

# TREVOR TUTTLE — ART + DIRECTION

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*A visual storyteller with nearly 15 years experience in art department and VFX for film and commercials. I use cutting-edge visualization tools and proven leadership abilities to create dynamic moving imagery. With a blend of art direction, production design and VFX supervision, I collaborate with the client to create the unbelievable.*

- strong design and animation in 2D and 3D.
- advanced camera layout and animation blocking.
- extensive on-set experience and knowledge of optical camera data.
- well-versed in traditional and digital techniques and can easily traverse between.
- able to complete projects on time and budget in frenzied environments.
- passionate about architecture and funky contraptions.
- can draft working blueprints and mechanical diagrams.
- traditional and digital models, texturing, and lighting.
- extensive motion capture, motion control and green screen experience.
- strong understanding of 3-D stereoscopic procedures (traditional and digital).
- strong knowledge of typography.
- strong communication skills (written and spoken).
- team leader who champions collaboration.
- not poisoned by ego and 94% drama free.

## FEATURE FILMS

*Alice In Wonderland* - **senior layout artist** - Sony Pictures Imageworks, 2009

*Terminator Salvation* - **chief modelmaker** - Kerner Optical, 2009

*Eagle Eye* - **camera layout** - Kerner Optical, 2008

*Indiana Jones 4* - **project lead / chief modelmaker** - Kerner Optical, 2007

*Beowulf* - **director's layout** - Iceblink / Imagemovers, 2005-2007

*Beowulf* - **concept set modeler (traditional and digital)** - Iceblink, 2005

*Harry Potter & Goblet of Fire* - **camera matchmove** - The Orphanage, 2005

*Sharkboy and Lavagirl* - **camera layout** - The Orphanage, 2005

*Sin City* - **camera matchmove** - The Orphanage, 2005

*Sky Captain & World of Tomorrow* - **digital modeler** - The Orphanage, 2004

*Hellboy* - **digital painting** - The Orphanage, 2004

*Spy Kids 3-D* - **roto artist** - The Orphanage, 2003

*Star Wars: Episode II* - **model maker** - ILM Model Shop, 2002

*Artificial Intelligence: AI* - **modelmaker** - ILM Model Shop, 2001

*Pearl Harbor* - **modelmaker** - ILM Model Shop, 2001

*Star Wars: Episode I* - **modelmaker** - ILM Model Shop, 1999

*Snake Eyes* - **modelmaker** - ILM Model Shop, 1998

*Starship Troopers* - **modelmaker** - ILM Model Shop, 1997

*Men in Black* - **modelmaker** - ILM Model Shop, 1997

*The Lost World: Jurassic Park* - **modelmaker** - ILM Model Shop, 1997

*Mars Attacks!* - **modelmaker** - ILM Model Shop, 1996

*Metro* - **set builder** - IATSE Local 16, 1996

*Nash Bridges* - **set builder** - IATSE Local 16, 1996

## COMMERCIALS

*IBM Energy Grid* - **onset vfx supervisor / cg lead** - Motion Theory, 2010  
*IBM Data Baby* - **previs supervisor / onset vfx supervisor / cg lead** - Motion Theory, 2010  
*Disneyland Paris Parachutes* - **senior previs** - Motion Theory, 2010  
*Levi's OBEY with Shepard Fairey* - **director / art director** - GLR Studios, 2009  
*Nintendo Wii* - **previs artist** - PSYOP, 2009  
*HALO 3 ODST Trailer* - **3D model and texture** - Polygon Entertainment, 2009  
*Levi's Summer Shoot* - **set designer** - GLR Studios, 2009  
*SyFy - House of Imagination* - **3D set modeler** - SyFy / Universal, 2009  
*Levi's Spring Shoot* - **set designer** - GLR Studios, 2009  
*Levi's Unbuttoned Campaign* - **art director** - GLR Studios - EVB, 2008  
*DLP* - **previs artist** - Kerner Optical, 2007  
*Dubai Futura City* - **art director** - Riva Digital, 2005  
*Dubai G Tower* - **art director** - Riva Digital, 2005  
*PG&E - Growing Schools* - **camera matchmove** - Bell & Partners, 2005  
*Gordon's Gin - Possibilities* - **matchamation** - Leo Burnett, 2004  
*PS2 Ratchet & Clank* - **3 spots - matchmove** - TBWA Chiat Day, 2004  
*First Union Bank - Sharks* - **modelmaker** - Publicis & Hal Riney, 2000  
*Energizer - Beat 'em Like a Drum* - **modelmaker** - ILMCP, 1998  
*Armor All - New Car Juice* - **modelmaker** - DDB Needham, 1998

## SHORTS

*Lofty* - **director / production designer** - GLR Studios, 2009  
*Levi's Macy Show Opener* - **director / art director** - GLR Studios, 2008  
*CSU Summer Arts* - **director** - CSU Summer Arts, 2008  
*Binny* - **director / art director** - GLR Studios, 2008  
*Call and Response Video* - **director / production design** - GLR Studios, 2007  
*Giving Them the Bird* - **director / production design** - Blutopia, 2005  
*Tivo Animation* - **digital modeler / animator** - The Orphanage, 2004  
*A Long Way From Lapland* - **director / production design** - Blutopia, 2000

## EVENTS

*Levi's Go Forth Launch* - **production designer** - GLR Studios, 2009  
*Autonet Las Vegas* - **art director** - Kerner Optical, 2008  
*Dubai Architectural City* - **3D modeler** - Kerner Optical, 2007

## DIGITAL TOOLKIT

Fluent: **Maya, Motion Builder, After Effects, Photoshop, FCP, Rhino, Adobe CS4.**  
Conversational: **Matchmover, Boujou, Dreamweaver, Zbrush, Autocad, Flash.**

Online Reel and Filmography: [www.glrstudios.com](http://www.glrstudios.com)  
Layout / Previs Reel: [www.glrstudios.com/layout](http://www.glrstudios.com/layout)  
IMDB: <http://www.imdb.com/name/nm1737420/>

**Further work samples and references available upon request**