

Walter Behrnes

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Education

2000 - 2002

M.F.A., Digital Arts Bowling Green State University

1999 - 2000

B.F.A., Computer Arts Bowling Green State University

1995 - 1998

Louisiana State University

Work Experience

Reel FX	FX Supervisor	Sept 2007 – Present
Post Asylum	VFX Supervisor	Aug2006 – Sept 2007
Tippett Studio	Creature Modeler	Jun 2006 – Aug 2006
DNA Productions	Lead Environment Modeling TD	Jun 2004 – Jun 2006
Bowling Green State Univ.	Assistant Professor	Jan 2002 - May 2004

Freelance Experience

Joe Dart	Freelance Modeler	2007 - Present
The Film Foundry	Freelance Modeler Rigger	2003 - 2007
White Light Imagery	Lead Modeler	2003
Reel Fx	Freelance Modeler	2003
Ice Pond Studio	Freelance Modeler	2002 – 2004

Software | Programming Proficiency

Programming/Scripting:

Python, Mel Scripting, HScript, C++, Objective-C, Java, JavaScript, PHP, Perl

Software:

Houdini, Maya, XSI, Modo, Silo, ZBrush, MudBox, Cyslice, Real Flow, Photoshop, Painter

Job Break Down: Walter Behrnes

Reel FX

Effects Supervisor

Sept 2007 – Present

Software: Houdini, Maya, Nuke

Responsibilities:

Building, maintaining, and managing department, training new department employees, developing / optimizing production toolsets, developing departmental pipeline tools, and shot production.

Ice Age Christmas Special - To Be Released

Responsibilities: *(FX Supervision, shot production)*

- Supervision of effects.
- Development of a crowd simulation toolset and workflow in Houdini.
- Oversight of tools for generating effects (Blizzards, foot prints, clouds, fog, atmospheric effects.)
- Training new departmental employees.
- Shot production.

Judy Moody

Responsibilities: *(FX Supervision, shot production)*

- Supervision of snow, waterfall, and dust effects.
- Further development and refinement of custom in house grass and procedural set population tools.

Looney Toons Shorts

Requiem For A Hunt - To Be Released

Responsibilities: *(FX Supervision, shot production)*

- Supervision of effects.
- Designed tools to create shotgun smoke, confetti, and glitter effects.
- Shot production.

Fur of Flying, Rapid Rider, Coyote Falls

Responsibilities: *(FX Supervision, shot production)*

- Supervision of effects for each short.
- Designed, created, and utilized tools for Road Runner smoke trail, Missile Smoke, and Seqway effects.
- Shot production.

Open Season 3

Responsibilities: *(FX Supervisor, shot production, and environment TD)*

- Supervision of Effects.
- Further development and refinement of in house grass system and procedural set population tools.
- Shot production.

Energy 3d Theme Ride

Responsibilities: (FX Supervisor, Environment TD)

- Supervision of effects.
- Creation of effects and environmental set dressing .
- Development of effects and environmental tools.
- Pipeline development to further integrate Houdini into pipeline.

Tools Created:

- Grass Tool: Further development of grass tool. Added enhancements in for visualization through tool.
- Parallax Tool: co-Created this tool. Used to propagate user defined images onto parallax planes .
- Fern Tool: Developed to create procedural ferns high resolution and low resolution.
- Terrain Tool: Further development of terrain tool to handle more robust population of environments.

Spy Next Door

Responsibilities: (FX Supervisor, Shot production)

- Supervision and creation of effects for project.
- Developed, propagate and utilize a work flow to produce needed effects.

Tales of the Black Freighter

Responsibilities: (FX Supervisor)

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

Tools Created:

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

Ferrari Dark Ride - Theme ride in Dubai

Responsibilities: (FX Supervision, Environment TD)

- Supervision and creation of effects and environments for show .
- Integration of Houdini into pipeline.
- Procedural creation of Daytona speed way.

Tools Created:

- Grass Tool - used to procedurally populate environment with grass .(Houdini) Importer (Maya)
- 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)

Open Season 2

Responsibilities: (FX Supervision, Environment TD)

- 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 (mel):
used to procedurally modify and populate environmental assets such as flower, and weeds.

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:

Building of organic and hard surface models. Occasional UV and zBrush work. Script writing to help speed up modelers work flow.

Bowling Green State Univ.

Assistant Professor

May 2002 - Jan 2004

Software: Maya, Photoshop, Flash, After Effects.

Responsibilities:

Full teaching responsibility, including creation of a syllabus and the definition and implementation of course objectives.

Spring 2004

ArtC 413 - Advanced Computer Animation (two sections)

ArtC 312 - Intermediate computer animation

ArtC 311 – Advanced Flash Programming

Fall 2003

ArtC 413 - Advanced Computer Animation

ArtC 321 - Intermediate digital imaging

ArtC 311 - Intermediate 3d modeling

Summer 2003

ArtC 400 – Creative Mel Scripting in Maya

Spring 2003

ArtC 413 - Advanced Computer Animation

ArtC 312 - Intermediate Computer Animation (**two sections**)

Fall 2002

ArtC 201 - Introduction to Computer Art

ArtC 311 - Intermediate 3d Modeling

ArtC 331 - Intermediate Interactive Art

Bowling Green State Univ.

Graduate Student Teacher

Jan. 2001 - May 2002

Responsibilities:

Full teaching responsibility, including creation of a syllabus and the definition and implementation of course objectives.

Spring 2002

ArtC 413 Sections 1 & 2 - Adv. Animation.

Fall 2001

ArtC 413 - Adv. Animation.

Spring 2001

ArtC 391 - Maya Modeling and Animation.

Bowling Green State Univ.

Graduate Teachers Assistant

Sept. 2000 - Dec. 2000

Responsibilities:

Partial teaching responsibility including grading and instruction.

Computer Art 491 - Advanced Animation. (Fall 2000)

BlueMunster,LLC

Founder/Owner /LLC Member

2008 - Present

I started Blue Munster, LLC in 2008 for creating and selling mobile applications.

published iPhone games:

Munster Matcher

Munster Matcher 2d

Critter Matcher

published Android games:

Munster Matcher

In Progress Games:

Slugzilla