



# **Bryan E. Bentley**

• Rigging & Simulation •

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## **SKILLS:**

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- *Mel and python tools Programming* for Pipeline , Character Setup, and Asset Management
- *Character Rigging*, and automated character setup using Mel and python
- knowledge of standard cloth and hair simulation technologies and techniques
- Ability to quickly learn processes, and use existing tools to solve new problems

## **RELEVANT WORK EXPERIENCE:**

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- Nov. 2009-Pres **Creature TD**, *Industrial Light and Magic*  
Character rigging, Setup and execution of simulations of cloth, fur, and muscle dynamics, as well as post animation deformation fixes to character's geometry.
- Jul. 2007-2009 **Technical Animation TD**, *Rhythm & Hues Studios*  
Setup and execution of simulations of cloth, fur, and muscle dynamics, as well as post animation deformation fixes to character's geometry.
- Mar.-Jul. 2007 **Lighting and FX TD**, *Jim Henson Creature Shop*  
Provide Mel tools support for asset and pipeline management and responsible for streamlining the integration of assets into the working pipeline.
- 2006 – 2006 **Animation Assistant Intern / TD Assistant Intern**, *Brainiac Studios*  
Provide supplemental animation cycles and character rigs to be exported to the Torque engine.
- 2005 –2006 **Maya Tutor**, *Savannah College of Art and Design*  
Provide Assistance to undergraduate students in need of extra instruction in Alias Maya.
- 2004 – 2005 **Student Assistant for Audiology Visualization and Research**, *Purdue University*  
Photo realistic facial modeling and rigging to produce true to life facial expressions and phonemes corresponding to the 26 letters of the alphabet.  
**Architectural Modeler for Real Time Environment**, *Purdue University*  
Creation of low polygon buildings for VR Pre-Visualization Project constructed from reference photos taken of subject buildings.
- Summer 2004 **Guest Professor**, *Rezscow School of Information Technology, Poland*  
One month lecture series on computer graphics principals including web technologies, design theory, pre-production, production, post production, and animation.
- 2001-2003 **Technical Human Interface and Graphic Designer**, *Purdue University*  
*E-Commerce Research Center and SEAS Lab*  
Design layouts, buttons, and graphics to control financial games and simulations. Acted as interface consultant for the Homeland Security project sponsored by the Government to test simulations for terrorist attacks.

## **EDUCATION:**

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*Savannah College of Art and Design*

**M.F.A. Animation (December 2007)**

Current GPA 3.9

*Purdue University*, December 2005

**B.S. Computer Graphic Technology/Specialization in Technical Animation**

Undergraduate lecturer, Honors, Dean's List, Purdue Black Caucus Faculty and Staff Award, Best Motion Graphics Piece at Purdue Computer Graphics Show 2003.

## **HONORS:**

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- Animator on "Bottleneck", Winner of SCAD *Best Visual FX* Spring '06( [www.bottleneck-movie.com](http://www.bottleneck-movie.com))
- Technical Director on "Wunce Uppon a Tyme" Fall06 – Winter 06 Winner of the "Space Time" Siggraph competition 2008
- Technical Animator on Golden Compass. Academy Award winner for Best Visual Effects 2007



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## **Demo Break-Down...**

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1. Golden Compass
  - Simulation of multiple types and densities of fur and whiskers
  - Calculation of jiggle of muscle, fat, and skin based on movement from animation
  - Secondary deformations on top of skin weighting to fix pose deformations from animation
2. Alvin and The Chipmunks
  - Research and development on setup of “rockstar suits”
  - Simulation of cloth on rockstar suites
  - Post simulation clean up of cloth on cloth and cloth on body penetration
  - Calculation of jiggle of muscle, fat, and skin based on movement from animation
  - Secondary deformations on top of skin weighting to fix pose deformations from animation
3. Rigging on “Wunce Uppon a Tyme” (yes it’s spelled that way on purpose)
  - Model for Monkey Character and Cleanup on Hippo Character.
  - Multi resolution rig for both characters provided for animators.
  - Pipeline design and management on entire project.
  - Monkey animation by Becki Tower
  - Hippo animation by Neil Helm
  - Lighting by Mike Tanzillo
  - Compositing by Liz Cross
  - Post Production Manager: Jack Evans
4. Project Otto
  - Modeled ,Rigged, and Animated in Autodesk Maya
  - Textured in Pixologic Z-brush and Adobe Photoshop
  - Rendered with Maya Software
  - Custom Jason Osipa style facial setup
5. Project Lillith
  - Modeled ,Rigged, and Animated in Autodesk Maya
  - Textured in Pixologic Z-brush Adobe Photoshop
  - Rendered with Mental Images Mental Ray
  - Animation by Becki Tower
6. Pilman Run Cycle
  - Run cycle to test rig stability
  - Modeled Pilman Character (Maya)
  - Rigged Pilman Character (Maya)
7. “The Guitarist”
  - Series of 3d stills based on Justin Bua’s “El Guitarrista” painting
  - Modeled with polygons (head, hands guitar, and shoes) and Nurbs (shirt, pants, eyes, and Hat) in Maya.
  - Ambient Occlusion used for render style
  - Paint FX implemented for Mic Cord and Guitar Strings
  - Soft bodies used to “age” hat