

TIM GIBSON



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OBJECTIVE

To utilise my creative abilities to lead a creative team in the entertainment industry. I have worked and trained with a multi-award winning team led by five-time Oscar-winner Richard Taylor, and provided art for some of the giants of the international entertainment industry. I have gained highly proficient skills encompassing Conceptual Design, 3D and Visual Effects that help me produce the quality output expected by international clients.

WORK EXPERIENCE

2006 - 2008 Weta Workshop Wellington, NZ

Designer

Working in the select team of designers headed by Richard Taylor I provided design solutions for international clients included Steven Spielberg, James Cameron, Peter Jackson and Bungie/Microsoft Games Studios.

- **Tintin** (Steven Spielberg and Peter Jackson)
Design of characters, sets and story beats in the small team responsible for creating the 'look' of the franchise.
- **Justice League of America** (George Miller)
Design of costumes for the worlds greatest cast of Superheroes.
- **Game T.B.A** (One of the worlds most successful game companies)
Creation of Conceptual Designs for both characters and story-beats.
- **District 9** (Neill Blomkamp)
Design of sets utilising both 3D and illustration. 3D Creature Modeling, from design to manufacture.
- **Avatar** (James Cameron)
Design and modeling of weapons for manufacture, and make-up design.
- **Halo 3 Films** (Neill Blomkamp – Bungie)
Working with the engineering team to scratch-build a fully operational 4WD Warthog. I also created the car body and the motion graphics for in-built LCDs.
- **Chronicles of Narina - Prince Caspian** (Andrew Adamson)
Creation of 3D Assets used by Weta's Miniatures Department.
- **Halo Movie** (On Hold - Neill Blomkamp)
Design and manufacture of 3D weapons and armour.
- **Red Star – Sword of Lies** (Graphic Novel Series - Christian Gossett)
Colouring of this award-winning graphic novel series with other members of the Weta's Design Team.

2004 - 2006 Weta Productions

Wellington, NZ

Models Lead

■ **The Wot Wots**

Led a team of modelers responsible for sets, vehicles and props, while maintaining flexibility for design and concept changes. Discussion of creative ideas and time management with Producers and Company Directors. A high level of work was expected, and produced by the team.

Lighting TD

■ **Jane and the Dragon**

Planning, lighting and rendering sequences for this Annie nominated series. This required diligent personal efforts and a team focus. Goal setting and time management were hugely important and a strong work ethic was essential.

Models

■ **Jane and the Dragon**

Modeling of selected major characters and creatures with the Art Director and Weta Workshop design staff. I also produced sets, weapons and armour to a high level of polish.

2002 - 2003 The Gibson Group

Wellington, NZ

Visual Effects Artist

■ **The Insider's Guide to Happiness and The Strip II**

Responsible for concept and completion of entire sequences; roto, grading, painting, particles work and final composite. Produced work of a high standard, on time. Software: Shake, Maya, After Effects.

SKILLS

Conceptual Design	Illustration	3D Design
3D Modeling	3D Lighting	VFX
Compositing	Motion Graphics	Video

PROGRAMMES

Photoshop	Maya	After Effects
Painter	Z Brush	Shake

EDUCATION

2001 - 2004 Massey University – Wellington, NZ

Bachelor of Design (Hons)

- Four year honors degree focusing on Animation, Illustration and Video.

REFERENCES

Richard Taylor (Art Director and Owner, Weta Workshop)

Trevor Brymer (VFX Supervisor, Weta Productions)