

Tyler Thornock
Lead Character TD
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Work Experience

The Initiative

Principal Technical Animator

December 2019 - Present

- Created the core pipeline and code base for rigging and animation, including a complex auto-rigging solution, exporters, referencing, cinematic shot manager, and deformation.
- Worked on RBF / PSI solver for high quality deformation, combined with Dem Bones and custom skinning tools.
- Created complex animation retargeting system using HIK or offset based retargeting to accommodate things like mocap, xsens, and proportional changes.
- Collaborating with programmers for engine integration of deformation nodes.

Project:
Unannounced

Bioware

Technical Animator Director

October 2016 – December 2019

- Worked on pipelines and processes for animation, skinning, cloth, rigging, modeling, and validation.
- Created Eigen based skinning solver for the facial pipeline.
- Leveraged existing solvers to create hair morphing system to allow for a single hair asset to be authored for all runtime customized heads.
- Authored several skinning/cloth tools that improved workflow for modelers, and internal/external riggers.
- Created new auto rigging solution with emphasis on flexibility for the meta data and associated tools.
- Worked on validation tools for rig updates and model/skinning scenes.

Project:
Unannounced
Anthem

Naughty Dog

Lead Character TD

January 2011 – October 2016

- Setup in-game and cinematic characters, including dynamics, cloth, blendshapes, weighting, support joints, and facial setups. High visual quality is a strong focus.
- Created several tools to improve and speed up skinning workflows, automated rigging, working with mocap data, creating lightweight anim rigs.
- Pipeline, maya plugin, and tool creation, worked closely with riggers, animators, modelers and programmers to achieve workflow and quality goals.
- Automatic lod generation and joint reduction built into pipeline and performed when asset is built for the game.

Project:
The Last of Us 2 (the guitar trailer)
Uncharted 4: A Thief's End for PS4
The Last of Us for PS3
Uncharted 3: Drakes Deception for PS3

Dante's Redemption Short Film

Character TD

2012-2013

- Rigged and skinned several characters and creatures with many secondary controls.
- Created auto-rigging tool for biped and quadruped. Also setup transferable face rig and complex curve based controls.

Lucas Arts

Character TD

March 2010 - November 2010

- Focused on multi-project and cross studio pipeline development of animation and rigging tools and various workflows.
- Created several tools using Python, Maya API, and PyQt.
- Developed skinning tools to allow quick iteration and polishing.
- Helped streamline and standardize the class and character creation process to minimize the time and effort needed for similar setups.
- Initial development and refactoring of facial tech. and engine driven support joints.

Project:
Star Wars 1313 for PS3/XBox360
The Force Unleashed 2 DLC for PS3/XBox360

Nihilistic Software

Lead Character TD

March 2006 – March 2010

- 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
Playstation Move Heroes for PS3
Zombie Apocalypse for PSN/XBox Live
Resistance: Burning Skies for PSVita
Ratchet and Clank for PS3 Home
God of War for PS3 Home

BlueFish FX

Character TD

November 2008

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

Project:

Metallica music video "All Nightmare Long"

Software

Maya

Mel and Python

Maya API

C++ Plugins

Qt interfaces

Frostbite Engine and ANT (EA)

Pycharm

Havok

Motionbuilder

Unreal

Adobe Photoshop

Education

Full Sail Real World Education

Associate of Science in Computer Animation

Winter Park, Florida

February 2006