

# My Resume By Brian Emerson

**Objectives:** To make great art that helps a project reach its full potential and reinforces the heart of the story. To hone my skills as much as possible through the expertise of others and good old fashioned elbow grease.

**Experience:** **Synthesian Studios** *Surrogates* September 2008 - July 2009

CG Supervisor

Lead a team that tracked, modeled, textured, rigged, animated and lit over thirty shots for Disney's *Surrogates*. Designed and did look development for a number of sequences. Primarily involved augmenting humans with robot parts. Helped develop a pipeline to rejuvenate Bruce Willis in two hundred shots.

**ICO Entertainment** *Supercapers* May-August 2008

3D Lead

Created a flying RV sequence inspired by *Back to the Future*.

**NeuroSky** Jan - Feb 2008

Designed, modeled, rigged and animated two characters for a game that demonstrated brainwave reading technology. Helped develop a pipeline starting in Maya and ending with a fully controllable character in the Unity game engine.

**Sprite Animation Studios** *Monster Samurai, Chicken Little TV Pilot, Gon Featurette, Franklin B.C., etc.*

July 2005 - June 2007

Character TD

Modeled, textured, and rigged characters for multiple cartoon projects both in-house and for Disney. Did set modeling, lighting, compositing, animation, and wrote some tools using MEL including a hair rigging system.

**Kleiser Walczak** *Fantastic Four* May - June 2005

3D Generalist

Did full body replacement beefing up and de-rubberizing *The Thing* and a chin stretch for Reed (the stretchy guy).

**SkyWorks Digital** *Carl Sagan's Cosmos 25th Anniversary* September - March 2004

Re-created a fully animated version of the famous "Life on Jupiter" sequence based on the original artwork.

**Institute for Creative Technologies Graphics Lab** *The Parthenon* January 2000 - May 2004

Lead Artist

Worked with Dr. Paul Debevec in the Graphics Lab. My core responsibility was to test and apply research in a production setting. A majority of my time was spent supervising the production of *The Parthenon* short which played in the 2004 SIGGRAPH Electronic Theater as well as the Parthenon Museum. The assets have been used in other productions for National Geographic and PBS as well as the IMAX film *Greece: Secrets of the Past*. Through collaborating with the researchers I gained a strong understanding of the latest techniques in HDR, global illumination, image based modeling, and image based lighting.

**Skills:** Proficient in modeling, texturing, rigging, lighting, and compositing for visual effects and cartoons. Experienced with look development, design, and art direction. Semi-proficient in animation, MEL scripting and expressions.

**Software:** Maya, Mental Ray, Photoshop, Illustrator, After Effects, etc. I learn new software and pipelines quickly.

**Awards:** Artist in Resident: **Anderson Ranch Arts Center** February - April 2008  
My focus was augmented digital photography and developing animation ideas.

*Shadow of a Drought* 1999

Student Academy Award for animation

Independent Film Channel award for animation

Hamptons International Film Festival, Student Award

*How a Volcano Works* 1987

1st place Overland Elementary Science Fair.

**Education:** **University of California Santa Barbara**  
B.A. in Film Studies, 1999, Graduated with honors.