

Brian Walters
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3D Lead Layout Artist and Animator

Professional 3D Experience

Sony Pictures Imageworks (2010 - Present) Feature films

*Senior Rough Layout Artist - 19 films

denotes rough layout lead

Jacob and the Sea Beast, Vivo, Connected, Over the Moon, Spiderman: Far From Home; Men in Black International, Angry Birds 2, #Spiderman: Into the Spiderverse, The Emoji Movie, #Smurfs: The Lost Village, Alice 2, Storks, Angry Birds, Hotel Transylvania 2, Rock Dog, Edge of Tomorrow, Cloudy with a Chance of Meatballs 2, Hotel Transylvania, Arthur Christmas

Tandem Digital (2008 - 2010) Feature films, Live Events, TV

* Lead 3D Animator/ Layout Artist, Technical Director, Modeler, Texture Artist

AMC's The Killing - Created custom made first person shooter video game (30 seconds)

Neil Peart Drum Solo Animation – RUSH 2010 Time Machine Tour (70 seconds)

Co-designer of Neil Peart's Drum set and Riser – RUSH 2010 Time Machine Tour

Date Night (2010) – feature film – created seamless 3D fly-in from space to NYC apartment

Speed Racer – DVD Game – created, modeled, and animated 3 race sequences

Cinergy Creative (2008 - 2009) Animal Planet TV show

* 3D Modeler, Layout, Animator, Texture Artist, Hair/Cloth, FX/Particles, Lighting

Untamed and Uncut - created a new 15 second animation every 3 days for 18 months

Craig Murray Productions (2006 - 2008) Feature Film Promos

* 3D Animator/ Layout Artist, Modeler, Texture Artist (freelance)

Juno (2008) – movie trailer – modeled/textured 3D Pregnancy test

Ratatouille (2007) – Promotional Shorts – modeled / textured all food / grasshopper / bugs

Chicken Little (2006) – Promotional Shorts – modeled Chicken & Turkey

Meet the Robinsons (2006) – Promotional Shorts – modeled Light bulb in logo

Strega Imaging (2004 - 2008) Television Production

* Lead 3D Animator/ Layout Artist, Technical Director, Modeler, Texture Artist

50th Grammy Awards (2008) – modeled/textured all 3D objects
Disney Storybook(2008) – modeled/animated 3D storybook
Jimmy Kimmel Live! Backdrop (2007) – Co-Designer / 3D Artist for JKL's Backdrop
Modern Marvels (2007) – created 8 3D animation sequences for episode 'Pumps'
58th Primetime Emmys (2006) – Created entire 3D package – 18 separate category lead-ins
33rd Daytime Emmys (2005) – Created entire 3D package, including opening sequence
39th CMA Awards (2005) – Created show opening sequence
2nd BET Comedy Awards (2005) – Created show opening sequence
2005 NFL Kickoff Special (2005) – Created show opening sequence
47th Grammy Awards (2005) – Contributing Graphic Artist
All Souls Day - feature film (2004) – modeled & textured Mayan tomb
Amazing Medical Stories (2004) – created 16 medical animations for this TLC series
58th Tony Awards (2004) – modeled & textured 3D Tony statuette
1st BET Comedy Awards (2004) – Created show opening sequence
38th CMA Awards (2004) – modeled 3D CMA Statuette

Professional Film Production Experience

2001

Combat Missions - Reality TV - Mark Burnett Prods - Set Production Assistant to Mr. Burnett
How High - Feature Film - Jersey Films - Production Assistant
Ali - Feature Film - Columbia Pictures - Set Production Assistant

2000

American Saint – Feature - Cinehaus - Unit Photographer/2nd Unit Cameraman
Man on the Moon – Feature - Cinehaus - Personal Assistant to Milos Forman
Legend of Bagger Vance - Wildwood Prods - Office Intern to Robert Redford

1999

The Milos Forman Fund Film - Columbia University - 2nd Assistant Director
The Transformation - Cinehaus - Production Assistant; Extra