

Tim Alexander

Art & Design

1613 Bowerton Drive
Austin, TX 78754
(650) 339-2463
timjalexander@gmail.com

SHOWREEL BREAKDOWN

X-Men: First Class

00:00 - 00:06

- Coordinated with Engineering to create simulation geometry
- Match-modeled CG environment to live-action set
- Modeled CG assets according to practical set pieces for final render

TRON

00:06 - 00:08

- Created CG arena environment to Disney Features visual spec
- Detailed CG set designs for final render

00:08 - 00:30

- Modeled tower complex
- Additional tower detailing and design for final render
- Contributed design detailing, modeling and shading for two-legged "Recognizer" vehicles

00:30 - 00:33

- Modeled "Two-man Light Jet"
- Finalized design details
- Provided Look-dev support to rendering team

00:33 - 00:54

- Designed rear interior of "Two-man Light Jet" to Disney Features spec
- Designed functional mechanical track system for rear turret seat
- Created CG turret seat and cannon assembly

00:54 - 01:11

- Modeled and detailed CG vehicle
- Matched cockpit and canopy to live action set piece
- Contributed mechanical design details

Real Steel

01:11 - 01:16

- Functional mechanical design of "Midas" robot
- Reworked original concept for functionality and visual fidelity
- Modeling

Real Steel

01:16 - 01:27

- Functional mechanical design of "Metro" robot
- Reworked original concept for functionality and visual fidelity
- Modeling

SKILLS

Maya

Zbrush

Photoshop

Substance Designer / Painter

After Effects

AWARDS

**VES Award for Outstanding
Created Environment in a
Commercial or Broadcast
Program**

Game of Thrones (2011)

"The Climb"

Resident Evil: Retribution

01:27 - 01:34

- Supervision of mechanical scarab attack sequence CG assets
- Coordinated with Simulation and Comp departments to facilitate scarab destruction

After Earth

01:34 - 01:43

- Supervision of evacuation sequence CG assets
- Concept and design of “space elevator” towers and vehicles
- Coordinated with Simulation department to transition between Massive crowd simulation and live action crowd
- Ensured seamless match between CG set and live-action stage

City of Ember

01:43 - 01:54

- Fine detail design and modeling of “engine room” tower.
- Set dressing and additional environment detailing

Spider-Man 3

01:54 - 02:02

- Match modeled CG tower to first floor set
- Textured tower interior to match live action materials

The A-Team

02:02 - 02:08

- Modeling and detailing of Osprey tilt-rotor aircraft
- Adapted design to accommodate weapons
- Coordinated with Animation department and modeled functional rotary cannon

City of Ember

02:08 - 02:19

- Coordinated with Tracking and Comp to match live action set to CG “engine room” tower
- Fine detail design and modeling of “engine room” tower.
- Set dressing and additional environment detailing

02:19 - 02:28

- Designed and created “log flume” aquaduct
- Modeled and textured CG boat to match live action prop