TIDEWALKER MEDIA

Darren Brazeal

Creative Technologist

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







A good eye, AI film production, interaction design and more than 20 years of software experience.

All footage shown is original: directed and generated by Darren Brazeal. No stock footage.

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, based on Harper Sutton's upcoming book.



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, directing the AI-generated performances, editing, sound and finishing.

THE RESULT

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

Watch the film ↗

walkertide@tidewalkermedia.com

How color changes the same shot

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



BEFORE / SOURCE WARMTH

Warm skin and surroundings soften the threat. In the final grade the surroundings turn cold and steely, while the skin still looks real.



AFTER / COLD MIRROR WORLD

I defined separate looks for the warm opening, surveillance interiors and mirror maze, then corrected individual shots so they matched.

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 rich, expressive style is what the client asked for.

MY ROLE

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

THE RESULT

A live website that works on any screen and draws readers into one continuous animated world.

Explore the live site ↗

walkertide@tidewalkermedia.com

Making it run smoothly

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

KEEPING VIDEO LIGHT

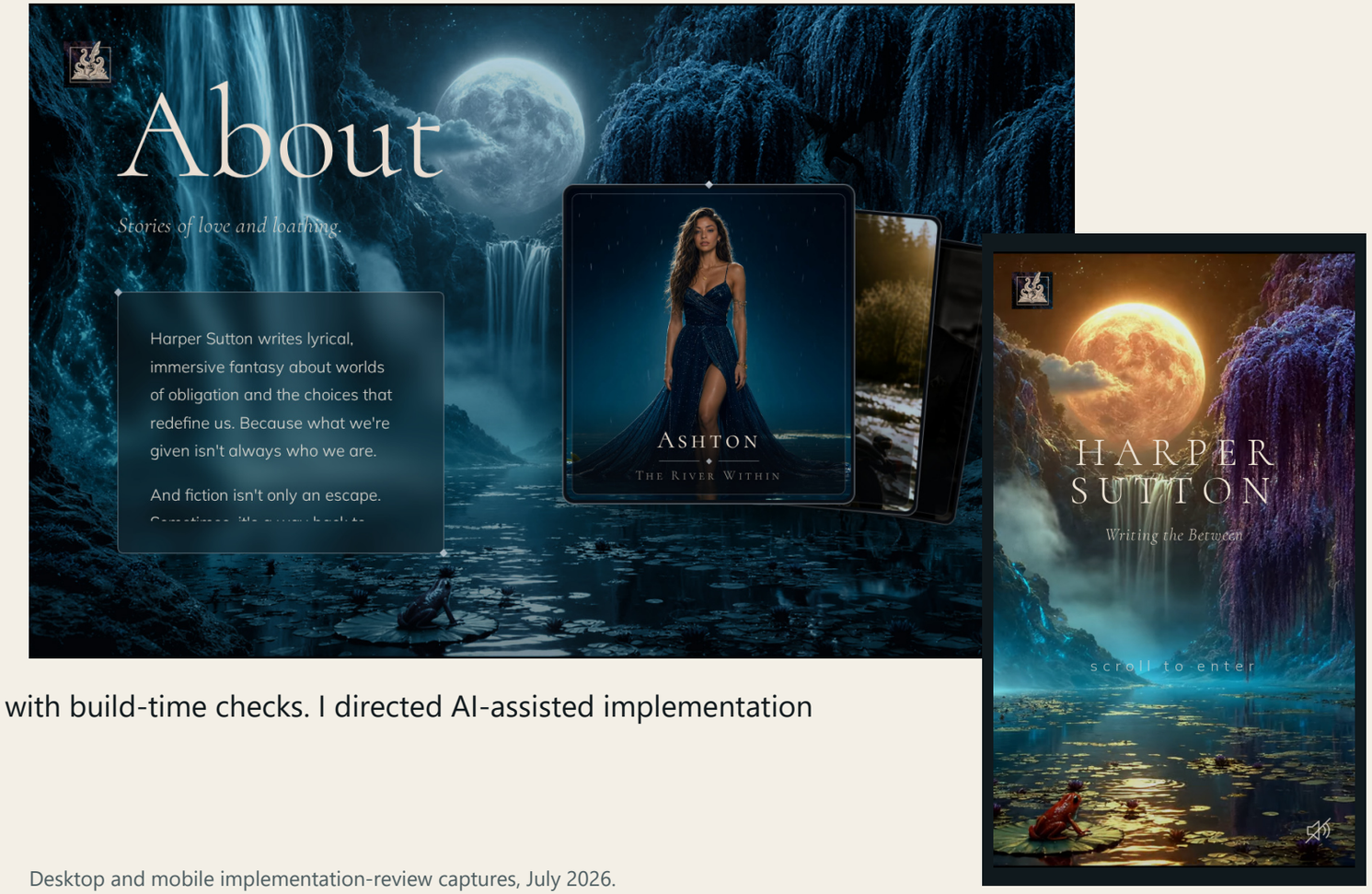
One animated environment plus one active character card. Cards that are not in use let go of their video, so the device never plays more than two at once.

WORKS ON PHONES

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

EASY TO MAINTAIN

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.

walkertide@tidewalkermedia.com

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 still image

1

WebGL shader, for the wind on the water

0

frameworks: plain HTML, CSS and JavaScript

THE BRIEF

An experimental portfolio that shows the work by being the work: a film studio you can explore on desktop, and a roll of film you pull with your thumb on a phone.

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 run in sync, with a separate version built for phones.

Enter the room ↗

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Twelve bugs, one week

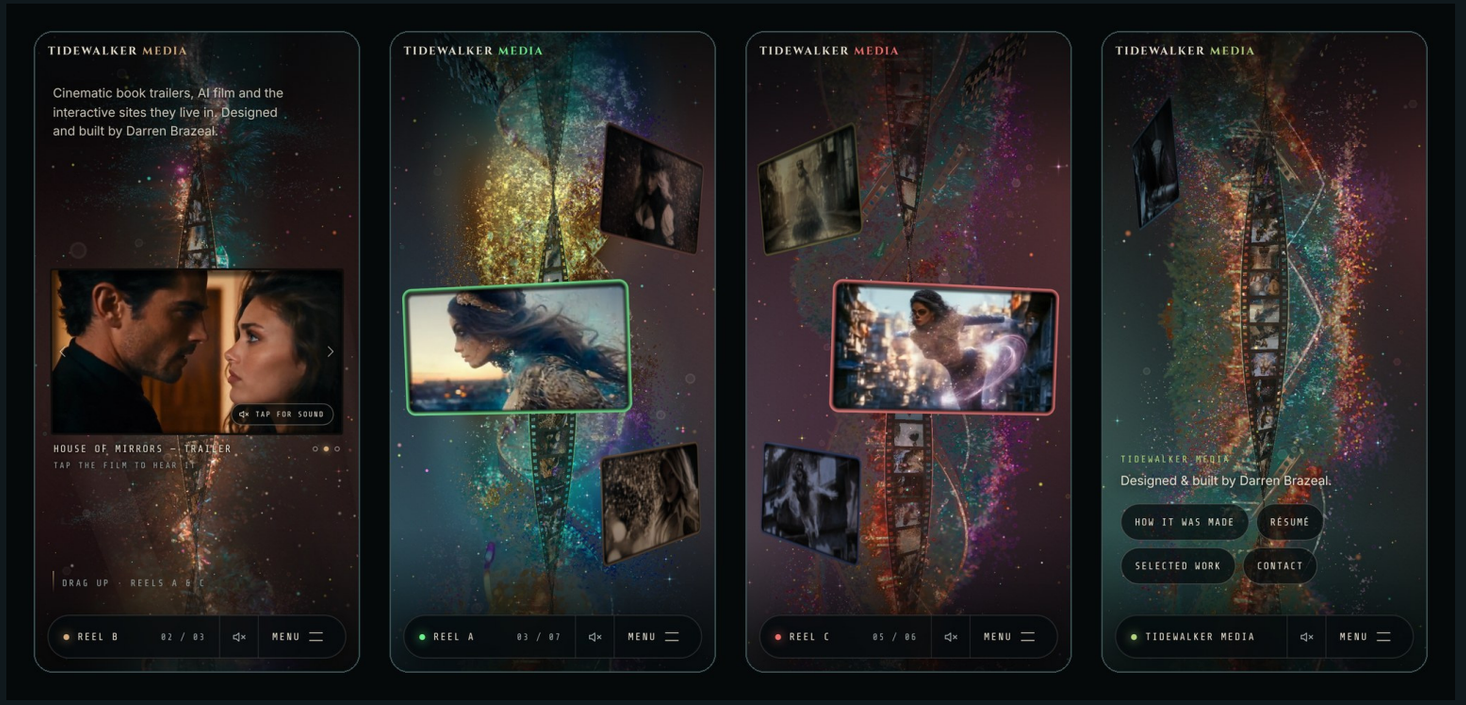
Built for desktop first as an experiment, then tested and fixed like any other software.

12 bugs found and fixed in launch week

6 reported from real phones and screens

6 caught in testing, before launch

180+ automated checks before every release



The phone version today: a roll of film you pull with your thumb. Captures, November 2026.

The full studio flashed black on an older phone: 22 layers were more than its memory could hold. I first built a lighter version, then designed a new one for phones from scratch: the roll.

Read how it was made ↗

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FROM THE IDEA TO THE FINISHED PIECE

What I do, start to finish

I take a project from the story idea to the finished film or website. I pick the tools to suit the project and keep refining until it looks and feels right.

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 the performances, pick the best takes, 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 ↗