

Tyler Thornock
Lead Character TD
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www.charactersetup.com

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Work Experience

Nihilistic Software

Lead Character TD

March 2006 – Present

- Supervised and setup character and creature rigs.
- Setup in-game and cinematic facial setups, including blendshapes.
- Setup ragdoll and dynamics using Havok.
- Created and maintained a large array of tools for animation, rigging, and exporting designed to speed up and unify various parts of the pipeline, using MEL and Python.
- Helped manage the export of cinematic and game objects, including characters, props and equipment.
- Integrating motion capture into the pipeline using MotionBuilder and Maya.

Projects:

Conan for PS3/XBox360

Zombie Apocalypse for PSN/XBox Live

Ratchet and Clank for PS3 Home

Two Unannounced Titles

BlueFish FX

Character TD

November 2008

- Responsible for creating several character/zombie rigs under a tight deadline.
- Creating character setup tools to keep rigs consistent and friendly.

Project:

Metallica music video "All Nightmare Long"

Songbird Management Inc.

Modeler/Setup Artist

February 2006 - March 2006

- Modeled and rigged several characters used for a proof of concept.
- Created joint and blendshape facial setups.

Project:

Unannounced

Software

Alias/Autodesk Maya 5+
Alias Motionbuilder
Havok

Mel Scripting
Python Scripting
Adobe Photoshop

Education

Full Sail Real World Education

Associate of Science in Computer Animation

Winter Park, Florida

February 2006