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Summer 2009 Reel Breakdowns

Shot 1: Tyler Stenzel Intro

This project was originally meant as a test and turned out to work perfectly. It was intended to use the ink drops as a way to use a “wipe on” effect to seem more natural. I switched around the track matte and tada.

Software: After Effects

Shot 2: Office Animation

This is the first shot of a series I did to practice setting up and developing an animatic. The story line is about disappointment. I did all the animation and scene modeling. The character set up was downloaded from a freeware website. I also used this project to play with ambient occlusion but only was able to render out one of the scenes.

Software: Softimage XSI

Shot 3: Wall Dynamic

This was once again a shot I did to try something new. I originally tried building a wall out of individual bricks trying to get them to stand on their own with a medium gravity. Once I got it how I wanted it I decided to destroy it and set it up for a tornado-like effect and got it to almost work as a perfect transition where the one brick almost completely blows out the scene.

Software: Softimage XSI

Shot 4: Gear Drop

This dynamic simulation was one of many that we had to set up for a film our class was working on called *The Clockmaker*. In this shot it was my duty to model, texture, and animate the gear. As the scene file got lost I now only have the capture of the animation. I used XSI to set up the animation using dynamics rather than keyframing.

Software: Softimage XSI

Shot 5: Office Animation

This is the second shot of a series I did to practice setting up and developing an animatic. The story line is about disappointment. I did all the animation and scene modeling. The character set up was downloaded from a freeware website. I also used this project to play with ambient occlusion but only was able to render out one of the scenes.

Software: Softimage XSI

Shot 6: Wave

In this shot I set up an interactive scene to represent live footage for the wave to interact with. This was a final project of mine for school. I chose this for my project so I would have the ability to test a new plugin for XSI ICE called SPH fluids. With this project my goal was to create a tidal wave. I ran out of time to further work on the project but was very satisfied with my results despite it looking more like milk than water.

Software: Softimage XSI; SPH plugin

Shot 7: Eye Replacement

In this shot you will see two versions, the original and the final. This project came to me from the school's on staff editor who had shot a music video for a friend and wanted to add a little spice to it and we came up with this idea based off a tutorial from videocopilot.net

Software: After Effects

Shot 8: Office Animation

This is the third shot of a series I did to practice setting up and developing an animatic. The story line is about disappointment. I did all the animation and scene modeling. The character set up was downloaded from a freeware website. I also used this project to play with ambient occlusion but only was able to render out one of the scenes.

Software: Softimage XSI

Shot 9: House Shot1

This is the first version of a shot that was needed for a film done by our school called *The Intruder*. In this shot I had to set up lightning strikes to coordinate with an already chosen soundtrack. This shot was also rather difficult because it was originally a photograph that I then had to turn 3D using a perspective camera to place the image as a texture. Then there was a lot of layering and many passes made to gain more control over the compositing process. I did everything in this shot on my own from the modeling and the texturing all the way down to the camera movement.

Software: Softimage XSI, Photoshop, After Effects (also my own photography of the house)

Shot 10: Injury

This was one of my first projects using After Effects. I had actually missed that day of class and was required to learn it on my own. I keep it as a reminder of the first problem I had to overcome on my own. As you can see I did forget to hide the null layer that had been used for my tracking.

Software: After Effects

Shot 11: Office Animation

This is the fourth shot of a series I did to practice setting up and developing an animatic. The story line is about disappointment. I did all the animation and scene modeling. The character set up was downloaded from a freeware website. I also

used this project to play with ambient occlusion but only was able to render out one of the scenes.

Software: Softimage XSI

Shot 12: Desk Model

This is an example of my modeling and texturing skills. Though I am not fond of modeling I figured it best to have an example. As for my texturing, I love it and find it to be a fun challenge.

Software: Softimage XSI

Shot 13: Stage Scene

This was my first scene set up. I modeled, textured and lit everything myself. This was also a very low polygon scene.

Software: Softimage XSI

Shot 14: Office Animation

This is the fifth shot of a series I did to practice setting up and developing an animatic. The story line is about disappointment. I did all the animation and scene modeling. The character set up was downloaded from a freeware website. I also used this project to play with ambient occlusion but only was able to render out one of the scenes.

Software: Softimage XSI

Shot 15: Brain

This was a modeling project I became rather proud of. With this project we were given a base model that was very low poly and used Zbrush to give it more detail and texture.

Software: Zbrush

Shot 16: House Shot2

This is the second version of the house shot required for the school movie *The Intruder*. After summer vacation I came back and was told the shot needed to be redone from scratch. This time I used After Effects and in a matter of two days came up with this rather than the 4 months I spent on the 3D version.

Software: After Effects, Photoshop