

# Bryan Chavez

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## Shot BREAKDOWN: Demo Reel 2015

### Midnight Meat Train: Furious FX: **Film**

Digital shot with green screen actor inserted into train. Responsibilities included 3d model of train, and subway pillars. Textures, shading, and animation. Software used, MAYA, Mental Ray, Photoshop, and Zbrush.

### Midnight Meat Train: Furious FX: **Film**

Digital train insert. Responsibilities included 3d model of train, textures, shading, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, and Zbrush.

### Santa Clause 3: Furious FX: **Film**

Digital jacket matchmove and replacement. Responsibilities included 3d model of jacket, textures, shading, matchmove animation, dynamic cracking animation and rendering. I developed the animation pipeline that was distributed among a team of artists to create the other defrosting shots of Jack Frost. Software used, MAYA, Mental Ray, Photoshop, and Zbrush.

### Chirped: sixteen20 LLC: **Short Film**

Digital cricket insert. Responsibilities included 3d cricket model, character rigging, textures, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, and 3dCoat.

### Little Wings: Furious FX: **Short Film**

Digital butterfly insert. Responsibilities included 3d model of butterfly, textures, shading, character rigging, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, and Zbrush.

### Crabzilla: Angel City Studios: **Promo**

Digital shots and digital inserts. Frames 745-890 Responsibilities included 3d model of Crabzilla, character rigging, mel script facial animation, textures, eco-system on Crabzilla, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, e-on Vue XStream, 3dCoat.

### Blue Crab Grounds: Angel City Studios: **Graphic**

Digital shot and plate matchmove. Responsibilities included concept development of look, 3d model of Alaska map graphic, game pieces modeling, game board textures, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, World Machine, 3dCoat.

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## Hydraulic Leak: Angel City Studios: **Graphic**

Digital shot and plate matchmove. Responsibilities included concept development of shot, 3d model match and plate projection setup, matte painting, set extension to boat, textures, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, 3dCoat, After FX.

## Deadliest Catch Deckhands: Angel City Studios: **Title**

Plate matchmove. Responsibilities included concept development of shot, 3d model of hook, dynamic cable and rope setup, textures, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, 3dCoat, After FX.

## Deadliest Catch Map: Angel City Studios: **Graphic**

Digital shot. Responsibilities included creating a 3d procedural model that is real world accurate. I used bathymetry, DEM and fractal procedures to create a hyper accurate digital Alaska. Textures and shading was all done procedurally in Vue, which was then linked to M.AYA for final lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, After FX.

## Naked and Afraid Map: Angel City Studios: **Graphic**

Frames 1289-1822 Digital shots. Responsibilities included creating a 3d procedural model that is real world accurate. I used DEM and fractal procedural modeling to create a hyper accurate digital terrain. Textures and shading was all done procedurally in Vue, which was then linked to MAYA for final lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, After FX.

## Ice Road Truckers: Angel City Studios: **Graphic**

Digital shot. Responsibilities included creating a 3d procedural digital terrain. Semi Truck model, textures, shading, lighting, animation, dynamics and rendering. Software used, MAYA, Mudbox, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, After FX.

## Extreme Truckers: Angel City Studios: **Graphic**

Frames 1887-2035 Digital shots. Responsibilities included creating a 3d procedural digital terrain. Semi Truck model, textures, shading, lighting, animation, avatar driver and passenger mocap animation, dynamics and rendering. Software used, MAYA, Mudbox, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, Ipi Motion Capture Suite, After FX.

## AXMEN 609 Woodchucks: Angel City Studios: **Graphic**

Frames 2035-2222 Responsibilities included creating a matte painting and set extension, digital crane model, textures, shading, lighting, animation, bullet engine dynamic rigid body animation, and rendering. Software used, MAYA, Mental Ray, Photoshop, Bullet Physics Engine, After FX.

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## AXMEN 709 Long Pond Lake: Angel City Studios: **Graphic**

Responsibilities included seamless transition from 2d plate to 3d shot. All 3d modeling and environment, textures, shading, lighting, animation, bullet engine dynamic rigid body animation, avatar mocap animation, rendering and compositing. Software used, MAYA, Mental Ray, 3dCoat, World Machine, e-on Vue Xstream, Photoshop, Bullet Physics Engine, Ipi Motion Capture Suite, After FX.

## Naked and Afraid Map: Angel City Studios: **Graphic**

Digital shot. Responsibilities included creating a 3d procedural model that is real world accurate. I used DEM and fractal procedural modeling to create a hyper accurate digital terrain. Textures and shading was all done procedurally in Vue, which was then linked to MAYA for final lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, After FX.

## AXMEN 408 Olsen Raft: Angel City Studios: **Graphic**

Responsibilities included all 3d modeling and environment creation, textures, shading, lighting, animation, rendering and compositing. Software used, MAYA, Mental Ray, 3dCoat, World Machine, e-on Vue Xstream, Photoshop, After FX.

## AXMEN 710 Log Pull: Angel City Studios: **Graphic**

Responsibilities included all 3d modeling and environment creation, textures, shading, lighting, animation, rendering and compositing. Software used, MAYA, Mudbox, Mental Ray, 3dCoat, World Machine, e-on Vue Xstream, Photoshop, After FX.

## 5 States Map: sixteen20 contract for 5 States Productions: **Title**

Digital shot. Responsibilities included all 3d modeling, textures, shading, lighting, animation, rendering and compositing. Software used, MAYA, Mudbox, Mental Ray, 3dCoat, Photoshop, After FX

## Big Giant Swords: Angel City Studios: **Title**

Digital shot. Responsibilities included 3d modeling, textures, shading, lighting, animation, rendering and compositing. I used DEM and procedural modeling to create the stylized digital terrain. Software used, MAYA, Mental Ray, 3dCoat, World Machine, Photoshop, After FX

## The Block: Angel City Studios: **Title**

Digital. ddsot. Responsibilities included creating a 3d procedural digital city terrain. Title model, textures, shading, lighting, animation, procedural fracture dynamics simulations, and rendering. Software used, MAYA, Mental Ray, Photoshop, e-on Vue Xstream, Fracture FX, After FX.

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## Mayhem!: sixteen20 contract for Tyrese Gibson: **Graphic**

Responsibilities included seamless transition from 2d plate to 3d shot. All 3d modeling, textures, shading, lighting, animation, rendering and compositing. Software used, MAYA, Mental Ray, Photoshop, After FX.

## America's Lost Treasures: Angel City Studios: **Graphic**

Frames 3060-3277 Digital shots. Responsibilities included creating a 3d environment that is real world accurate. Textures and shaders on war plane. Environment shading was all done procedurally in Vue, which was then linked to MAYA for final lighting, animation and rendering. Software used, MAYA, Mudbox, Mental Ray, Photoshop, World Machine, e-on Vue Xstream, After FX.

## Midnight Meat Train: Furious FX: **Film**

Frames 3280-3607 Digital shots. Responsibilities included 3d model of train and cadavers, textures, shading, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, Zbrush.

## From Within: Furious FX: **Film**

Frames 3280-3758 Digital effects. Responsibilities included all 3d modeling and matchmove of face and neck. Vein textures, shading, lighting, animation, and rendering. Software used, MAYA, Zbrush, Mental Ray, Photoshop, After FX.

## Exile: Oxford Entertainment: **Title**

Frames 3759-3836 Responsibilities included all 3d rigging, textures, shading, lighting, animation, rendering and compositing. Software used, MAYA, Mental Ray, Zbrush, Photoshop, After FX.

## Santa Clause 3: Furious FX: **Film**

Digital matchmove and defrosting. Responsibilities included 3d model of parents, textures, shading, matchmove animation, dynamic cracking animation and rendering. I developed the animation pipeline that was distributed among a team of artists to create the other defrosting shots of the parents. Software used, MAYA, Mental Ray, Photoshop, Zbrush.

## College Road Trip: Furious FX: **Film**

Digital matchmove and insertion of fraternity fair. Responsibilities included 3d models of toga men and fair tents/rides, textures, shading, character animation, rendering. Software used, MAYA, Mental Ray, Photoshop, Zbrush.

## AXMEN Swamp Buggy: Angel City Studios: **Graphic**

Responsibilities included all 3d modeling and environment creation, textures, shading, lighting, animation, dynamic grass, rendering and compositing. Software used, MAYA, Mental Ray, 3dCoat, World Machine, e-on Vue Xstream, Photoshop, After FX.

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## AXMEN 309 Salmon: Angel City Studios: **Graphic**

Responsibilities included all 3d modeling and environment creation, textures, shading, lighting, rigging, animation, dynamics, rendering and compositing. Software used, MAYA, Mental Ray, Mudbox, World Machine, e-on Vue Xstream, Photoshop, After FX.

## Black Gold: Angel City Studios: **Graphic**

Responsibilities included all 3d modeling, matte painting, textures, shading, lighting, mocap animation, mocap facilities setup, character rigs and animation transfer mel scripts, rendering and compositing. Software used, MAYA, Mental Ray, 3dCoat, Ipi Motion Capture Suite, Photoshop, After FX.

## Deadliest Catch 405 Heli Frost: Angel City Studios: **Graphic**

Responsibilities included 3d setup, textures, shading, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, After FX.

## Hillstranded Sea Monster: sixteen20 for Angel City Studios: **Graphic**

Responsibilities included 3d model of monster, monster textures, shading, lighting, rigging, animation and rendering. Software used, MAYA, Mental Ray, Mudbox, 3dCoat, After FX.

## Chirped: sixteen20 LLC: **Short Film**

Digital cricket insert. Responsibilities included 3d cricket model, character rigging, textures, shading, fur, lighting, animation and rendering. Software used, MAYA, Mental Ray, Photoshop, and 3dCoat.