



02767582 Byungjin Hyun 3D Artist

Autobiography



B Y U N G J I N H Y U N

The effort for my goal

My name is Byung jin Hyun and I am from Korea. Currently, I am an Academy of art University student in San Francisco, my major is Animation and Visual Effects. It's a MFA Degree. I had do have a lot of experience in the 3D online game industry for 7 years.

I have extensive experience in the 3D online game industry for a total of 7 years in Korea. I almost made more than 200 of the 3D game characters. I did 2D concept drawing for environment. In addition, I directed real time animation for interface in game intro. I did most of the tasks for storyboard, 3D modeling and animation as well. As you can see from my resume, my experience excels in drawing, 3D modeling, traditional and digital sculpture, and texturing and lighting for high quality assets. In the future, I would like to see my name on a list of the credits. This is only a short term goal. I want to be a great Director in the world like Pete Docter and Nathan Greno. This is my dream and ultimate goal.

AAU was my best choice because the school offered not only the great professional faculty but also the percentage of employment among the college graduates shows a favorable trend. I aimed at producing an impressive animation with lovely characters such as 'Woody & Buzz' of 'Toy Story' for the final project. I would like to make a short animated feature film with my characters.

Resume



Byung jin Hyun
3D Character Modeler

PERSONAL CONTACT INFO
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EDUCATION

Academy of Art University, San Francisco, CA 2009 – May.2013
Master of Fine Arts degree ; Animation & VFX – 3D modeling

Kon-kuk University, Seoul, KOREA 1993 – 2001
Bachelor's Degree in Industrial Design

ACTIVITIES

Samsung Design Membershi Car Design part 1997 - 2000

QUALIFICATIONS

Computer Skills : 3D Studio Max / Maya / Softimage XSI / Rhino 3d /
Photoshop / Painter / Zbrush / Mud box / Body painter

WORK EXPERIENCE

Actoz Soft, Seoul, KOREA / 3D Modeler 2005 – 2007

Project title: Ernis & Fricky
Responsibility Monster modeling part
Work Basic Modeling of Main Character
Collaborated on game item modeling /mapping
Aided Background modeling
Directing & Making real time animation of interface in game intro (Conti, 3D model, animation,)

Creant, Seoul, KOREA / Digital artist 2002 – 2004

Project title: Buzzer beater online (basketball game)
Main Character & Background modeling
Game Logo design (2D)
UI design (2D)
Project title: Boomboomchacha
Main Character modeling / animation

VSLK, Seoul, KOREA / 3D Modeler & animator 2001 – 2001

Project title: Dino crisis 3 (Playstation)
Collaborated dinosaur animation
Project title: Sniper (X-box)
Helped item modeling participated

HONORS AND AWARDS

LG electronic award (winner ; Product design) 1997



Proposal

Tagline

Three little kids, travel to find the last monster, who is also being chased by crazy villains, Trying to get a special gift.

Abstract

Many creative ideas change our lives and the world, and the ideas are started from our childish innocence. Ideas represent the vital importance of childish innocence. In fact, most adults have forgotten about their childhood in daily life because of their friends, family or business. Although I am a person who makes animation, sometimes I too have forgotten what my childhood dream was. My animation is about a character, named Kookie, who reflects my own personality as a child. Kookie makes a journey to prove that monsters exist. He finally find a monster which is only one left in the world. I want to reconnect my childish innocence through Kookie, and spark my imagination through this project.

Mission statement

This animation, The Kids, is an adventure story. So each character needed a lot of items for traveling and adventure. For example, they need weapons, back packs, gear, accessories, etc. Therefore, these items was made with 3D objects. Also, each of them needed to appear to be composed of realistic materials, so I needed outstanding skill for 3D materials and shaders. Fur & cloth effects are going to be used to express a character's natural costume and posing.

My main focus was creating a similar feeling and character design as Pixar. So cartoonic lighting and Rendering technique was required to look like Pixar as well. In addition, normal maps and displacement maps were utilized with Zbrush to express the detail modeling. These many different types of 3D models helped me to obtain 3D modeling experience.

3D modeling list for the final review

1. Kookie (Main character)
2. Woody (The last monster)
3. Dr. Hysteric (Hunter)
4. Hound Z (Hunting truck for hunter)

Project proposal



Cast



Walt

Kookie

Kelly



Woody



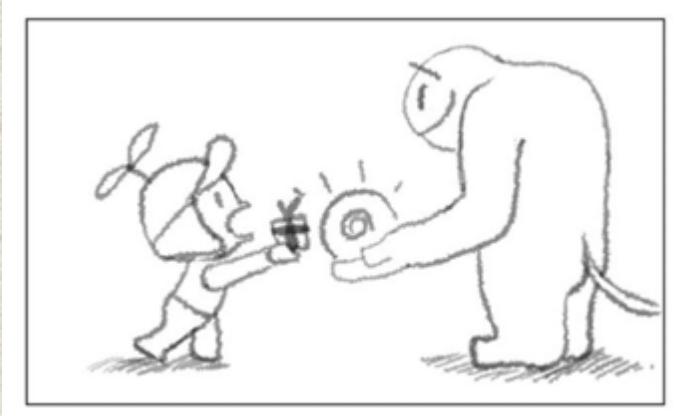
Cruella

Mr. Boss

Dr. Hysteric

There are three different groups: kids, monsters and villains. These groups are basic group for storytelling. So I chose three representative characters among them. These are 'Kookie', 'Woody' and 'Dr. Hysteric'.

The story for the concept of project



In this animation, many kids know the story, in which monsters exchange a special gift for only innocent kid's precious stuffs. Some kids believe this story, and others don't believe it.



In a small town, there are children who like monster stories. They always wear some monster costumes, and talk about monsters all day long. Their names are "Kookie", "Kelly", and "Walt"

The story for the concept of project



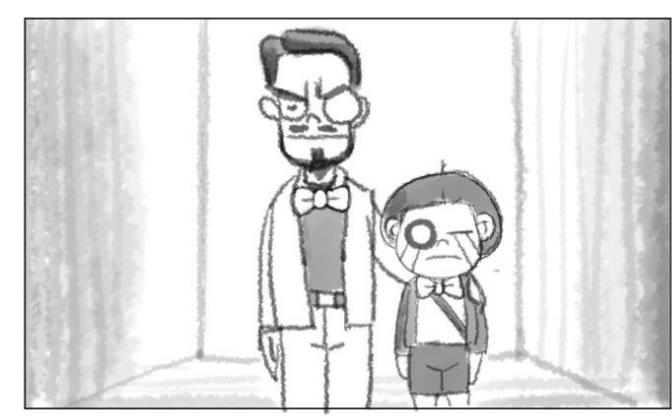
But they are the black sheep of their school and in the town as well.

One day, a new student named TS, transferred to their school from another school. His father is a rich politician.



One day, TS overheard kids talking about monsters. TS said, "Hey! Stupid kids!! Monsters don't exist in real the world!". The kids didn't like what TS said. So they began to fight.

The story for the concept of project

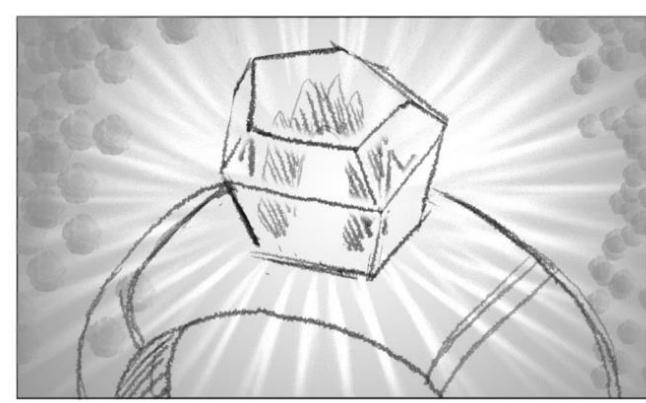


The next day, TS came to school with his father. The parents of the kids were there too. TS' father said, "I will sue the kids for damages". Kooki's parents made a plea for mercy. Kookie couldn't stand the situation because he felt sorry for his parents.

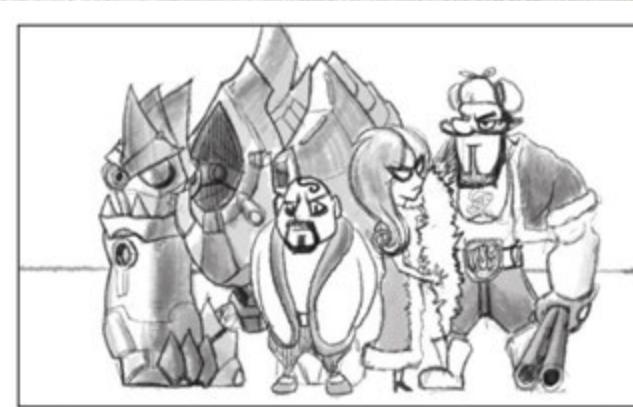
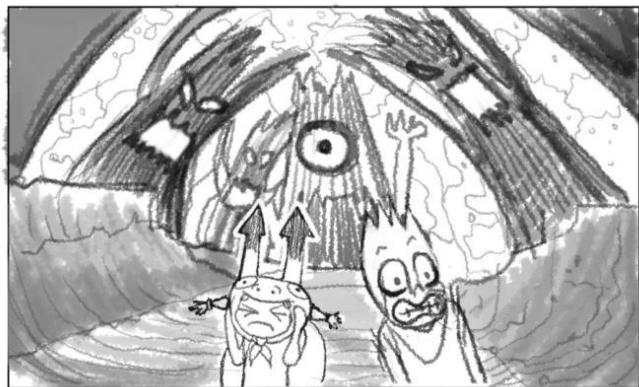


And then, Kookie rushed out of the room. He was depressed. So he just stayed at home.

The story for the concept of project



One day, one of his friends, Walt, brought a strange jewel ring to Kookie. Walt got the ring from strange fortune teller machine in an amusement park. Interestingly, they began to see some strange images inside the jewel. The images related to the monsters such as a huge gate, wide woods, a monster's face, etc. Kookie was convinced that the image showed a place where the monsters were. Finally, they decided to make a journey to prove the monsters did exist.



The journey was not smooth by any means. There were many dangerous creatures and villains waiting for them. The villains chased them to steal the special gifts that the monster gave them. The villains wanted to use the special gifts for their own diabolical purposes.

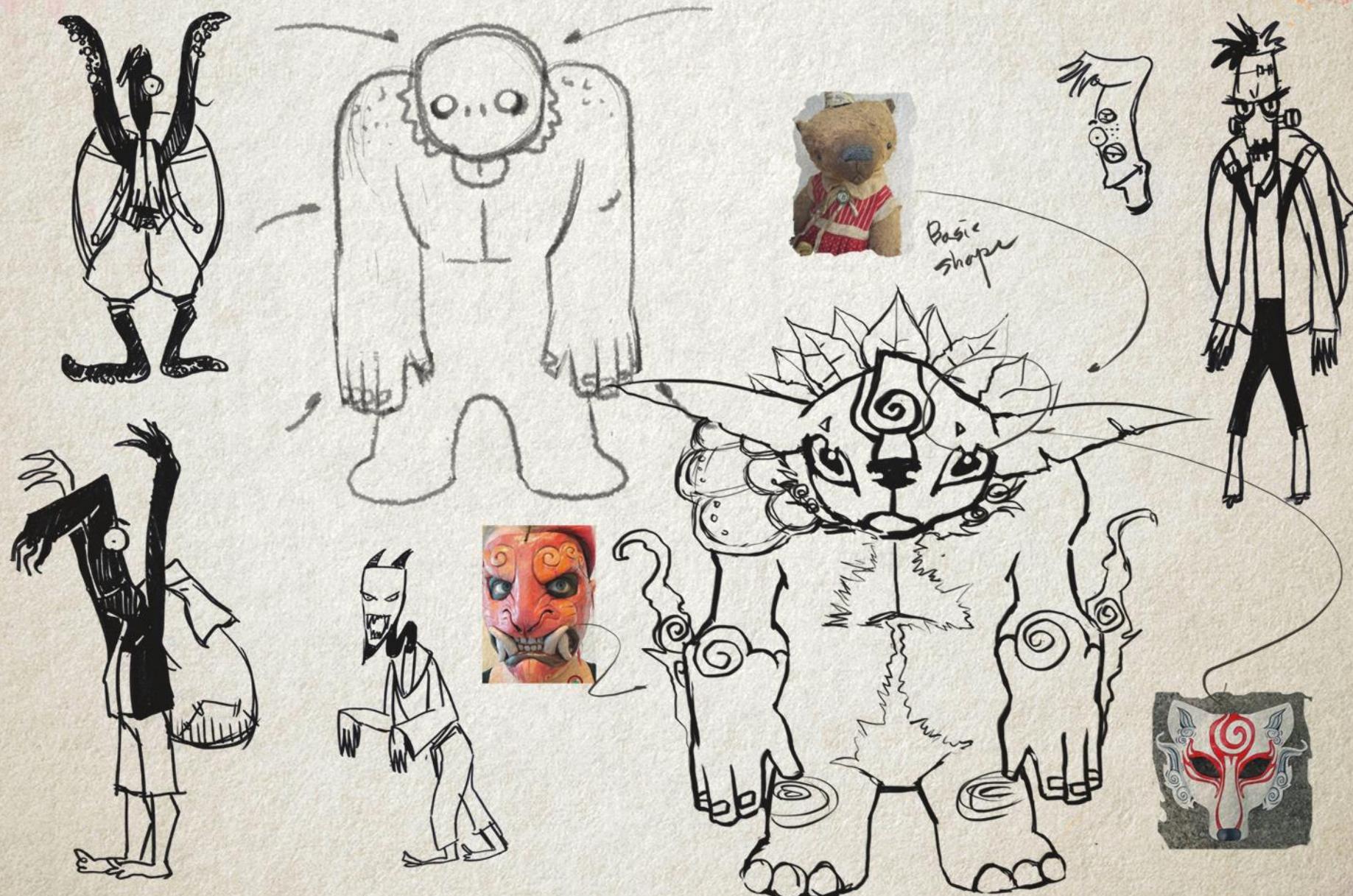
Idea sketch 01



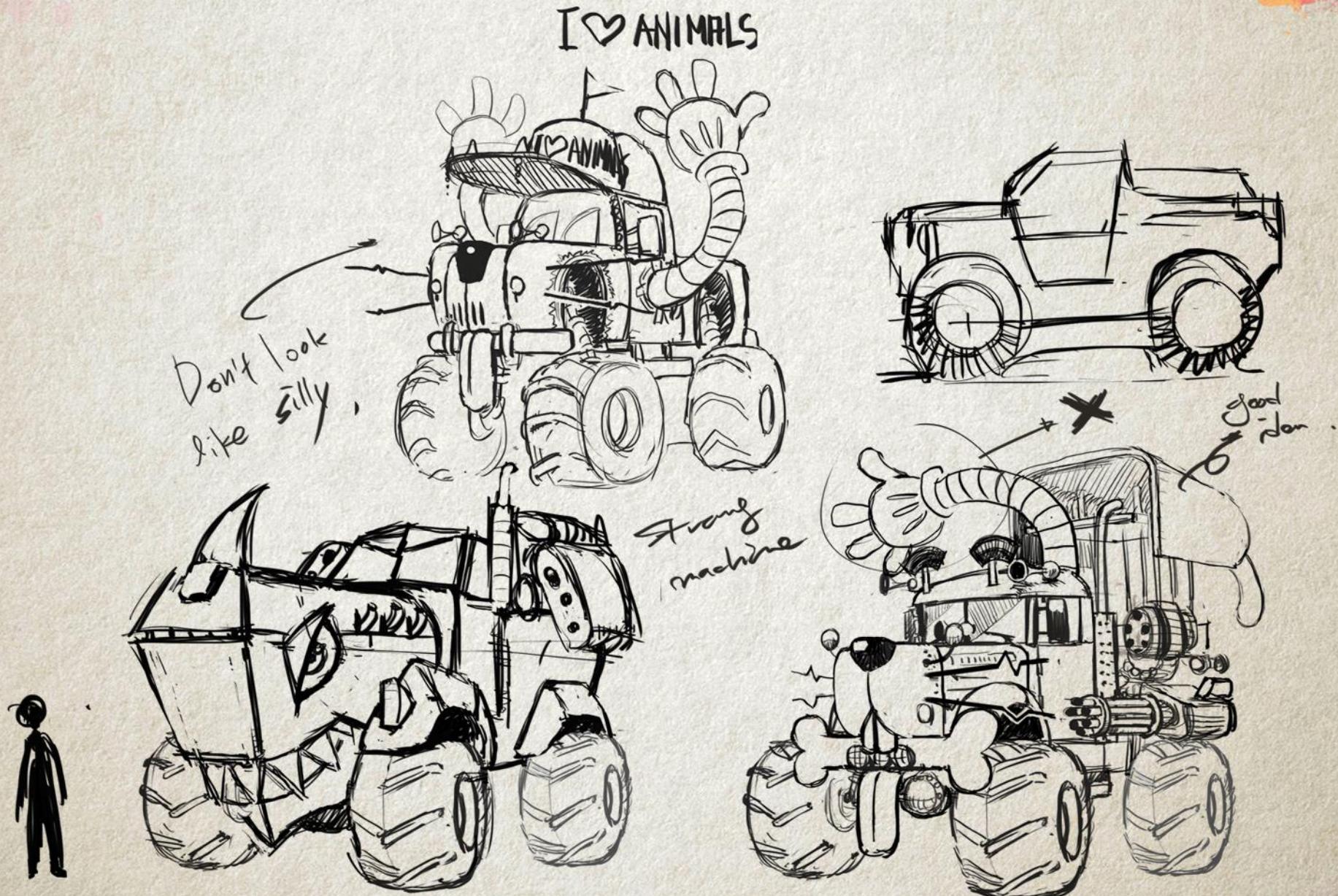
MASK



Idea sketch 02



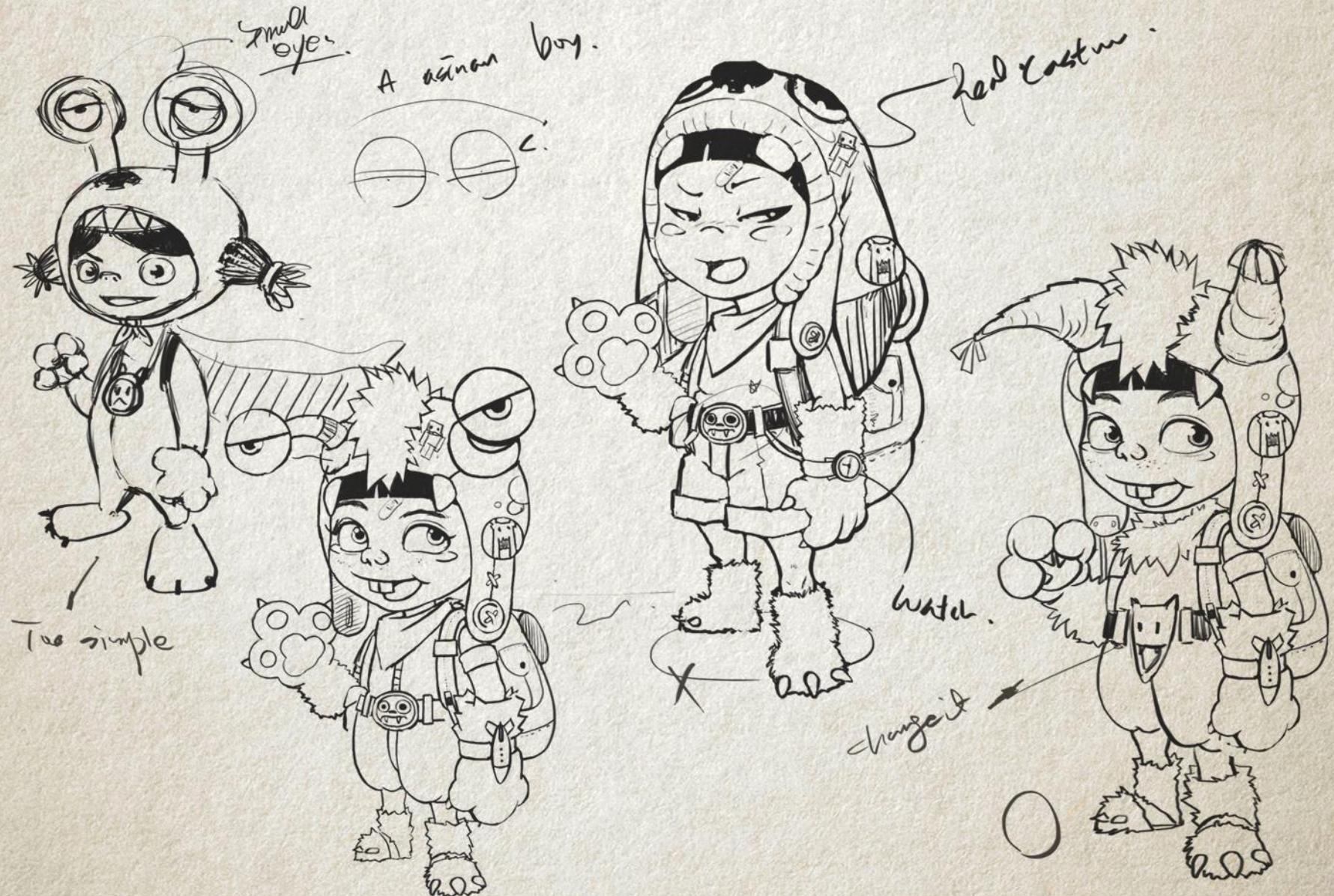
Idea sketch 03



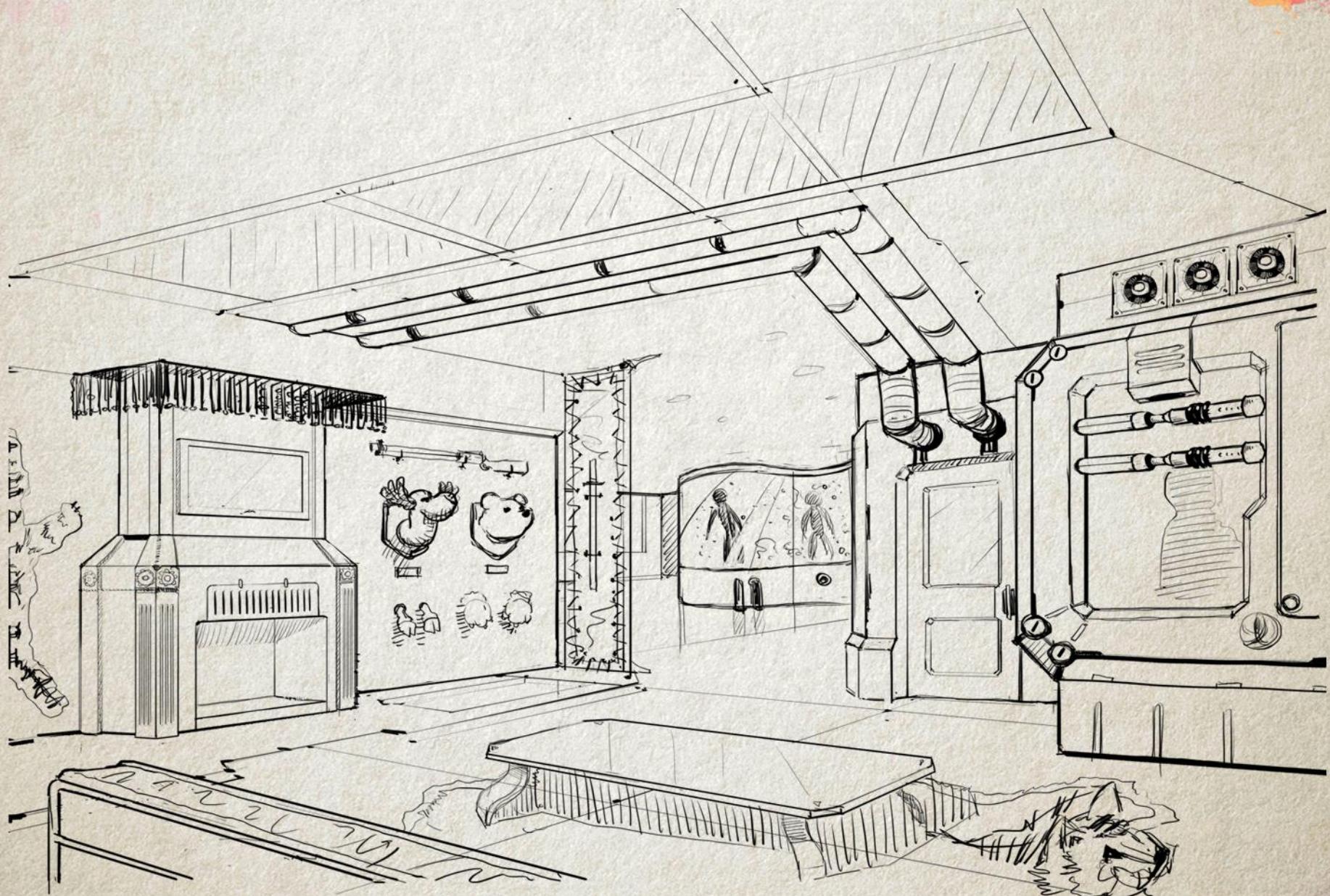
Idea sketch 05



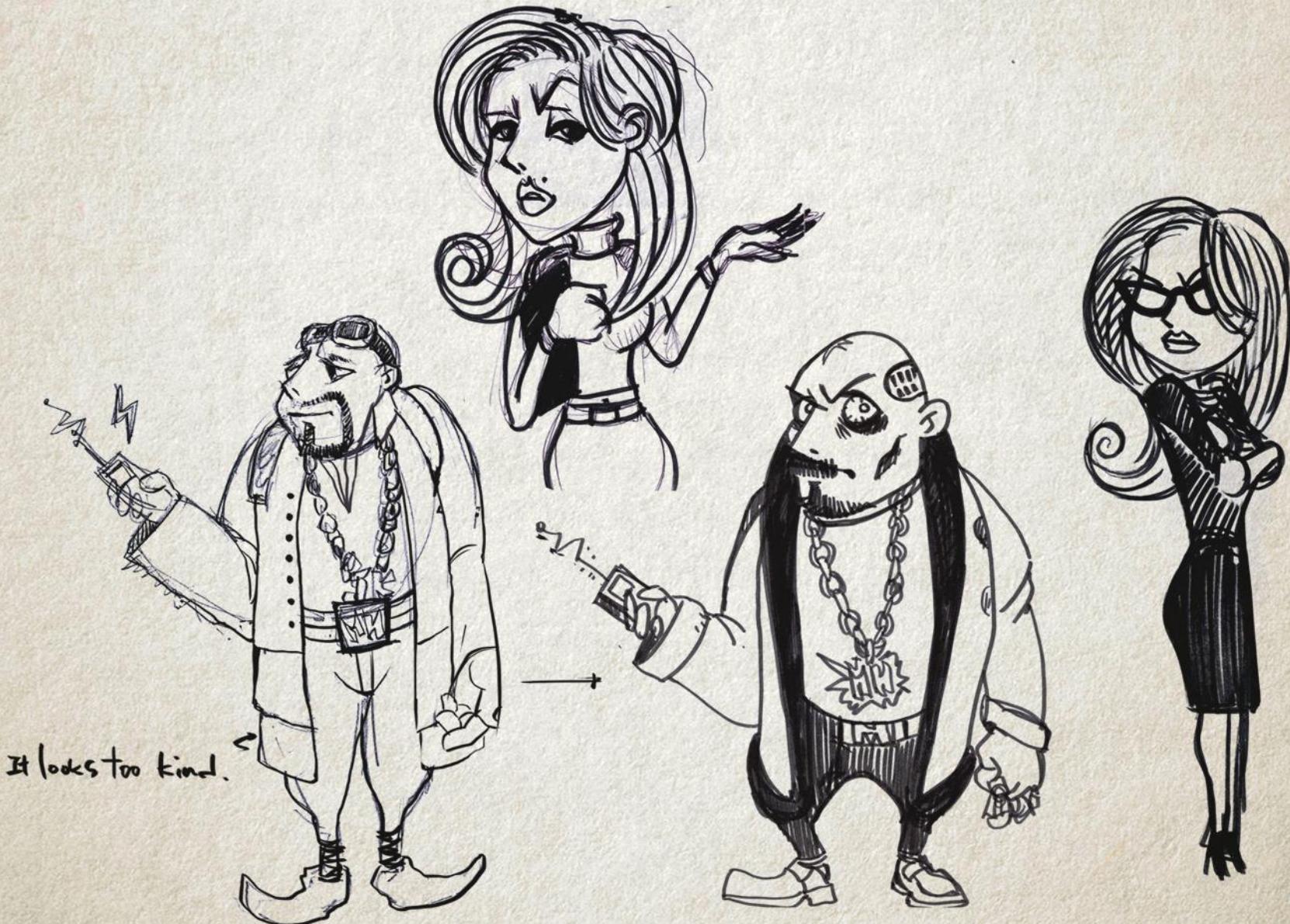
Idea sketch 06



Idea sketch 07



Idea sketch 09





Character Design



“Kookie”

Age :12

Kookie , an elementary school student, is a main character in the animation. He has friends Kelly and Walt who like monsters as much as Kookie.

They always enjoy dressing up in costume and pretending to be monsters. He and his friends often pick on people who are weaker than them. Also, he's a defiant son, so his parents almost give him up.

However, he starts to lean great leadership and thoughtfulness through his journey.

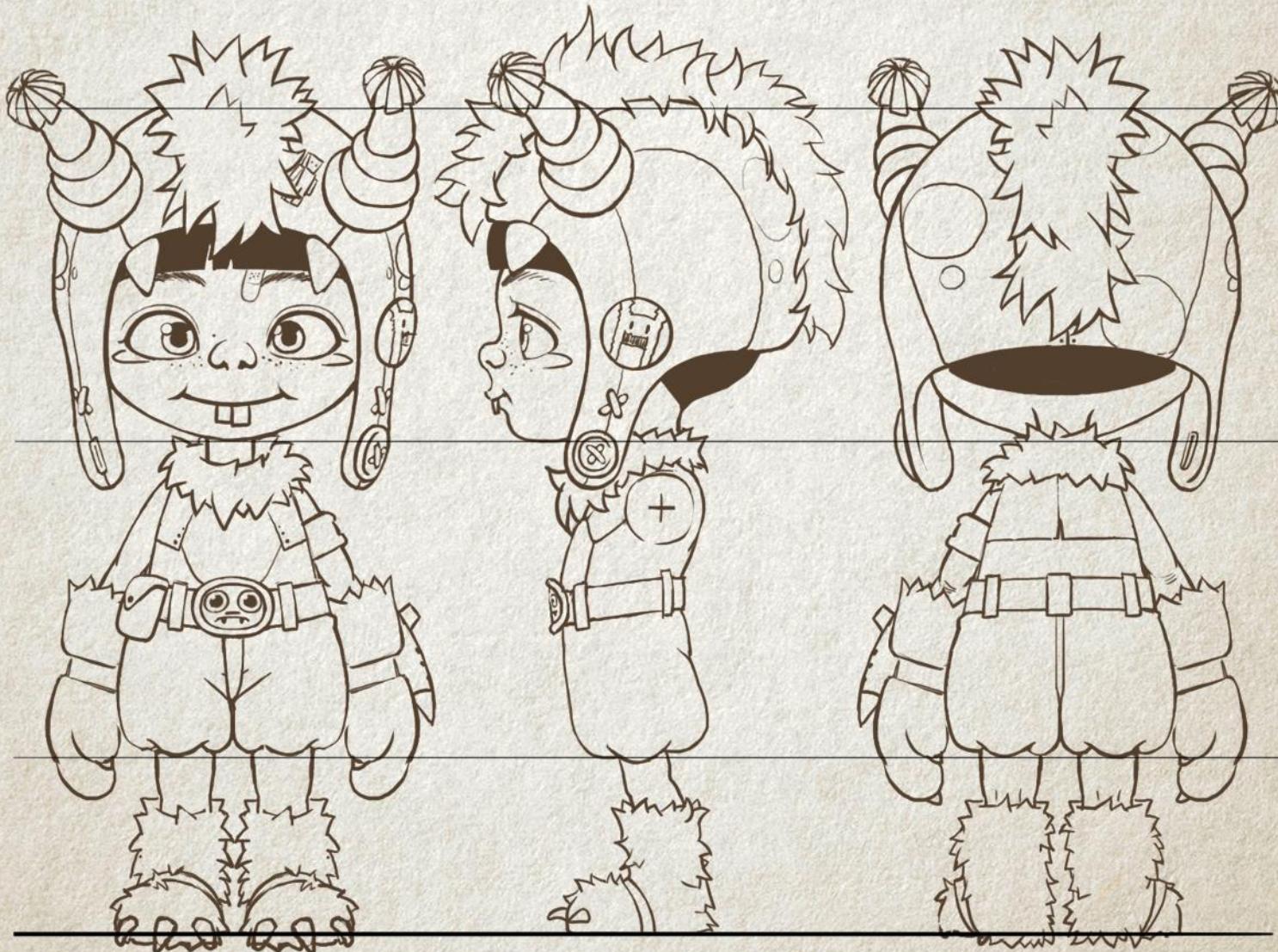


Design Concept

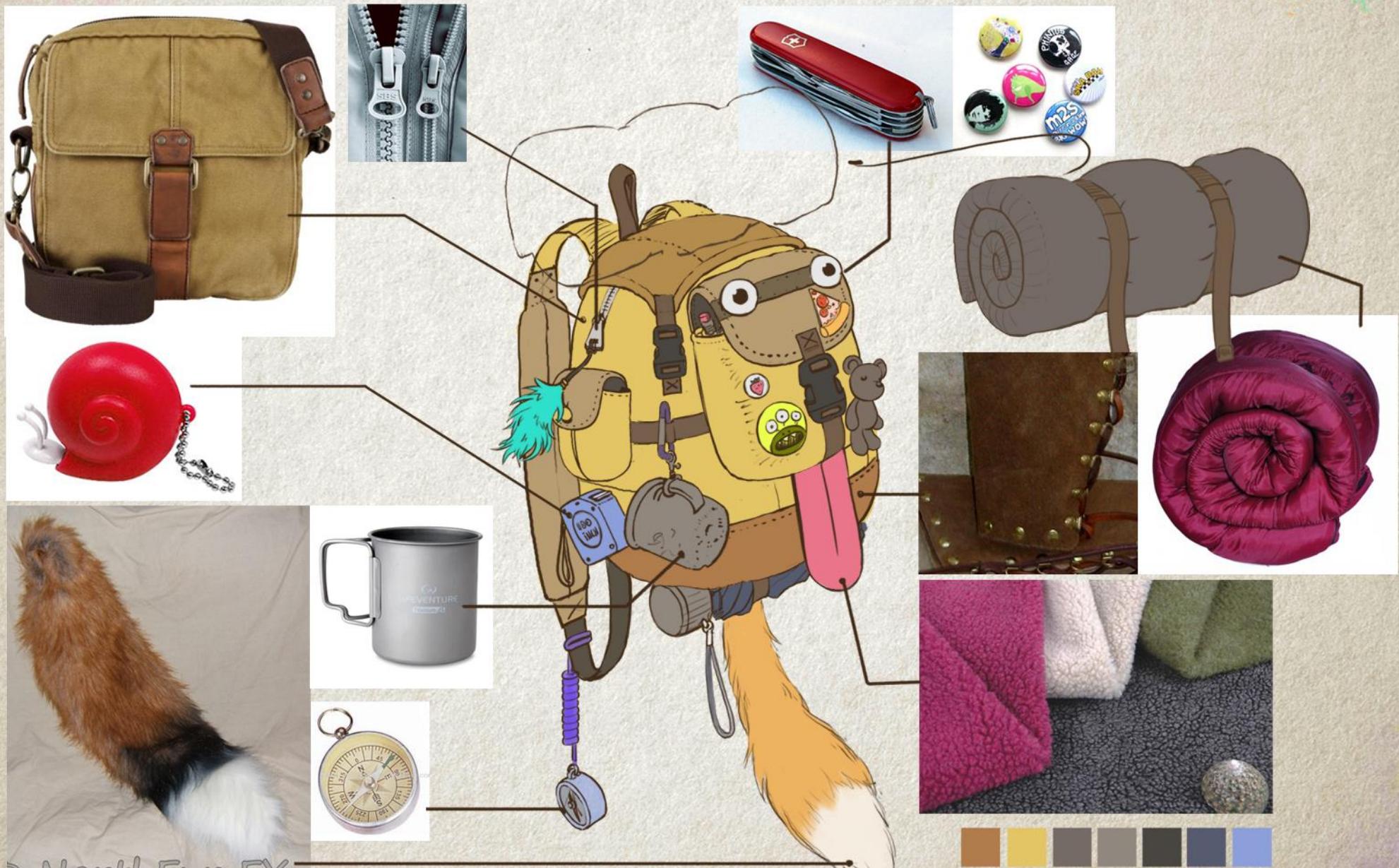


The concept of Kookie is one of kids playing dress up. I wanted to design a character who has many items like a 'one man band', and I combined the basic idea with a kids' costume and decorated cute toys on it to appeal to children, because I considered the marketing aspect as well. Successful animation ordinarily connects with sales of the character goods. In addition, I made effort to design a mischievous character, and although he is not handsome, sometimes characters who are a little bit ugly are more friendly than handsome characters.

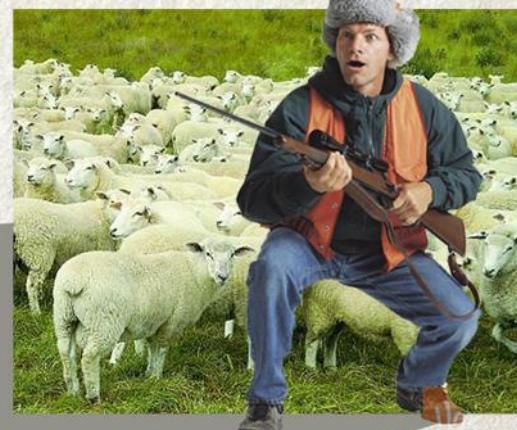
180 ° view



Kookie's Accessories

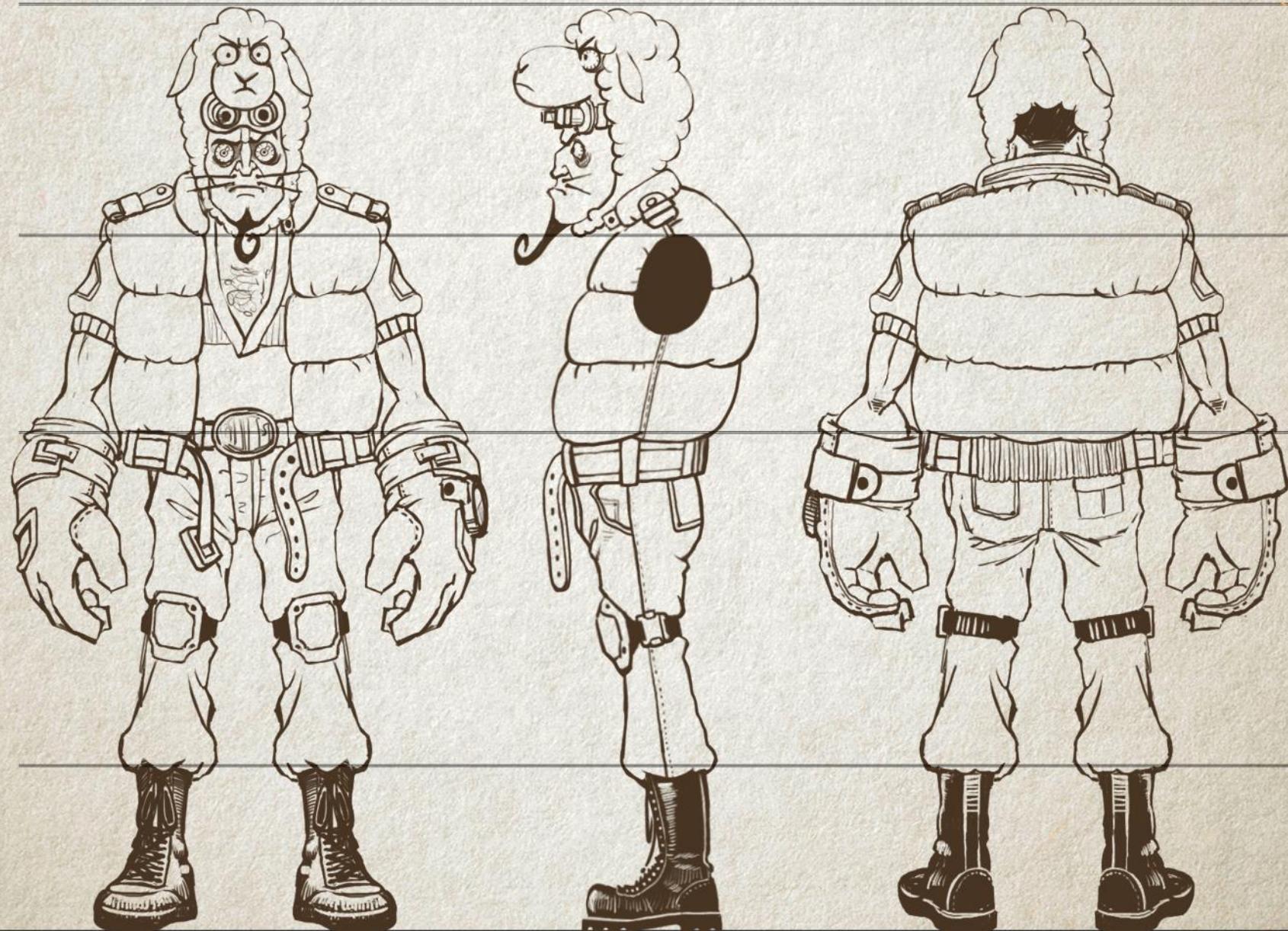


Design Concept



“Crazy”, “Hysteric”, “Dramatic”, these words express Dr. Hysteric. I got inspired from Salvador Dalí’s face. His face is really funny and brings to mind an image of an antenna to me. So I designed him to use his a mustache as insect antennae. Also, I combined this idea with a sheep costume like Kookie. Because I wanted to emphasize the idea that Dr. Hysteric hides his unscrupulous character behind the meek costume of a sheep. Also, he needs it when he hides and lure wild animals out in the group of sheep. In addition, I decorated him with items for hunting because I wanted to accentuate his professional hunter look.

180° view



Dr. Hysteric's Accessories





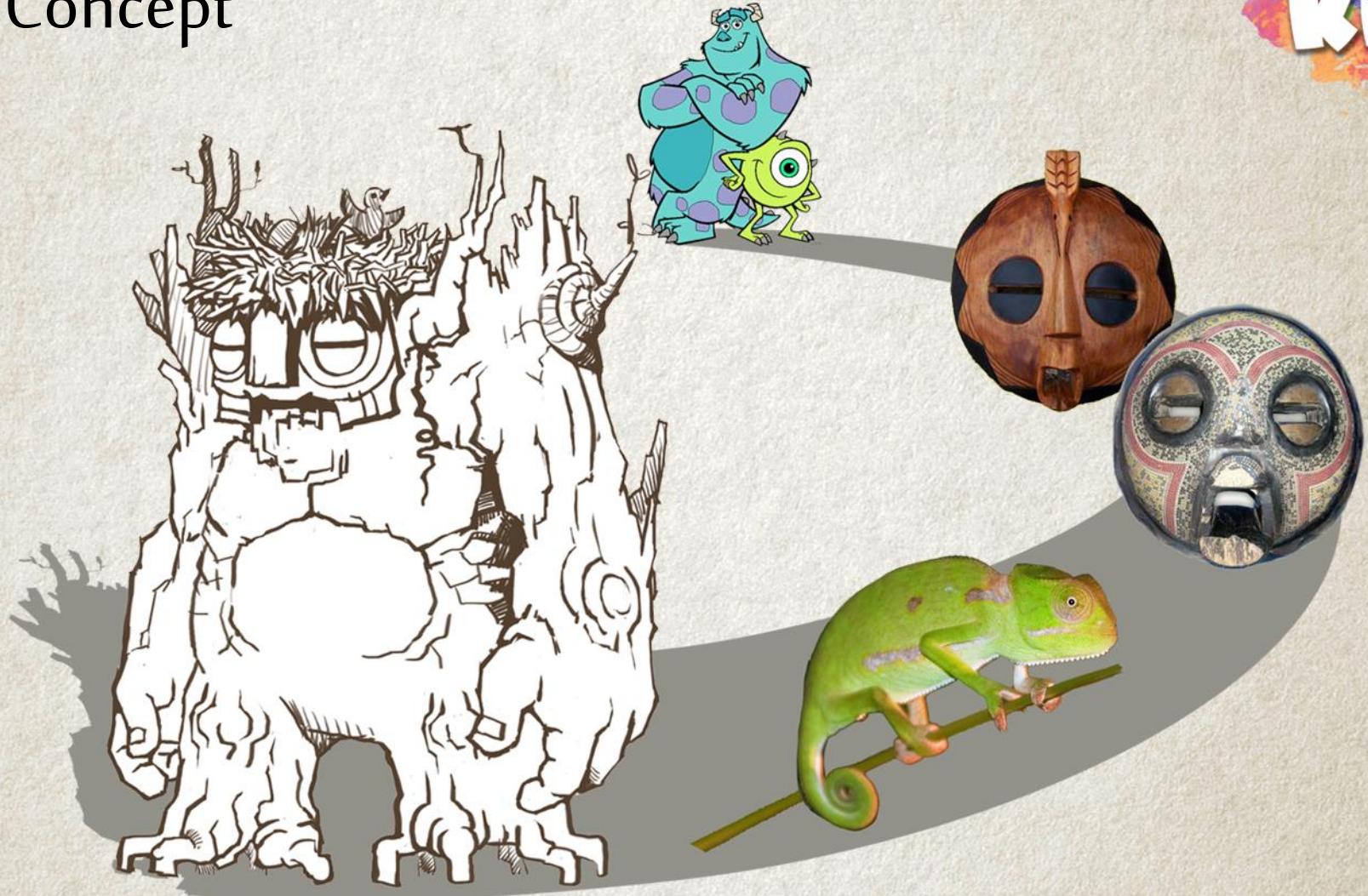
“Woody”

Age :Unknown

This monster has no name, But Kids, Kookie and his friends, call him, "Woody". The reason why is that he looks like wood. Woody is the last survivor among his race. Because the indifference of humans makes them disappear. In fact, the monster's body and face looks friendly. but his shape has become ugly since childish innocence has disappeared from the mind of adults. So they have hidden behind a mask. Finally they hide themselves in nature, where it is difficult for humans to find them.

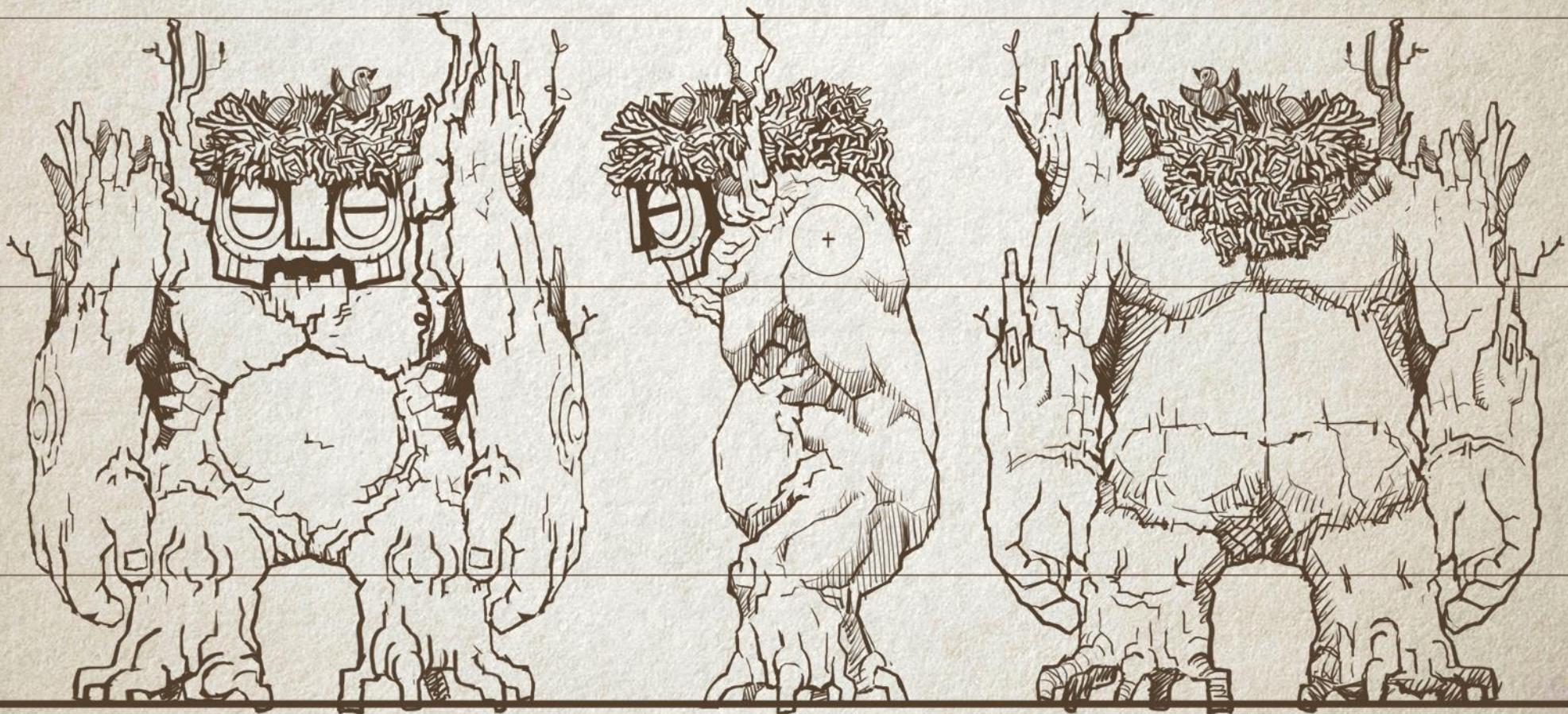
Woody's action is usually slow, but one of his abilities is camouflage. He can hide in the woods. Also he is strong and very clever

Design Concept

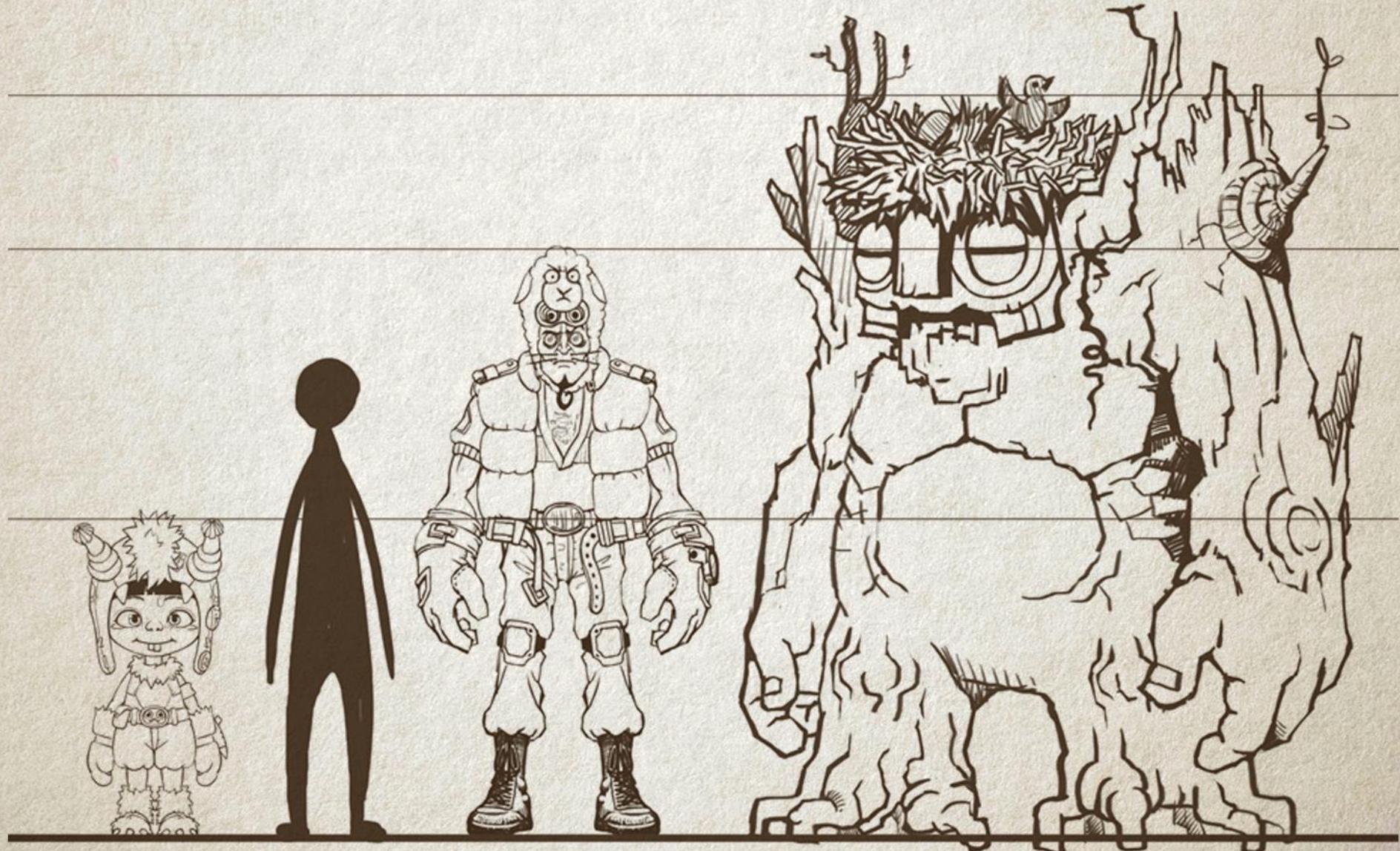


Woody is built around the concept of an African mask. People wear a mask to hide their face. The mask of the monster represents a wall between human and monsters. The disbelief of humans regarding the existence of monsters created the mask on their face. I grafted design elements of African masks into the monster design. I designed the monster's skin from wood because I got an idea from the material of the mask. In addition, the small eyes, which are shown through small chinks represent his personality as slow and gentle. Also, on the top of the head, a nest shows how much Woody is not dangerous and loves nature.

180° view

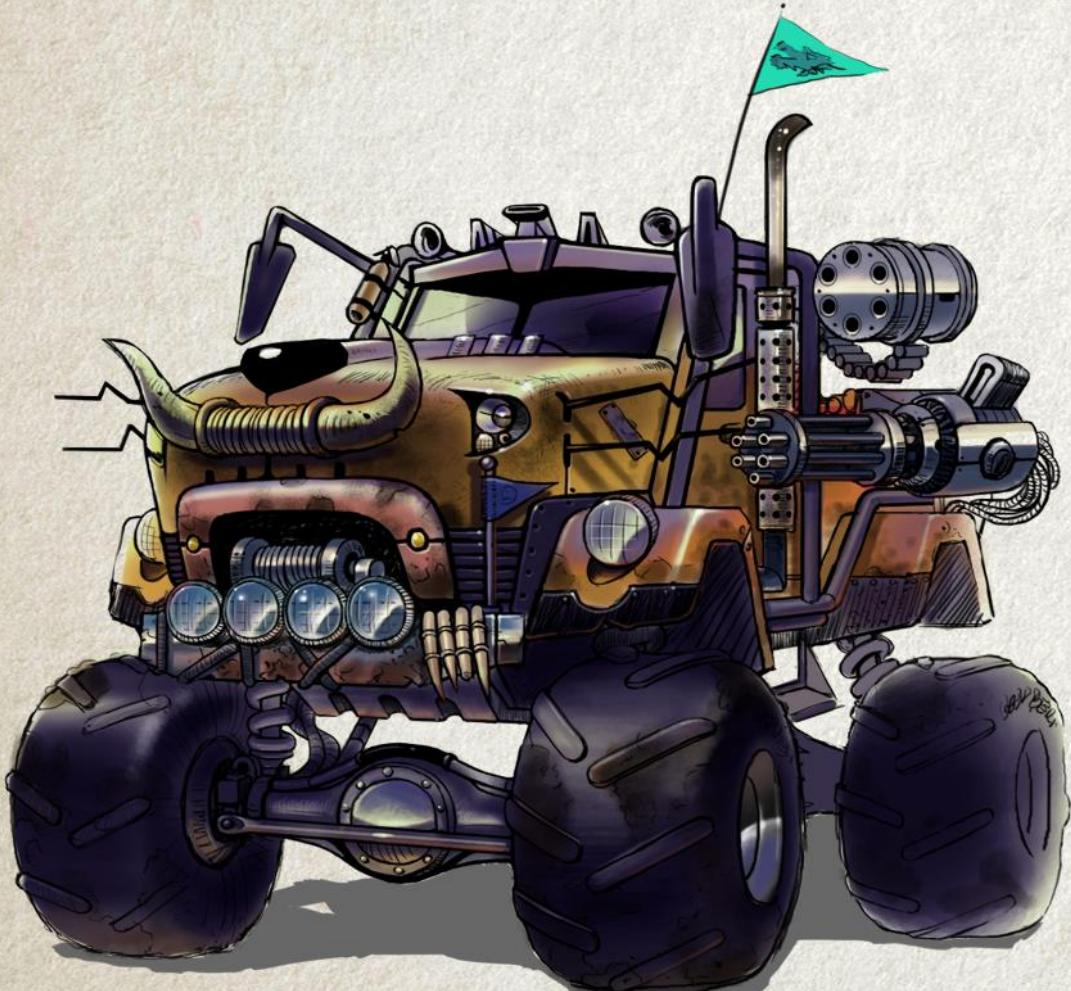


The Size of Characters





Vehicle Design



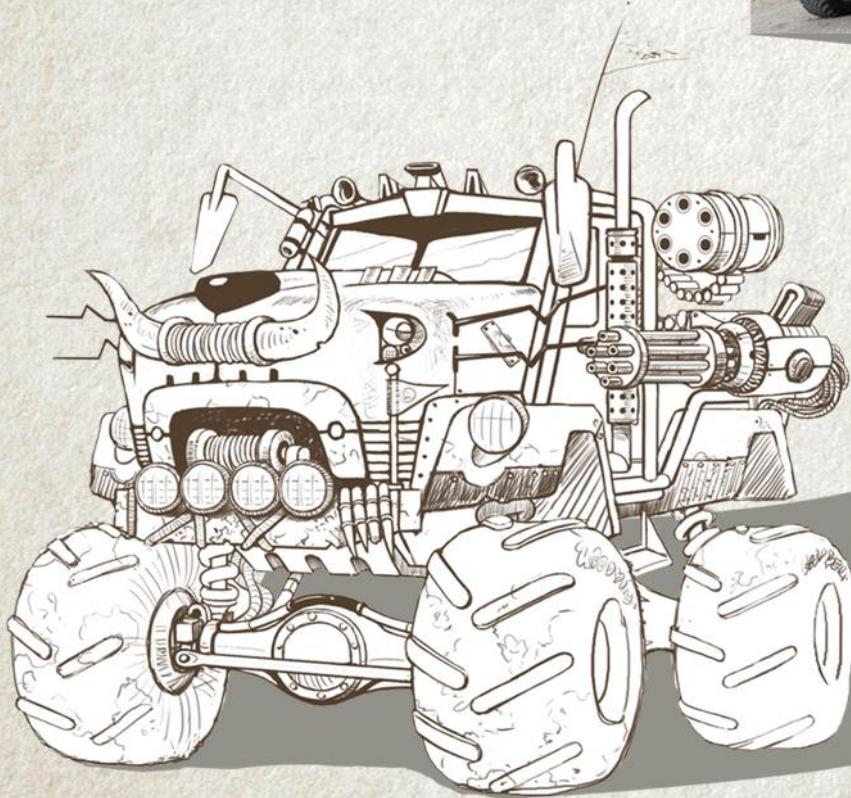
“Hound Z”

This vehicle is a burly machine for hunting. The name is “Hound Z”. This vehicle is for Dr. Hysteric. The concept is from a hound dog.

Hound Z has a lot of strong weapons such as two missile launchers, M61A1 20 mm Cannon, etc. these are inside the vehicle normally. When the sensor perceives any creatures, they come out automatically. Also, the vehicle has temperature sensing system and night vision. It has a whisker radar like Dr. Hysteric.

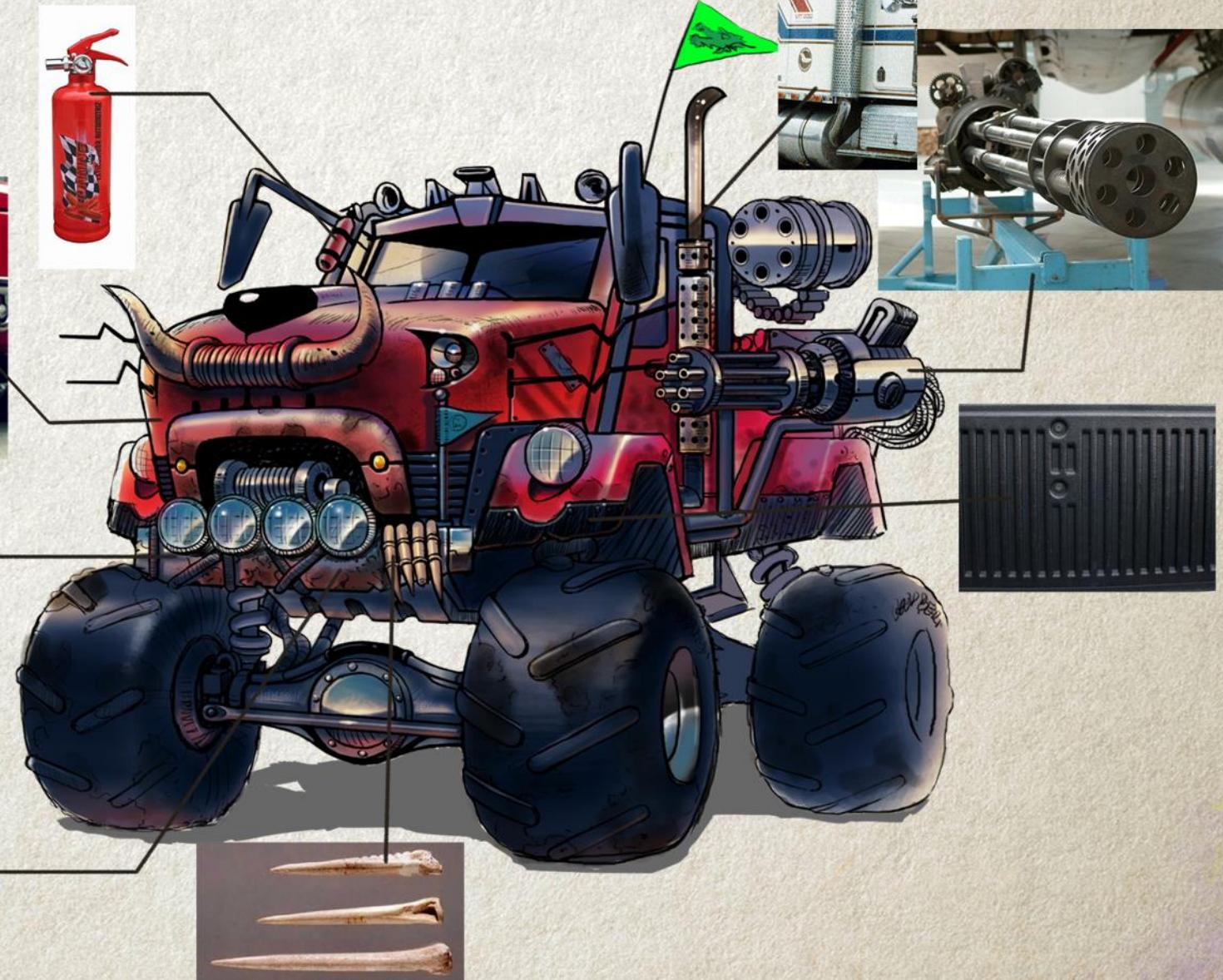


Design Concept



A dog is an assistant for a hunter; what is more, Dr. Hysteric needs a crazy monster truck for hunting. So I designed a monster truck like a dog's face. Also, the truck has antennae like the hunter. It is the same idea with Dr. Hysteric. I added heavy weapons to emphasize the feeling of toughness and power. I decorated some items, that are reminiscent of can remind hunters. The truck is not brand new so there are some dents and dings. In some parts, we can see a lots of stains and scratches as well. It represents the idea that the vehicle has had many hunting experiences.

Material Breakdown



180 ° view

