

Ken Brilliant

Credits

www.Brilliant-creations.com

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Objective

To create cutting edge digital creations and effects for the entertainment media.

Education

Graduated 1986 with a BFA from the School of Visual Arts

Skills

Practical effects background in sculpture, painting & drawing.

Digital effects skills in 3D modeling, texturing, rigging, animation.

Awards

1999 3D Design Big Kahuna Award for character design. (Also nominated for animation)

Software knowledge

Maya, Softimage, ZBrush, MudBox , Substance Painter, 3D Max, Modo, Lightwave, Photoshop, 3D Coat, Body Paint 3D

Work Experience

2010-2016

Company: The Asylum

Performed character , hard surface modeling texturing, rigging and fur duties for over **40 films**.

Tron2 2009-2010

Company: Digital Domain

Texture Artist

Weird AI's Brain 2009

Company: Amalgamated Pixels

Lead 3D Character Modeler/Texture Artist for a 3D film.

City of Dreams 2007-2009

Company: Amalgamated Pixels

Lead 3D Character Modeler/Texture Artist. Some Animation

World Series of Poker Game 2007

Company: Left Field Productions

3D Character asset artist: modeling/texturing

2005-2007 Gigapix Studios:

Lead Modeler/texture artist

The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe 2005

Company: Rhythm & Hues

3D Modeler

Disney 50th Anniversary commercials 2005

Company: Digital Domain

3D Modeler and texture artist

Lemony Snickets video game commercial 2004

Company: Rhythm & Hues

3D character modeler

21st Century commercial 2004

Company: Rhythm & Hues

3D modeler

Golden Eye video game trailer 2004

Company: Rhythm & Hues

3D character modeler and animator

Midnight Club 3 video game 2004

Company: Hornet

3D Vehicle modeler for printed art

Fat Albert Movie 2004

Company: Warner Brothers Animation

3D Element Scene Layout

Golden Eye video game commercial 2004

Company: Rhythm & Hues

3D Character modeler, texture artist and animator

Quaker Granola Bars commercial 2004

Company: Hornet Inc.

3D character modeler.

BMW commercial 2003

Company: Hornet Inc.

3D character modeler. Created models based on art director's designs and sculptures

Pixologic 2001-2003

Company: Pixologic

Concept artist utilizing their software, ZBrush. Also wrote tutorials.

Building a Digital Human (book) 2002

Modeling Digital Dinosaurs (book) 2002

Publisher: Charles River Media

Author and content creation

Twisted Metal Black (video game) 2000

Company: Foundation Imaging

3D character supervisor & modeler/texture artist for in game cinematic

Created and supervised characters based on predefined designs.

Sci-Fi Channel commercial 2000

Company: Foundation Imaging

Created a virtual Tony Hawk. Modeling and textures based on real world person

Dan Dare (TV series) 2000

Company: Foundation Imaging

3D character modeler/texture artist

Created and supervised characters based on predefined designs.

Max Steel (TV series) 1999-2000

Company: Foundation Imaging

3D modeler & texture artist

Roughnecks: Starship Troopers 1999 (TV series)

Company: Foundation Imaging

3D modeler, animator & texture artist

Buffy the Vampire Slayer 1998 (TV series)

Company: Optic Nerve

Sculptor

X-Files The Movie 1997

Company: Amalgamated Dynamics

Sculptor

My Favorite Martian The Movie 1997

Company: Amalgamated Dynamics

Sculptor

Face/Off 1997

Company: Kevin Yagher Productions

Sculptor

8 Heads in a Duffel Bag 1997

Company: Gregg Cannom Productions

Sculptor

Jurassic Park 2 1996

Company: Stan Winston Studios

Sculptor of maquettes and animatronics dinosaurs

Island of Dr. Moreau 1996

Company: Stan Winston Studios

Designer, sculptor, on set make-up application of animal characters

Congo 1995

Company: Stan Winston Studios

Sculptor, painter, fabrication for gorilla suits

Tank Girl 1995

Company: Stan Winston Studios

Sculptor, painter

Interview with a Vampire 1994

Company: Stan Winston Studios

Sculptor for various make-up effects used in film

Dragon World 1993

Sculptor on full scale, animatronics dragons

The Coneheads 1993

Clean up work on make up appliances

Invasion of the Body Snatchers 1993

Sculptor

Space Rangers (TV series) 1992

Sculptor, painter

Land of the Lost 1992

Puppeteer

Michael Jackson Pepsi Commercial 1992

Sculptor, painter

Batman Returns 1992

Puppeteer

The Last of the Mohicans 1992

Make-up application on set

Honey, I Blew up the Kid 1992

Company: Kevin Yagher Productions

Sculptor

Tales from the Crypt (TV Series) 1991

Company: Kevin Yagher Productions

Sculptor, fabrication for make-up effects.

Child's Play 3 1991

Company: Kevin Yagher Productions

Fabrication

Bill & Ted's Bogus Journey 1990

Company: Kevin Yagher Productions

Sculptor, puppeteer of various suits for characters

Radio Flyer 1990

Company: Kevin Yagher Productions

Sculptor

Article 99 1990

Company: Kevin Yagher Productions

Sculptor, painter

The Boneyard 1989

Sculptor, make-up application

Ghostbusters 2 1989

Painter

Monsters (TV Series) 1988-90

Designer, sculptor, painter, make-up application

Millennium 1988

Designer, sculptor

Shadow Over Innsmouth 1988

Designer

The Evil Dead 2 1986

Sculptor, mold maker, painter

Street Trash 1985

Fabrication

Spookies 1984

Designer

The Deadly Spawn 1982

Puppeteer