

Job Break Down: Walter Behrnes

ReelFx

FX Dept. Supervisor / FX TD

Sept 2007 – Present

Energy 3d Theme Ride - In progress

Responsibilities:

Supervision and creation of effects and environment creation/set dressing for show, development of fx and environmental tools to help create final effects for show. Pipeline development to further integrate Houdini into pipeline.

Tools Created:

Grass Tool: Further development of grass tool. Added enhancements in for visualization through tool.(houdini)

Parallax Tool: co-Created/mentored this tool. Used to propagate user input images onto parallax planes for star and galaxy backgrounds.(houdini)

Fern Tool: Developed to create procedural ferns high resolution and low resolution. (houdini)

Terrain Tool: Further development of terrain tool to handle more robust population of environments.

rfxUtils: Developed to hold custom utilities sets. First tool I have added is a custom layering system .(houdini)

Software:

Houdini, Maya

Spy Next Door - To Be Released

Responsibilities:

Supervision and creation of effects for project. For this show I had to develop, propagate and utilize a work flow to produce needed effects.

Software:

Houdini

tales of the Black Freighter

Responsibilities:

Supervision and creation of effects and Water for show. Created water for opening credits and embers though out film.

Tools Created:

Ocean Tool: Supervised creation and co-created ocean tool to procedurally generate water to match already existing hand drawn water.

Software:

Houdini, Maya

Ferrari Dark Ride - To Be Released - Theme ride in Dubai

Responsibilities:

Supervision and creation of effects and environments for show . Integration of Houdini into pipeline. Finaling existing set models and procedural creation of Daytona speed way.

Tools Created:

Grass Tool - used to procedurally populate environment with grass .(houdini)

Terrain Tool - used to procedurally populate environments with existing elements such as trees.(houdini)

Rock and Wood Fence Tool - used to procedurally generate rock fences and wooden fences.(houdini)

Software:

Houdini, Maya

Open Season 2

Responsibilities:

1st half of film: Creation of all environment tools / set dressing of film using tools created. Created all trees, bushes and grass for film.

2nd half of film: Supervision and creation effects for film.

Tools Created:

terrain Population Tool: written in mel this was used to procedurally modify and populate environmental assets such as flower, and weeds.

grass population Tool: written in mel this was used to automate shave to quickly paint the ground plane and have grass grow from that area.

gobo tool: a visualization tool for lighters so they could position and see in real time where their gobos were casting shadows in the scene.

Electricity Tool: Automates and creates electric effect that sticks to characters.

Fly Tool: Created effects system that would make flies swarm around a given character.

Software:

Maya, realFlow

Post Asylum

VFX Supervisor

Aug2006 – Sept 2007

Responsibilities:

Building and managing 3d department, art directing projects, creation of internal database driven website, budgeting hours for project completion on 3d and 2d projects, working closely with clients to bring their vision to reality, and hands on working to complete projects. Projects included commercials for Time Warner, Papa John's Pizza, Harrah's, Dairy Queen, Heeleys, and Cadbury Schweppes.

Software:

Houdini, XSI, Photoshop, body Paint, After Effects

Tippett Studio

Creature Modeler

Jun 2006 – Aug 2006

The Spiderwick Chronicles

Responsibilities:

Creature Modeling, Displacement Painting, UV layout, Blend Shape Creation, occasional script writing.

Software:

Maya, MudBox, Cyslice, UVLayout

DNA Productions

Lead Environment Modeling TD Jun 2004 – Jun 2006

The Ant Bully

Responsibilities:

Procedural Modeling:

Building, maintaining, teaching procedural environmental tools in Houdini. (grass, ground, shrubbery, etc.). This position required insuring tools. worked with all aspects of the pipeline. I also concurrently work with the massive and effects team. For massive my duties include developing . OTL s and scripts to help integrate output of Massive into the Houdini workflow. My effects responsibilities have spanned making the procedural. grass tools animatable and scripting a tool to extract all external file links from specified shots for outsourcing purposes.

Pipeline tool development:

(perl, bash, cmd) Construction of tools to help automate workflow, save disk space, gather geometry lists, and reduce geometry size.

Prop Rigging:

(Houdini, Maya) Creation of prop rigs / layout rigs for animators and dress out artist. Training of artist on rig usage. trained other members of . my team in set rigging. Checked all set rigs coming out of department.

Modeling:

(Maya, XSI, Modo, Zbrush) Building of organic and hard surface models. Occasional UV and zBrush work. Script writing to help speed up modelers work flow.

Software:

Maya, zBrush, XSI, Houdini

Bowling Green State Univ.

Instructor

Jan 2004 - May 2002

Responsibilities:

Teaching all aspects of computer animation(Maya), web design, Photoshop and Painter.