TIDEWALKER MEDIA

Darren Brazeal

Creative Technologist

I direct AI film and design and build the interactive worlds it lives in.

Visual judgment, generative production, interaction design and more than 20 years of software experience.







THREE SELECTED PROJECTS / 2026

01 House of Mirrors
02 harpersutton.com
03 tidewalkermedia.com

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House of Mirrors

A cinematic book trailer built around psychological tension.



Promotional artwork

Story and characters by Harper Sutton. Adapted with the author's permission.

THE BRIEF

Translate the emotional stakes of Harper Sutton's *The River's Daughter* into a trailer that preserves the book's surprises.

MY ROLE

Creative direction, visual development, generated performance direction, editing, sound and finishing.

THE RESULT

A published 2:42 trailer, tightened from a 3:47 cut.

Watch the film ↗

walkertide@tidewalkermedia.com

The same face. A different feeling.

Color supports the story: the promise of safety gradually gives way to unease.



BEFORE / SOURCE WARMTH

Warm skin and surroundings soften the threat. The finishing pass shifts the environment toward steel while retaining believable skin.



AFTER / COLD MIRROR WORLD

I defined separate looks for the warm opening, surveillance interiors and mirror maze, then used targeted corrections to keep shots coherent.

Color consistency study, documented November 2026. The linked film is the published October contest cut.

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An author's world, made interactive.

harpersutton.com / immersive author website



Desktop implementation review, July 2026. Live site includes subsequent refinements.

THE BRIEF

Create a lush, whimsical fantasy experience that reflects Harper Sutton's writing. The expressive aesthetic was a client requirement.

MY ROLE

Creative direction, interaction design, AI-assisted development, review and deployment.

THE RESULT

A responsive, deployed website that invites readers into a continuous animated world.

Explore the live site ↗

walkertide@tidewalkermedia.com

Make the magic work.

Built to run anywhere: the technical choices serve the visual experience.

MOTION WITH A BUDGET

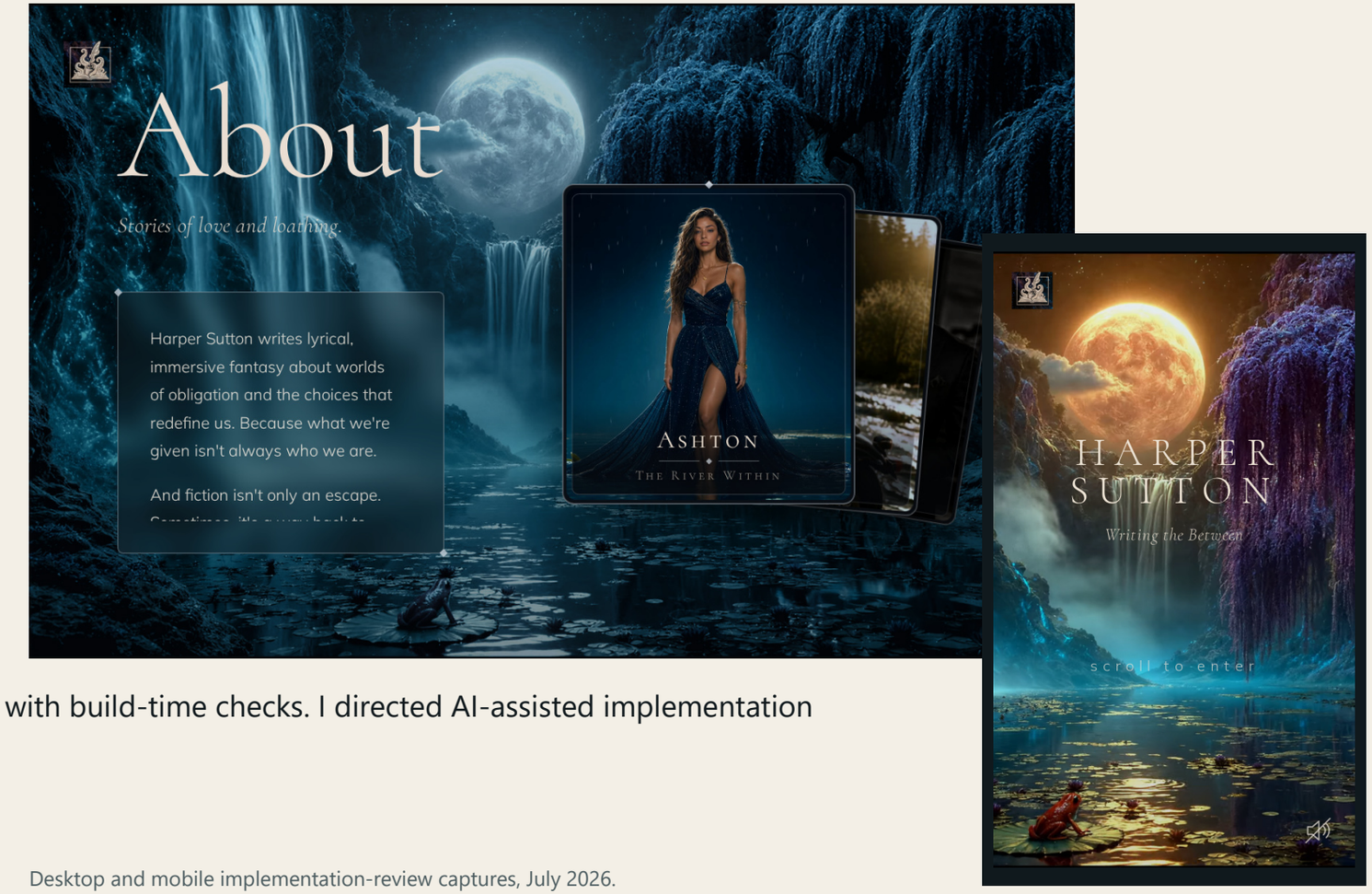
One animated environment plus one active character card. Inactive cards release their video sources to keep simultaneous decoding to two streams.

RESPONSIVE BY DESIGN

Layouts adapt to mobile. Reduced-motion visitors receive still posters, and keyboard focus supports navigation.

A MAINTAINABLE BUILD

TypeScript, Vite and GSAP; centralized author copy with build-time checks. I directed AI-assisted implementation with Claude Design and Claude Code.



Desktop and mobile implementation-review captures, July 2026.

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The room is the portfolio.

tidewalkermedia.com / interactive studio and portfolio



The studio running: three screens, the projector, and a label on everything that can be clicked.

22

moving layers over one painted scene

1

WebGL shader, for the wind on the water

0

frameworks: plain HTML, CSS and JavaScript

THE BRIEF

An experimental, desktop-first portfolio that is its own proof: a film studio to look around, where everything in it does something.

MY ROLE

Concept, art direction, interaction design, sound design, AI-assisted development and deployment.

THE RESULT

A live site where the clips, the water, the lights and the sound all keep one clock, and the room answers when it is heard.

Enter the room ↗

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Twelve faults, one week.

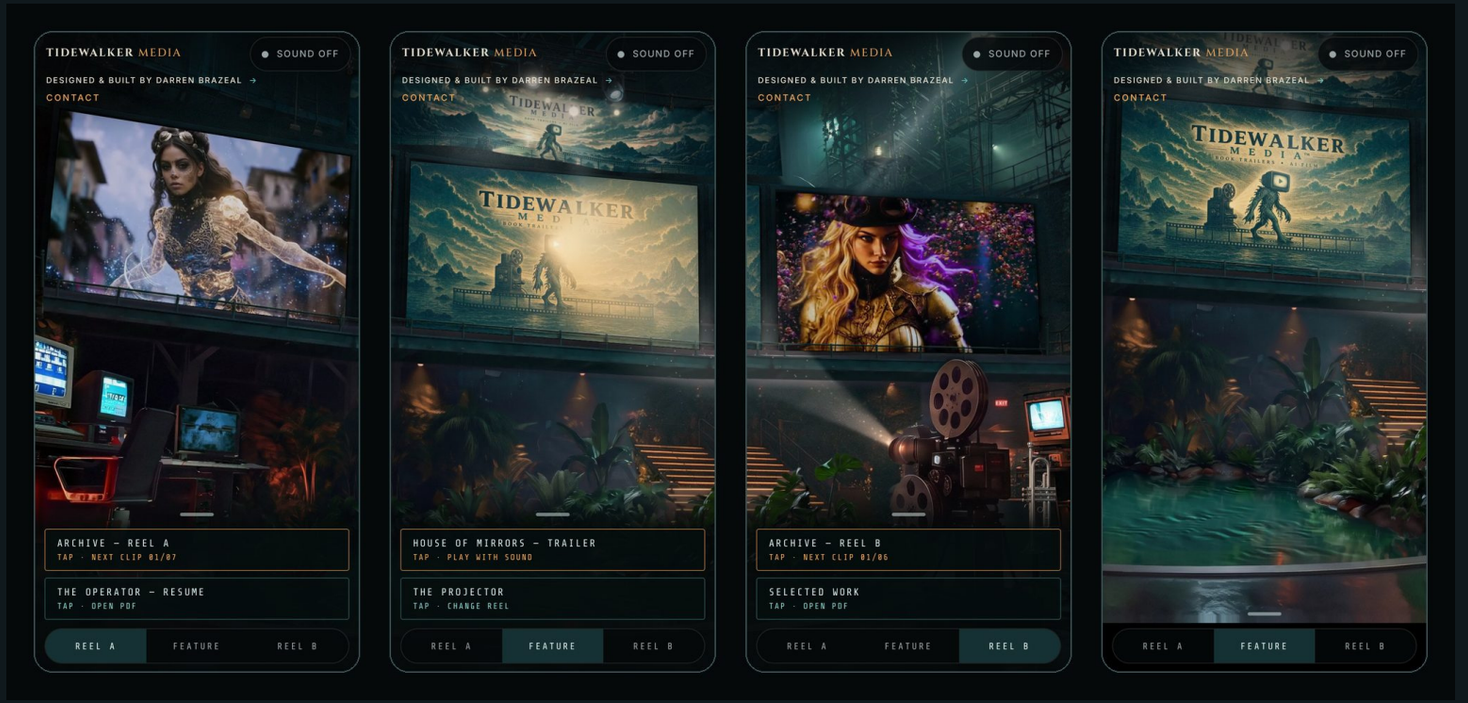
An experiment built for the desktop first, then hardened the way software is.

12 faults found and fixed in the first week

6 reported from real phones and screens

6 caught in testing, before launch

120+ automated checks before every release



The largest fix: the phone's own version of the room. Captures, November 2026.

The full scene blinked black on an older phone: 22 layers were more than its memory could hold. It was given an engine of its own, with five layers and less than half the download.

Read how it was made ↗

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FROM CREATIVE INTENT TO A FINISHED EXPERIENCE

Direction. Production. Delivery.

I connect visual storytelling with practical implementation, choosing tools around the project and refining the result through creative judgment.

01 / DIRECTION

Interpret the story, define the look and plan the emotional beats. Turn the brief into visual references and shot or interaction plans.

02 / PRODUCTION

Direct generated imagery and motion. Shape performances, select iterations, and refine the edit, sound and color.

03 / IMPLEMENTATION

Design and build interactive websites and production workflows with AI-assisted code, media integration and focused review.

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Tidewalker Media

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Watch House of Mirrors ↗

Visit Harper Sutton ↗

Enter the room ↗