

Bryan Wynia

Sculpture & Character Design

Objective

To continue creating entertaining and exciting characters and creatures for the entertainment industry.

Experience

Gnomonolgy Hollywood, CA Instructor

June 2008-Present

- Creating high quality character assets and tutorials for digital downloads.
- Creating high and low poly character models.
- UV mapping and texture maps.

Gentle Giant Studios Burbank, CA Digital Sculptor/Modeler

June 2008-Present

- Digital sculpting for product lines, toys, and collectables.
- Digital sculpting for visual effects, video games, and commercials.
- Hard surface and organic modeling.
- Gathering and processing actor and prop scan data.

Lone Wolf FX Lawrenceville, GA Special Make-up FX Artist

2004-2008

- Character design, sculpting, mold making, casting, and painting.
- Assisting in life casting.
- Assisting in make up applications and location work.

Gentle Giant Studios Burbank, CA Intern

Summer 2007

- Gathering and processing actor and prop scan data for feature films.
- Editing and correcting game meshes.
- Hard surface and organic modeling.

Education

Art Institute of Atlanta, Atlanta, GA

Bachelor's in Fine Arts - Media Arts and Animation, March 2008

Skills

Traditional

- Character and Creature concepts
- Orthographic and posed color designs
- Weapon and item design
- Character maquettes and expression sculptures

Digital

- High poly modeling for normal map generation
- 3D character and Creature concepts
- Digital Sculpting for rapid-prototyping, collectables, and statues
- UV mapping and base paging

Software

Pixologic Z-Brush, Autodesk Maya, Unfold 3D, Adobe Photoshop, Crazy Bump

Awards

Awarded Best in Show Portfolio for graduating class of Fall 2008

First place in animation, 2007 Art Institute Student Show

Best in Show, 2006 Art Institute Student Show

First place in animation, 2006 Art Institute Student Show

Second place in animation, 2006 Art Institute Student Show

Credits

Year One, Lone Wolf Effects

Sculpted and molded body of prop dead boar.

Sculptor, Mold maker

Indiana Jones and the Kingdom of the Crystal Skull, Gentle Giant Studios

Worked on location acquiring scan data of key actors.

Scan Tech.

The Incredible Hulk, Gentle Giant Studios

Clean and process raw scan data.

Scan Tech.

Hancock, Gentle Giant Studios

Worked on location acquiring data of vehicles, as well as cleaned and processed actor scan data.

Scan Tech.

The Lizard Man, Lone Wolf Effects

Sculpted arms and hands for full body creature suit, created preliminary creature designs.

Sculptor, Concept Artist

One Missed Call, Lone Wolf Effects

Assistant

Lone Wolf FX was contacted by Spectral Motion to handle life casting of local actors.

Life Casting

Conjurer, Lone Wolf Effects

Assistant

Created prop dead dog and assisted with set work and make-up application.

Special Make-up Effects

Shiver, Lone Wolf Effects

Assistant

Assisted in lab and set work.

Special Make-up Effects

Door in the Floor, Lone Wolf Effects

Assistant

Design, Sculpted, Molded, and Painted "Water Breather" character.

Special Make-up Effects

Madea's Family Reunion, Lone Wolf Effects

Assistant

Assisted in life casting.

Special Make-up Effects

Motor Home Massacre, Lone Wolf Effects

Assistant

Assisted in lab and set work.

Special Make-up Effects

Golden Axe, Beast Riders, Gentle Giant Studios

Created and edited character games meshes, created base meshes for digital sculpting.

Intern /Junior Character Artist

RYOBI, Gentle Giant Studios

Modeled reciprocating saw for transformation animation.

Modeler