 10 MINUTES, LOOPING. THIS CYCLE WILL BE SCALABLE TO GIVE THE ILLUSION OF A "FASTER" OR "SLOWER" WALK PACE.

 THAT COMPLETES THE FIRST PORTION OF THIS R AND D. THE SECOND PORTION, WHICH IS AN ANIMATION DESIGN PROBLEM, IS ADDING THE ENHANCEMENT OF REALISM TO THAT PARTICULAR CYCLE. WHEN ANIMATION IS KEYED BY HAND, THE ARCS OF MOTION OF THE KEYFRAMED WORK TYPICALLY LOOK "HAND DONE" OR SMOOTHED; WHEREAS MOTION CAPTURE ARCS ARE MORE TURBULENT DUE TO THE SUBTLETIES OF MOTION. THIS SOON TO BE DEVELOPED TECHNOLOGY WOULD ADD A "NOISE" LAYER TO A SMOOTHED KEYFRAMED ANIMATION CURVE THAT, IN THEORY, ONCE TESTED, COULD GIVE THE ILLUSION OF A MOTION CAPTURE SHOOT WITH AN ACTOR IN MARKERS… NOT DONE BY HAND. THIS WOULD ENABLE THE ANIMATION DIRECTOR TO APPLY THIS NOISE LAYER TO NON TRADITIONAL PROPORTIONED CHARACTERS THAT WOULD BE PERFORMING ALONGSIDE THEIR MOCAPPED HUMAN PROPORTIONED COUNTERPARTS, ADDING TO A SEAMLESS GAME LOOP, GAME CINEMATIC, OR ANIMATION SHOT. SO FOR EXAMPLE, IN "GOD OF WAR", WHERE KRATOS IS MOTION CAPTURED AND THERE ARE SUBTLETIES IN HIS WALK CYCLE OF HUMAN ERROR, IF HE WERE TO FIGHT A NON PROPORTIONED BIPEDAL OR QUADRUPED CHARACTER THAT IS KEYFRAMED BECAUSE MOTION CAPTURE IS AN IMPROBABILITY, THIS TECHNOLOGY WOULD RUN ON THAT SECOND CHARACTER'S ANIMATION DATA CURVES IN THE GRAPH EDITOR, AND THEN BOTH CHARACTERS WOULD HAVE THE VISUAL APPEARANCE OF BEING MORE REALISTIC WITH MOCAP DATA AS OPPOSED TO ANIMATION SMOOTH KEYED NON REALISM. DIRECTOR ANG LEE WHEN WORKING WITH ILM ON "HULK" IN 2003 MENTIONED ARCS OF MOTION IN THE "MAKING OF," BUT GAMES, DUE TO DROP KEYFRAMES IN REAL TIME ACTION, HAVE NOT YET ADOPTED ALL OF THESE PRINCIPALS… LEADING TO DISBELIEF WHEN YOU PLAY THE TITLES.

If massNode is called 'massNode', leave blank.
If called 'tiger:massNode' type 'tiger:'. if 'tigermassNode' type 'tiger'

MOVE OBJECT   MOVE WORLD
ROT OBJECT   ROT WORLD
SCALE OBJECT SCALE WORLD

Limb side selection: ● LEFT   ○ RIGHT

HEAD TWIST
FK   FK   FK   P1 P2 P3 P4
                          R1 R2 R3
HAND   M1 M2 M3
            T1   I1 T2 T3
PV   T2
            T3

Length of Cycle   Frame Number Here

Keyframes   ○ Key Pivot   ○ Key Tweener   ○ Single

Keyframe

Animation Loop Length % 1.0   Scale
Fake Mocap Top   Upper Float Number Here
Fake Mocap Bottom Lower Float Number Here

Animation Layer Name Name Here
Start Frame   Frame Here
End Frame   Frame Here
Command   ☐ Translate   ☐ Rotate   ☐ Scale
Channel   ☐ X   ☐ Y   ☐ Z

Activate

▶ G) SCENE OPTIMIZER FOR EXPORT
▶ TUTORIALS – FACEBOOK PAGE – COMPANY STORE

BZP PRO SMART SKINNER BIPED

▼ Brent J. Zorich's Biography and Titles
AutoRig created by BRENT ZORICH PRODUCTIONS LLC

Titles

FILM

1. The Mystery Dinosaur (Visual Effects)
2. Star Wars The Clone Wars: Season 2 (Compositing)
3. Harry Potter and the Half Blood Prince (Prep Work For Monthlies)
4. Transformers Revenge of the Fallen (Shot Approval In Dailies)

GAME

1. Superman Returns The Video Game (Rigging and Modeling)
2. College Hoops 2K7 (Rigging)
3. College Hoops 2K8 (Rigging R and D)
4. NBA 2K8 (Rigging R and D)
5. NFL Tour (Rigging)
6. NFL Head Coach '09 (Rigging)
7. NCAA Football '09 (Rigging)
8. Madden NFL '09 (Rigging)
9. Tiger Woods PGA Tour '09 (Rigging R and D)
10. Star Wars: The Force Unleashed Ultimate Sith Edition (Rigging)
11. Indiana Jones and the Staff of Kings (Rigging)
12. Madden NFL '08 (Rigging)
13. NCAA Football '08 (Rigging)
14. EA Sports MMA (Rigging R and D)
15. Star Wars: The Force Unleashed II (Rigging R and D)

BULLET POINTS ON MY RESUME:

-Portfolio featured at Siggraph 08

-Featured as Industry Insider in ISSUE 10 of 3D ARTIST MAGAZINE

-Research and Development shown to Mr. George Lucas at Lucasfilm Animation Singapore

-Transfer from Singapore to San Francisco via order the Lucasfilm executive Committee

-Working knowledge and QA on ILM's Block Party Software

-Lucasfilm Steering Committee Member setting digital standards for best practices

-Creature Research and Development at Industrial Light & Magic

-Executive Leadership Training done at Lucasfilm, Ltd.

-Working knowledge and QA on ILM's Block Party Software

-Executive Proposal Submission at Lucasfilm, Ltd.

-Worked at the architectural firms ranked #1 (Gensler) and #2 (NBBJ) worldwide

-PLEASE HIT ME UP ON LINKEDIN AND LIKE OUR FACEBOOK PAGE

SELF PROMOTION ::::: MARK ZUCKERBERG MARKETING STRATEGY

AS APART OF A SELF PROMOTION STRATEGY, THE SOFTWARE THAT WAS ROLLED OUT WORLDWIDE AT APPROXIMATELY 100 LICENSES PER SCHOOL, FOR 250 SCHOOLS, ON 6 CONTINENTS, TO ENHANCE THE CONFIDENCE OF THE USER OF THE PRODUCT, AND SELL THEM ON THE FACT THAT THE TOOL BEING USED IN ACADEMIA WAS AUTHORED BY AN EXPERT, MY VITA WAS A DROPDOWN MENU ON EVERY LICENSE THAT WENT OUT THE DOOR. THOUSANDS OF STUDENTS WORLDWIDE WHO HAD ACCESS TO THIS TECHNOLOGY KNOW EVERYTHING ABOUT MY RESUME. I CAN ALSO SEND MASS EMAILS TO INFORM OF NEW ADVANCEMENTS OR ANY OTHER PERTINENT INFORMATION TO A WHOLE GENERATION OF ART, DESIGN, AND ANIMATION STUDENTS IN A MASS EMAIL IN COUNTRIES RANGING FROM THE USA, TO JAPAN, TO BRAZIL, TO CHINA, TO ENGLAND, TO CANADA, SO ON AND SO FORTH. AN AMAZING ASSET FOR ME TO HAVE IN MY ARSENAL AS I DEVELOP FURTHER PROFESSIONALLY INTO ULTIMATELY A CHIEF VISUAL OFFICER OR STUDIO OWNER EXEC.
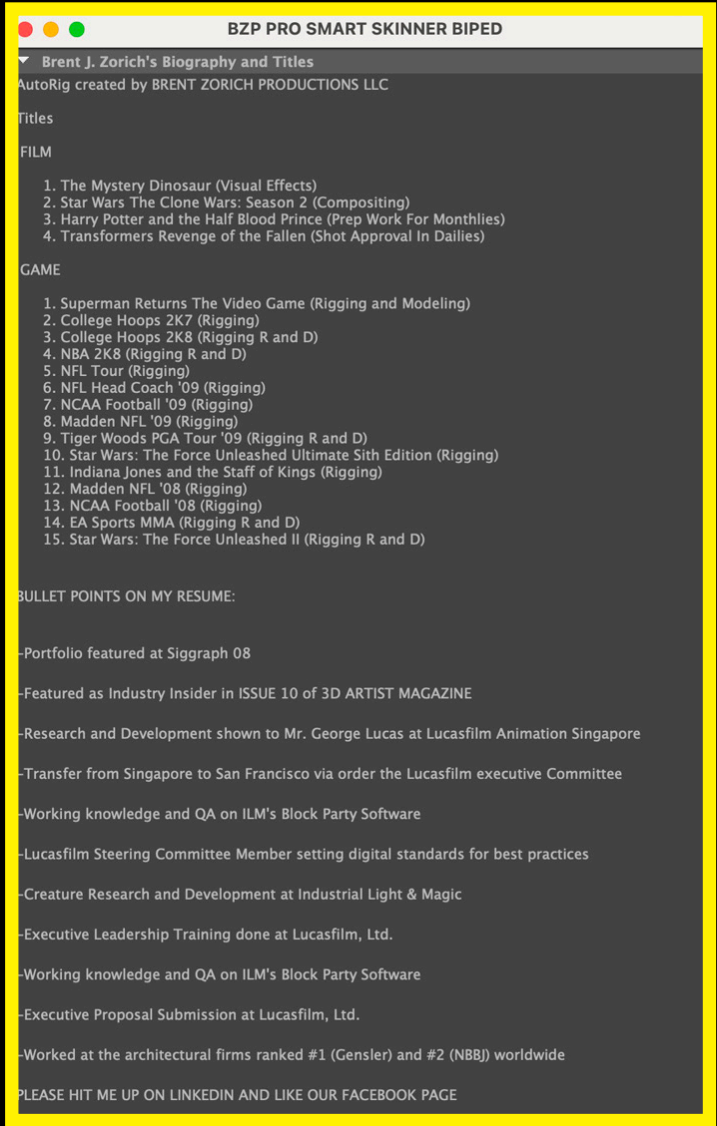
SECOND ENTREPRENEURIAL VENTURE

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.

Sketches *of* Brent Zorich

... A CASUAL CLOTHING LINE FOR EVERY ARTIST ... ARCHITECT ... ENGINEER ... DESIGNER ... AND ILLUSTRATOR WITHIN US ...
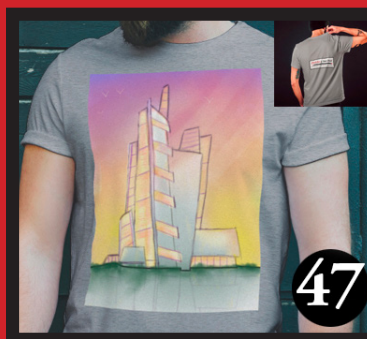
WWW.SKETCHESOFBRENTZORICH.COM

CLOTHING COMES IN A VARIETY OF SIZES AND COLORS

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To You

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

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

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

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

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

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

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

facebook   Deloitte.   DISNEY   Google

citi   Pfizer   amazon   M

Here's how we can help.

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

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BRANDS THIS PARTICULAR AGENCY WORKS WITH

✉ Mail   9 Calendar   Feed   Apps

PRINTS

P01	P02	P03	P04
P05	P06	P07	P08
P09	P10	P11	P12
P13	P14	P15	P16
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HOODIE DESIGNS

01H
02H
03H
04H
05H
06H
07H
08H
09H
10H
11H
12H
13H
14H
15H
16H

DRAWINGS ARE DONE AS A PART OF THE ADOBE PRE RELEASE TEAM ON THE IPAD WITH ADOBE PHOTOSHOP.

Adobe Prerelease
To You
12:28 PM

Photoshop Prerelease: Live Meeting!

Dear Prerelease User,

Our next Prerelease Live meeting is on Friday, August 19th. Looking forward to seeing you all there!

When: Friday, August 19th @ 9:00 am PST

Where: Bluejeans Events

- **Registration link:** https://primetime.bluejeans.com/a2m/register/rgeagqzt
- **Note:** You may see an error page for about 5 seconds before it redirects to the registration page. Apologies for the confusing experience there.

Agenda:

- What's in the Latest Build
- Ps Desktop/iPad Announcements + demos/updates
- UXP Plugin Developer Showcase
- Q&A Session

See you then!

We are using Bluejeans Events for screen sharing. Once you register at the link above, you will receive an "Approved" email with information to "Join Event". Please click on the link or use the alternate join options for when the meeting starts. The meeting will be recorded and shared in its respective "Live Meetings" forum discussion thread.
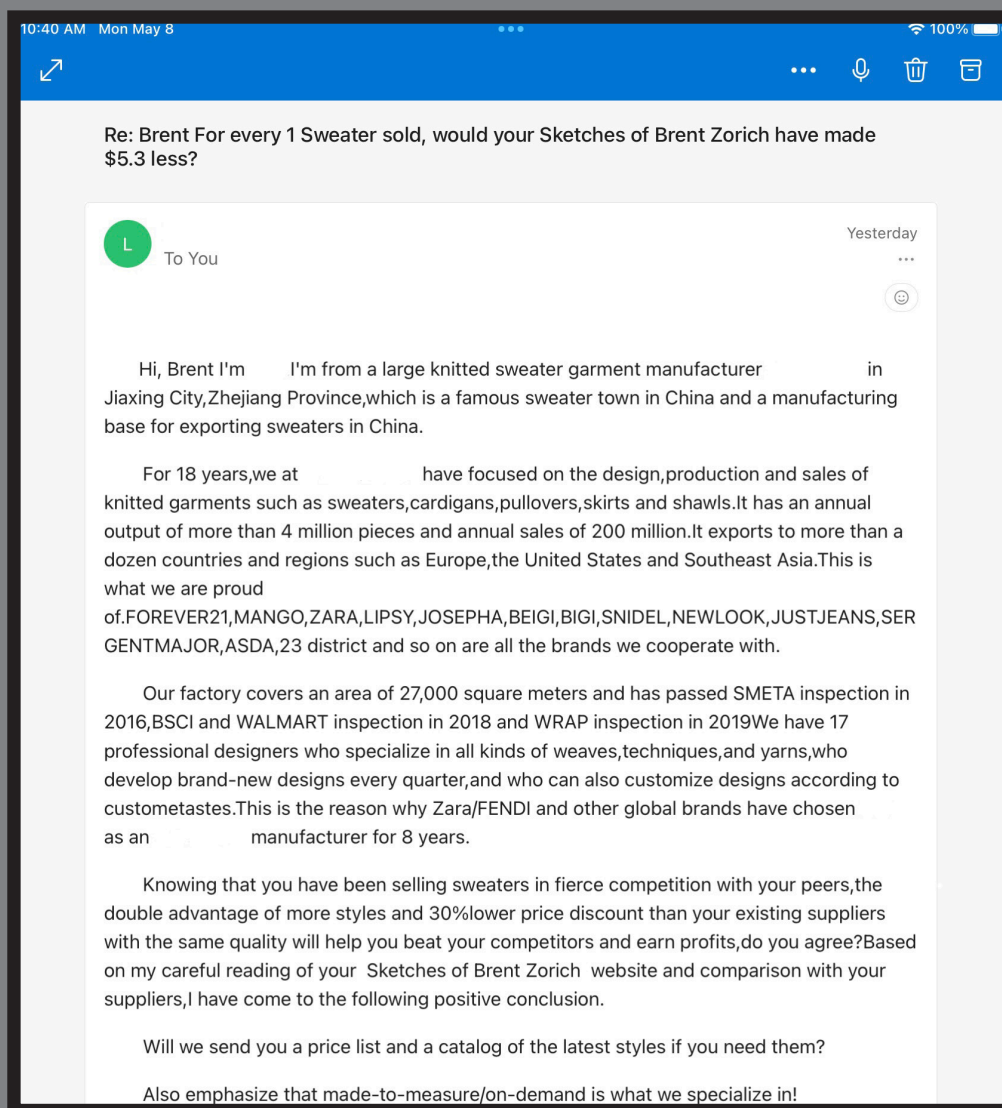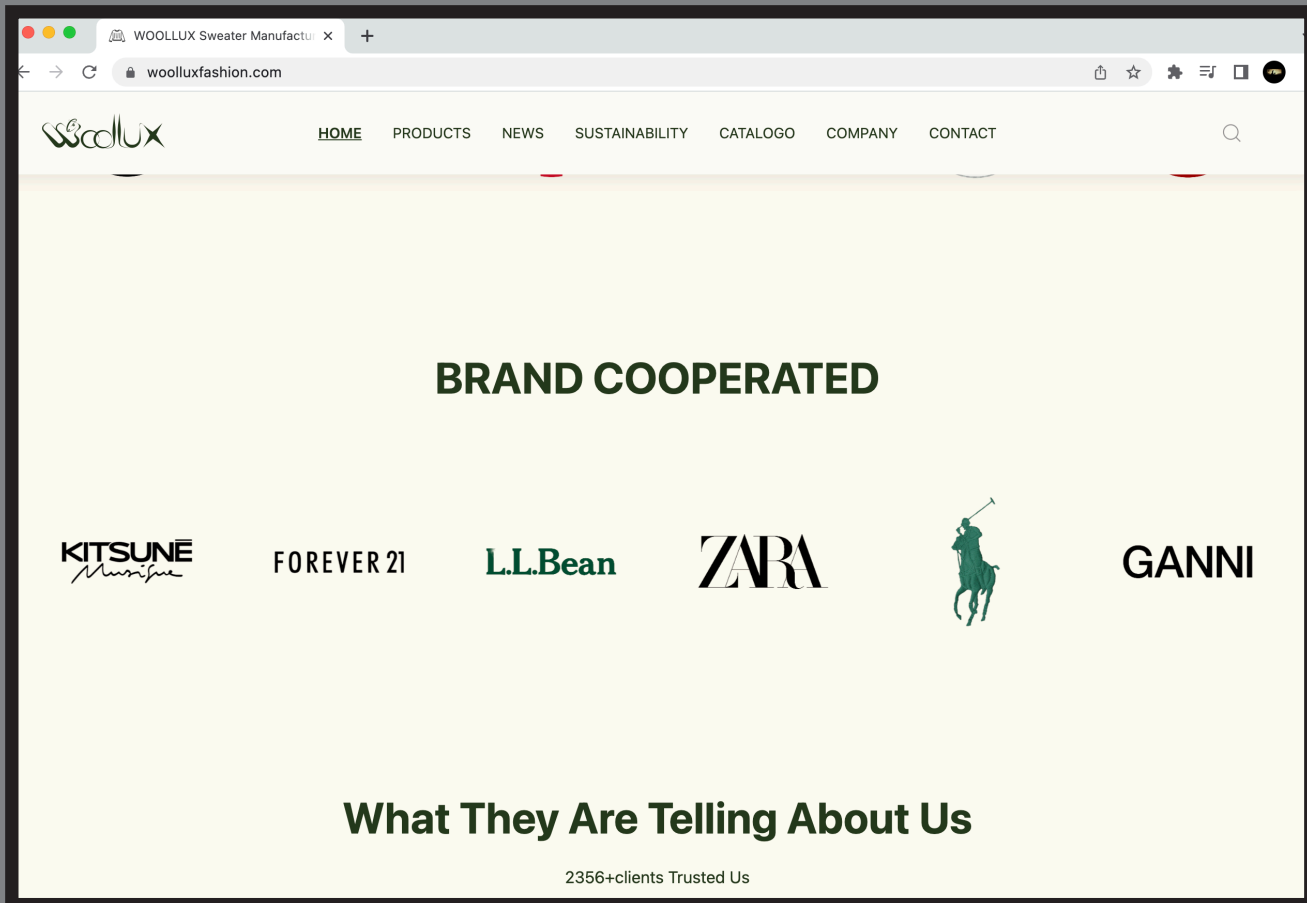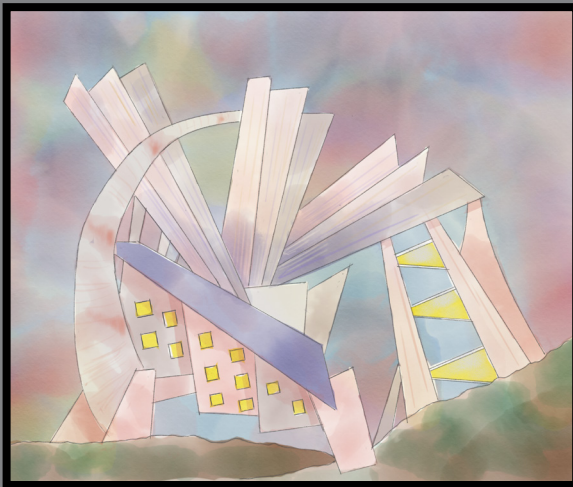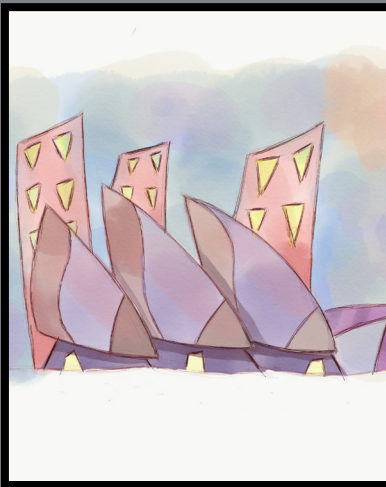
Thank you,
The Photoshop team

WOOLLUX Sweater Manufactu×

woolluxfashion.com

Woollux

HOME   PRODUCTS   NEWS   SUSTAINABILITY   CATALOGO   COMPANY   CONTACT

BRAND COOPERATED

KITSUNĒ Musique   FOREVER 21   L.L.Bean   ZARA   GANNI

What They Are Telling About Us

2356+clients Trusted Us

10:40 AM Mon May 8   100%

Re: Brent For every 1 Sweater sold, would your Sketches of Brent Zorich have made $5.3 less?

L   To You   Yesterday

Hi, Brent I'm   I'm from a large knitted sweater garment manufacturer   in Jiaxing City,Zhejiang Province,which is a famous sweater town in China and a manufacturing base for exporting sweaters in China.

For 18 years,we at   have focused on the design,production and sales of knitted garments such as sweaters,cardigans,pullovers,skirts and shawls.It has an annual output of more than 4 million pieces and annual sales of 200 million.It exports to more than a dozen countries and regions such as Europe,the United States and Southeast Asia.This is what we are proud of.FOREVER21,MANGO,ZARA,LIPSY,JOSEPHA,BEIGI,BIGI,SNIDEL,NEWLOOK,JUSTJEANS,SERGENTMAJOR,ASDA,23 district and so on are all the brands we cooperate with.

Our factory covers an area of 27,000 square meters and has passed SMETA inspection in 2016,BSCI and WALMART inspection in 2018 and WRAP inspection in 2019We have 17 professional designers who specialize in all kinds of weaves,techniques,and yarns,who develop brand-new designs every quarter,and who can also customize designs according to custometastes.This is the reason why Zara/FENDI and other global brands have chosen   as an   manufacturer for 8 years.

Knowing that you have been selling sweaters in fierce competition with your peers,the double advantage of more styles and 30%lower price discount than your existing suppliers with the same quality will help you beat your competitors and earn profits,do you agree?Based on my careful reading of your Sketches of Brent Zorich website and comparison with your suppliers,I have come to the following positive conclusion.

Will we send you a price list and a catalog of the latest styles if you need them?

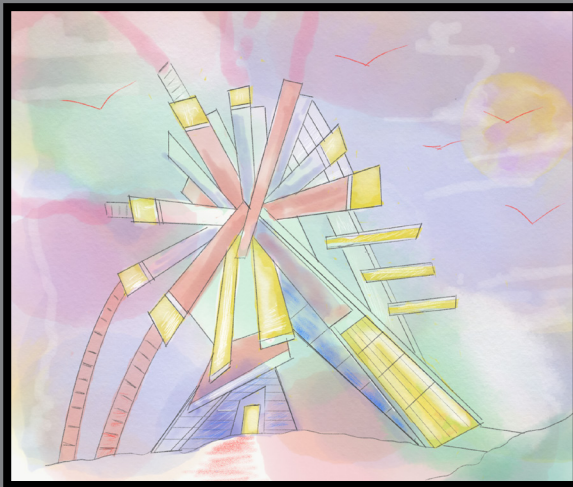Also emphasize that made-to-measure/on-demand is what we specialize in!
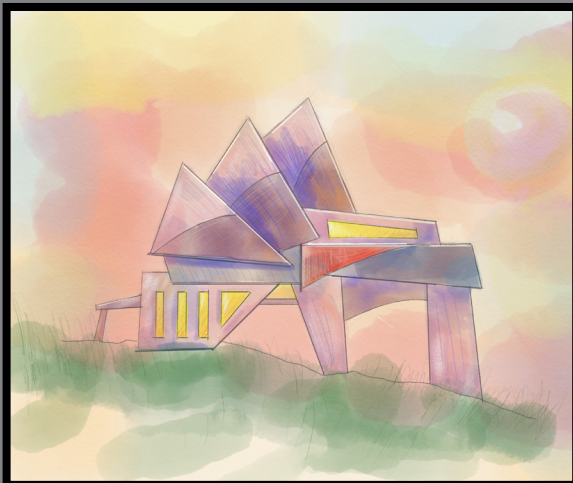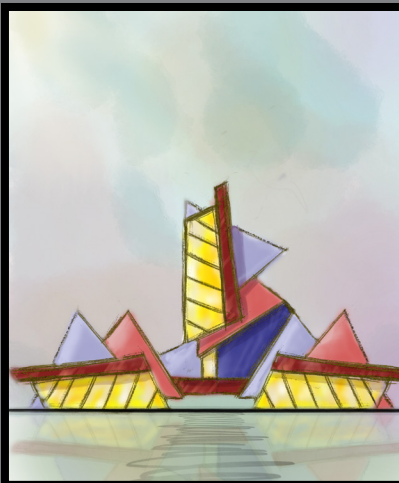
NBBJ INFLUENCE

NBBJ INFLUENCE
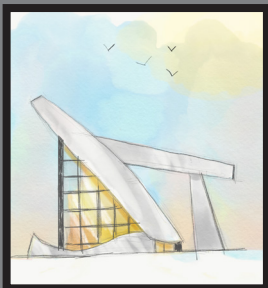

NBBJ INFLUENCE
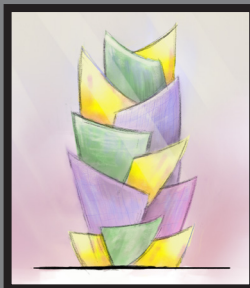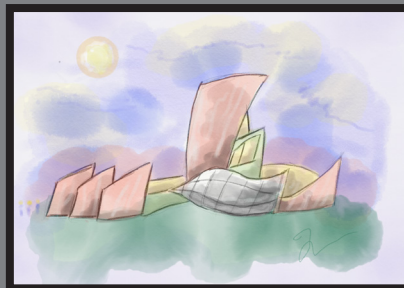

NBBJ INFLUENCE

NBBJ INFLUENCE

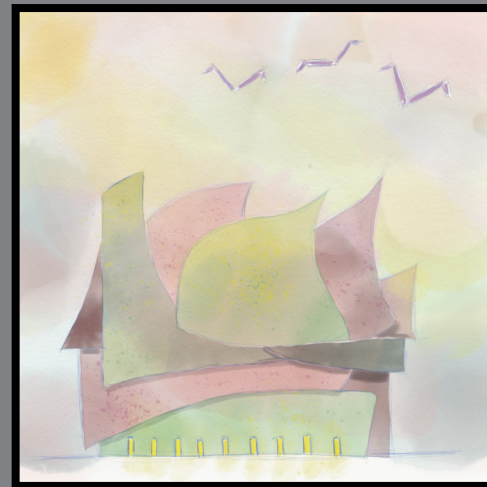HALO INFLUENCE

NBBJ INFLUENCE

NBBJ INFLUENCE

GEHRY INFLUENCE

GEHRY INFLUENCE

TOLKIEN INFLUENCE

GENSLER INFLUENCE

GEHRY INFLUENCE

PEN AND INK
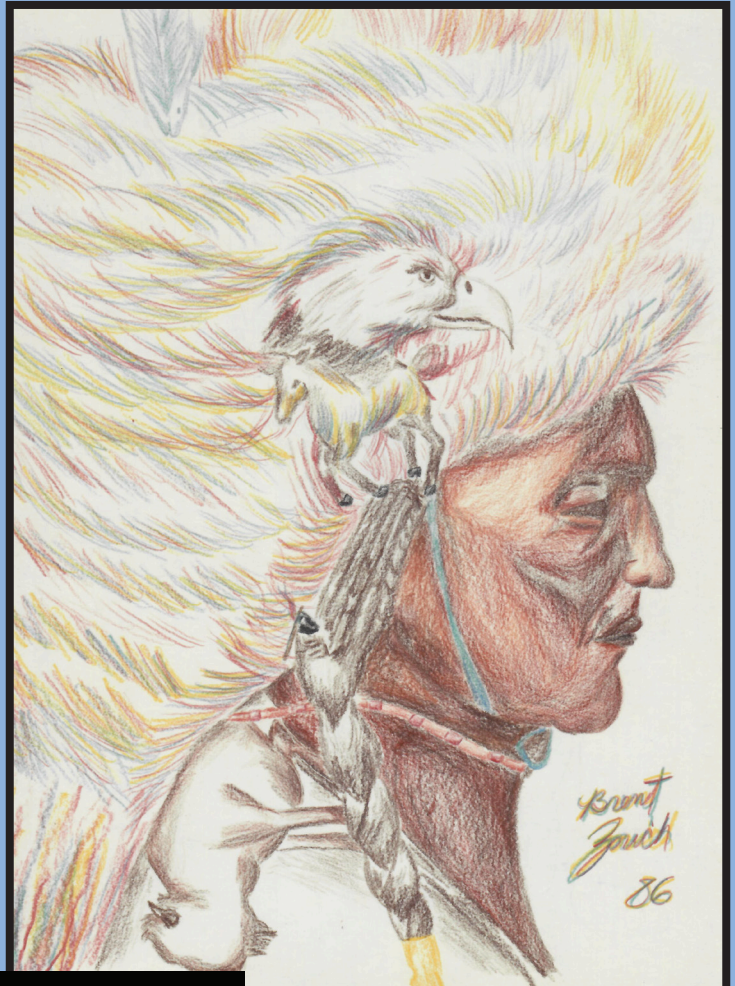
11TH GRADE

COLOR PENCIL

5TH GRADE

PEN AND INK

10TH GRADE

PENCIL

11TH GRADE

COLOR PENCIL

2ND GRADE

PASTEL

2ND GRADE

PENCIL

4TH GRADE

PENCIL

3RD GRADE

ACRYLIC

9TH GRADE

OIL PAINT

5TH GRADE

PEN AND INK

9TH GRADE

OIL PAINT

6TH GRADE

OIL PAINT

8TH GRADE

ZORICH

OIL PAINT

1ST GRADE

PICASSO

OIL PAINT

3RD GRADE

Pablo Picasso is one of, if not, greatest painters and artists of all time. It is only natural, when assessing the artistic skill set of Brent's early work, that a side by side comparison be executed to determine comparable talents. On the right, is Picasso's earliest captured work at 9 yea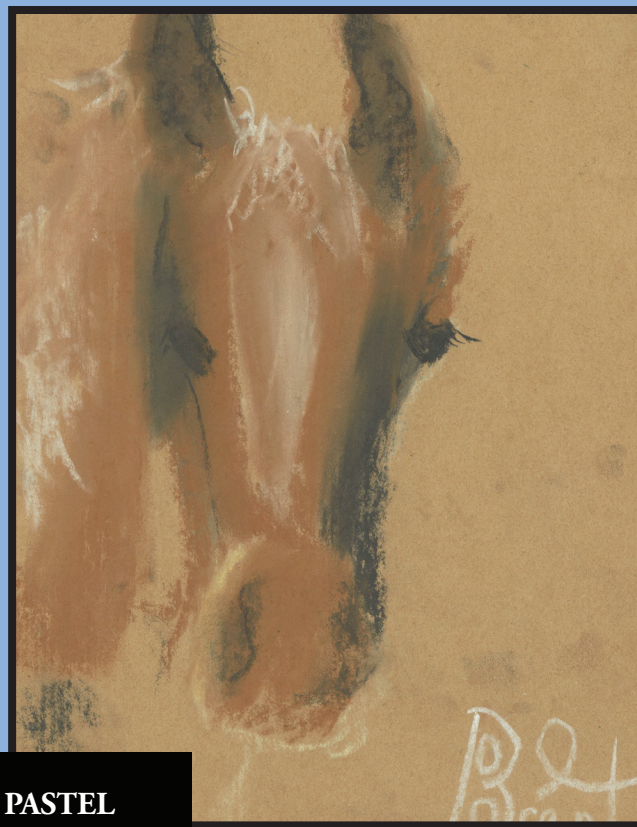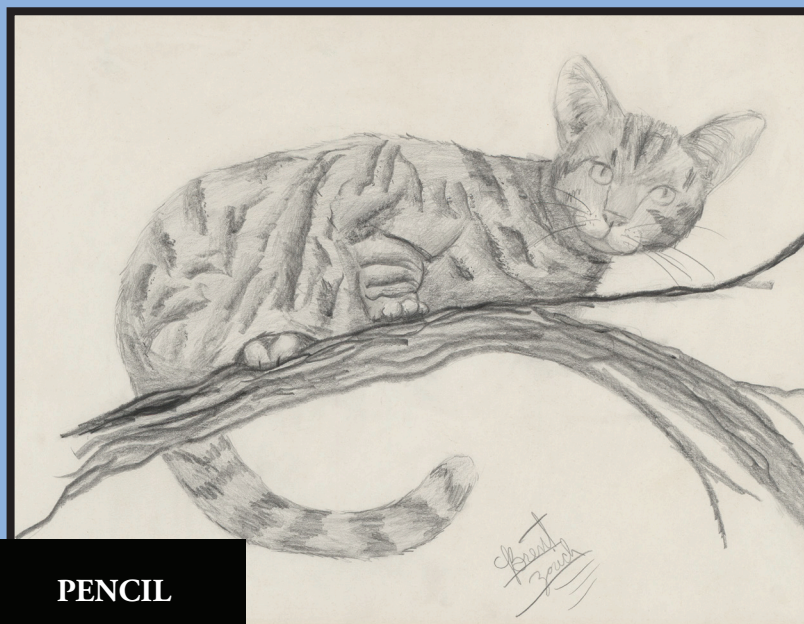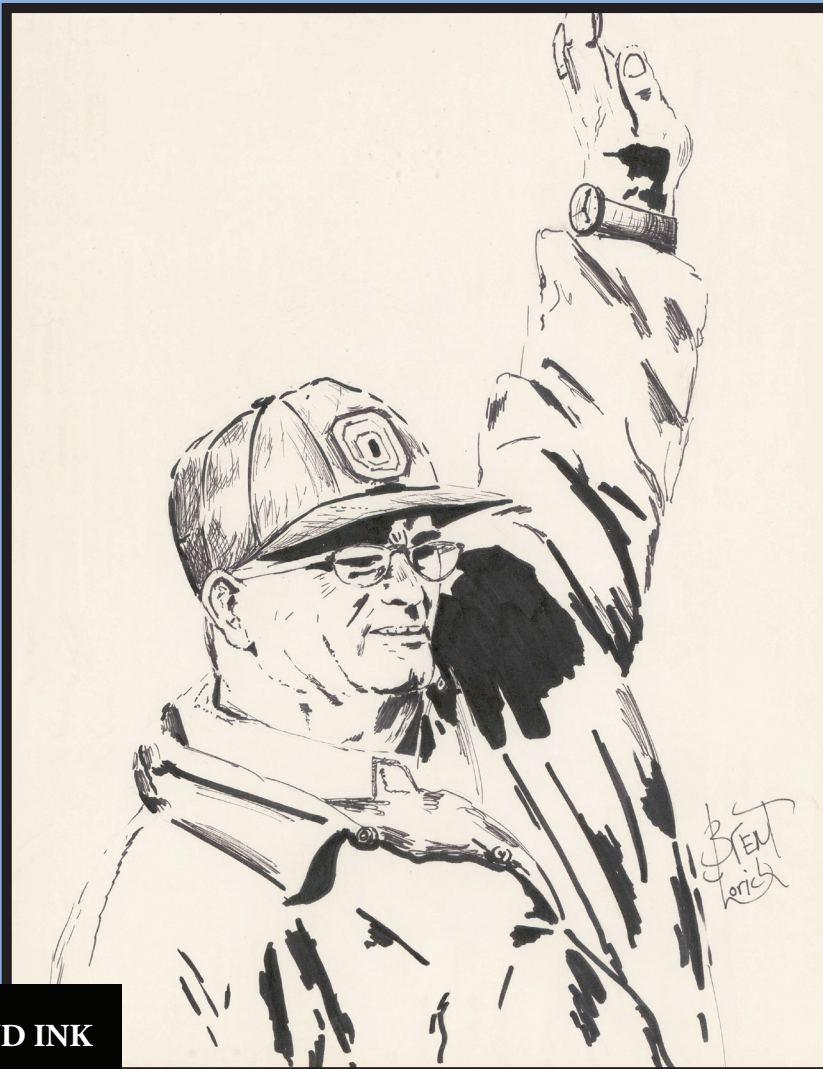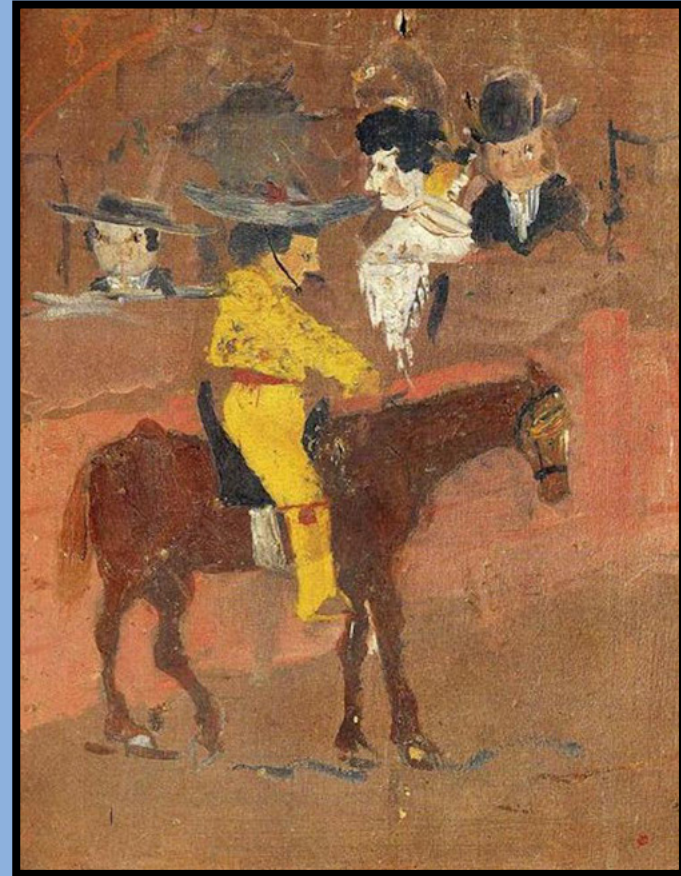rs old. On the left, is a scan of Brent's earliest work at 7 years old. As you can see, at that early age, Brent's "snake" at 7 years old shows a skill set that surpasses Picasso at 9. Picasso went on to be one of the greatest painters ever, however, comparing him to Brent might not be a fair assumption because unlike Picasso, Brent does not paint every day, so his skill set is subdivided in design engineering, industrial design, architectural design, engineering programming, and illustration. Brent is not Picasso... he is Leonardo DaVinci... just as much a scientist as an artist. This will be key in assessing value when staffing for the creative portion of a computer graphics project: both as an independent contract, and as a staff chief visual officer that can earn more than ten million per year. Note, with the overall surpassed skill set of Picasso in non painted categories, Pablo Picasso's work at times has sold for up to 100 million dollars per piece.

FINANCIAL DESIGN

SETTING UP MULTIPLE REVENUE STREAMS OFF OF "CASH COWS"

LAYING THE GROUND WORK TO EARN A POTENTIAL OF OVER SIX FIGURES IN PASSIVE INCOME ALONE

(THE TOP BUSINESS SCHOOL ON THE PLANET- STANFORD UNIVERSITY- IS CURRENTLY RECRUITING TO ATTEND FOR A SECOND MASTERS)

SETTING UP "CASH COWS" ::::::: SHOWING CGI EXECUTIVES I HAVE A FRAME OF MIND TO GENERATE REVENUE

WARREN BUFFETT : "If you don't find a way to make money while you sleep, you will work until you die."

In this day and age of commerce on the internet, one way to set up a potential for wealth is to set up a cash cow, or in other words, a source of income that is monetized that can make income with little or no maintenance. Part of being an entrepreneur that thinks outside of the box enabled me to set up TEN potential cash cows that can generate income while you sleep. The ingenuity behind creating them could lead to more in the future. My TEN are the following:

- **2 monetized clothing websites where each article of clothing I designed makes ten dollars per sale which goes right into PayPal and can be transferred over to my account**   http://sketchesOfBrentZorich.com .... https://brentzorich.com   (2 T-Shirt Lines, 1 Hoodie Line, 3 Wall Mounted Picture Lines)

- **3 six digit collective diversified brokerages: Aggressive (10% - 12% annual growth), Moderate (7% - 9% annual growth), Conservative (4% - 6% annual growth)**

  (MOST ETF'S GENERATE 75% COLLECTIVE INTEREST BACK AFTER FIVE YEARS)

- **An aggressive six digit invested IRA**   (Doubling in value within 7 years)

  THERE HAVE BEEN DAYS THAT THE INTEREST FROM THESE THREE BROKERAGES ALONE IS OVER $1500.00 IN EARNINGS PER DAY

- **An aggressive stock fund**   (10% - 12% annual growth)

  (including international investments in Singapore)

  DUE TO STRATEGY, THE THREE BROKERAGES COLLECTIVELY ARE ON TRACK TO EARN 9.5% INTEREST AFTER THE FIRST YEAR; AND THE STOCK BROKERAGE IS ON TRACK TO EARN 28% INTEREST ITS FIRST YEAR.

- **BZP PRO CITY BUILDER TOOL** (Profits to be divided up among BZP Partners)

- **16 Independent stock investments on the market** (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)

- **Diversified Real Estate Portfolio in "FUNDRISE"** (Long term investment showing positive returns)

Plus, I am in the process of relaunching more software that would be monetized online as well. In hoping that these "cash cows" do well for me, I will probably open more of them in the future. I am hoping that all of this setup will lead to making an impression on the powers that be that are creative executives in the gaming world. Once things are set up, my goal at a major video game publisher as a Chief Visual Officer would to be about 600k to 800k base, with 1 to 1.5 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. Due to proper investing as well as brokerage strategy, my current net worth (accounts, property, assets) is just over 1 million dollars (not including the value of the Smart Skinner plugin source code at approximately 20 million) and 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. Invest smart.

HOW I WOULD HANDLE A MULTI-BILLION DOLLAR ACQUISITION

FOR ONE PERCENTERS TO SEE HOW I WOULD HANDLE A LARGE SUM RESPONSIBLY

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):

PER BILLION (THIS DOES NOT INCLUDE TAXES BEING DEDUCTED):

CURRENTLY BEING RECRUITED FOR A SECOND MASTERS DEGREE FROM STANFORD

* 50 MILLION IN SAVINGS: 2 PERCENT INTEREST (5 PERCENT OF TOTAL)

* 50 MILLION IN CHECKING: NO INTEREST (5 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)

    - 7 MILLION TO PANCREATIC CANCER RESEARCH (MOM)

    - 7 MILLION TO MULTIPLE SCLEROSIS RESEARCH (DAD)

* 400 MILLION IN MY DIVERSIFIED CONSERVATIVE BROKERAGE: 4 TO 6 PERCENT ANNUAL INTEREST (10 PERCENT OF TOTAL)

* 200 MILLION IN MY DIVERSIFIED MODERATE BROKERAGE: 7 TO 9 PERCENT ANNUAL INTEREST (50 PERCENT OF TOTAL)

* 100 MILLION IN MY DIVERSIFIED AGGRESSIVE BROKERAGE: 10 TO 12 PERCENT INTEREST (10 PERCENT OF TOTAL)

ANNUAL INTEREST EARNED ON THIS FINANCIAL PLAN IS APPROXIMATELY, PER BILLION, 70 MILLION DOLLARS FOR DOING NOTHING PER 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, THAT TEN 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. THE REMAINING 150 MILLION NOT SPENT WOULD GO BACK IN THE GROWTH FUNDS. NOTE: THIS FINANCIAL STRATEGY END RESULT MATCHES THAT OF JEFFREY KATZENBERG (WORTH 1 BILLION AND FOUNDER OF DREAMWORKS).
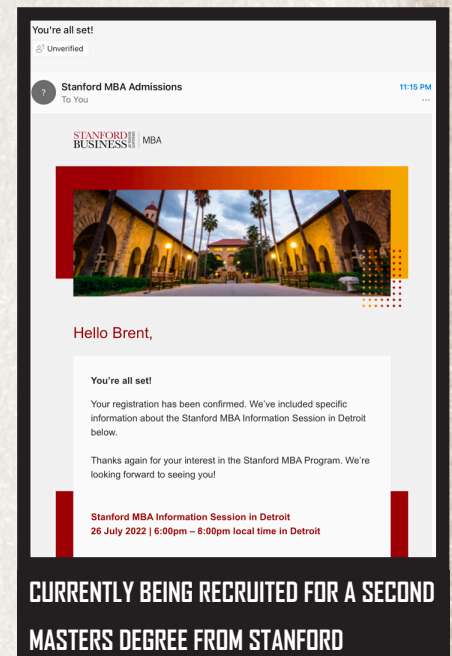
PROJECT REQUESTS: FILM GAME CONVERGENCE AND GAME DESIGN CONCEPTUALIZATION

"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. Note: this developed technology would also work on other Intellectual Property such as Halo (XBOX), The Lord of the Rings (WB GAMES), Harry Potter (WB GAMES), Batman (WB GAMES), and Star Wars (LUCASFILM).
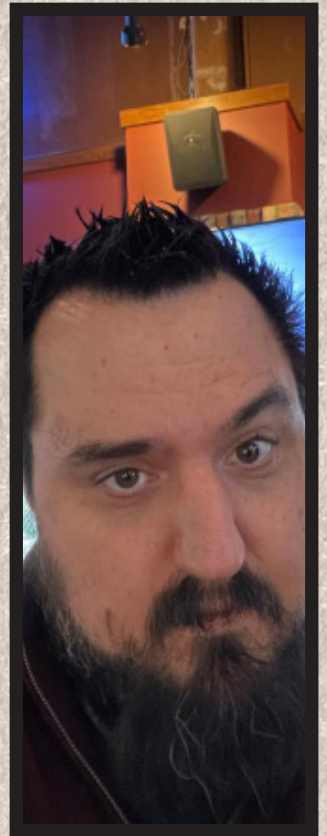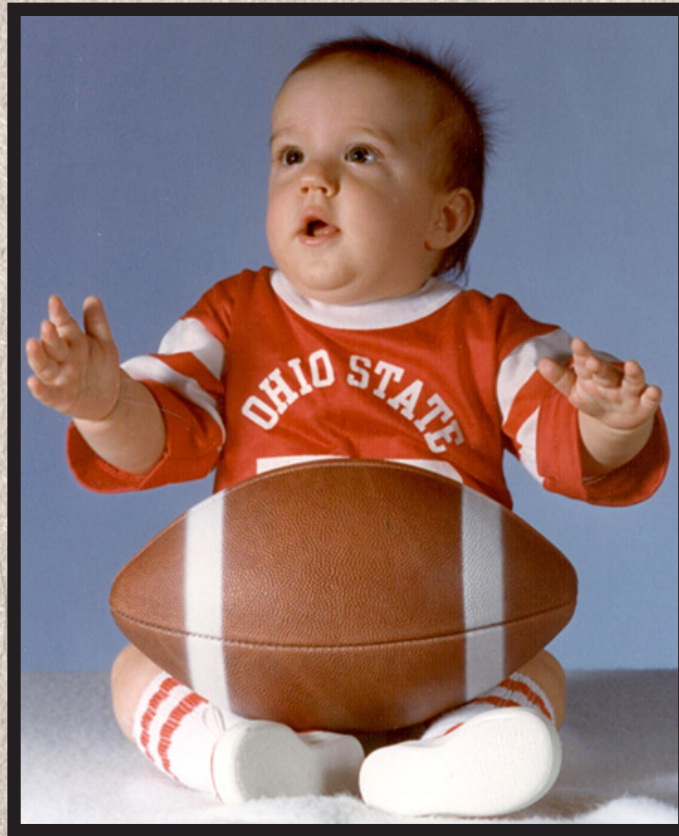
THANK YOU FOR YOUR CONSIDERATION

- JANGO RED -