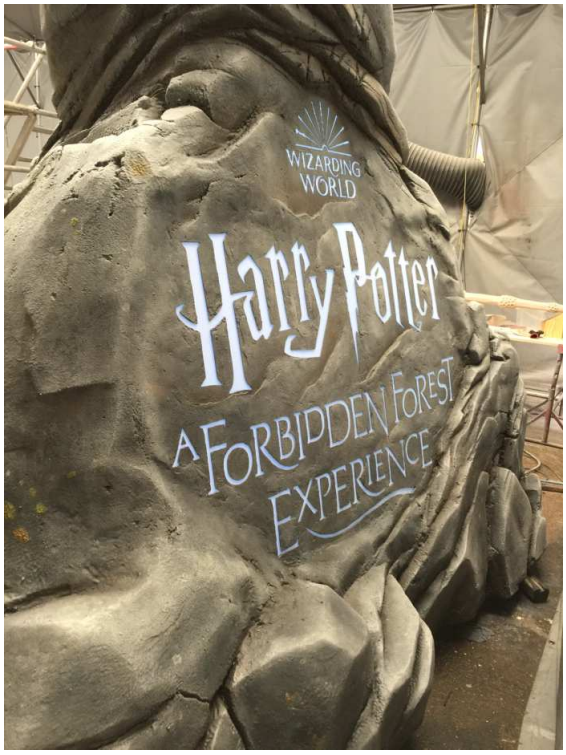
Hogwarts Model for the Tokyo Harry Potter Experience:

Warner Brothers

I played a major role in the construction of this prestigious model. I was a member of a team of 3 people responsible for the full sculptural construction and art working of the landscape and sea elements. My involvement was key from start to finish. Including poly carving, sculpting, cladding, texturing, scenic painting, and dressing. As well as this I was also involved in the construction of a number of the buildings. Once the project was completed in the UK it was shipped to Tokyo where we installed and dressed the model.

Harry Potter Forbidden Forest Experience (cod steaks)

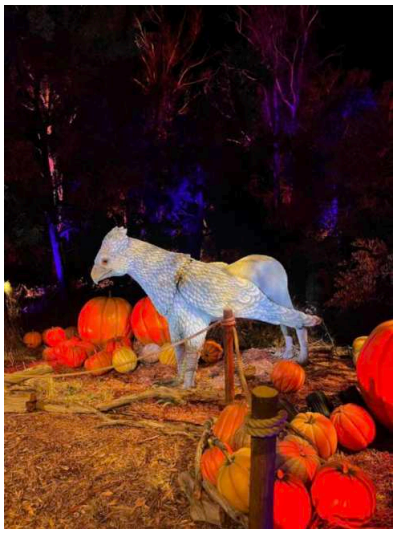
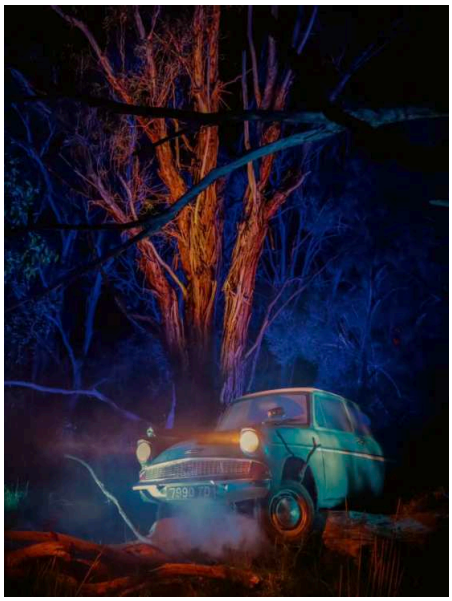
Harry Potter Forbidden forest Experience is a world traveling woodland trail experience/exhibition. The original props were created in the UK before travelling the world to multiple destinations. I played a major role in the creation of the props for this exhibition using multiple skills such as sculpting, scenic painting, mould making and finishing to name but a few. I also travelled to multiple countries worldwide for the installation of these props.



Head of Props - Harry Potter Forbidden Forest Experience, Melbourne, Australia (Fever)

Due to my work on previous HPFFE installations I was scouted by Fever for the Head of Props role for the Melbourne show. The roles jobs included, managing the whole props department, instructing large teams of people, prop creation, set dressing, time management, calculating and placing orders, budgeting, liaising with other heads of departments.

Some of the props I created were my ideas pitched to the shows upper management. I created a number of large props for the show from start to finish such as the 14ft dementor (see below). This was created from my own designs under tight time constraints, due to the last minuet nature of the project I had to be resourceful and create the prop solely from materials I found in the local hardware store yet still be strong enough to be hung outside for months. The prop was such a success the shows upper management want to include the idea in future shows across the world. As well as creating props I was in charge of the creative direction for set dressing (see below).

Spooky Files Season 2 (BBC) (Sculptor and SFX department - Sharp FX Melbourne, Australia)

Whilst working on Spooky Files, I created costumes for actors to wear and become a number of the creatures/monsters in the show. The costumes were created from life casts, and made using soft foam and various other materials and processes. I created a couple of creature costumes by myself start to finish. As well as a number a sculptural elements for other costumes. *Unfortunately i'm still waiting for the show to air before I can show making pictures for some of the creature costumes.*

Hyper realistic take on Krusty the Clown from The Simpsons:

Personal project.

Skills involved in creation (all processes completed by myself) - Life size sculpture in Monster Clay, mould making, airbrushed with silicon paints, hair punching etc.

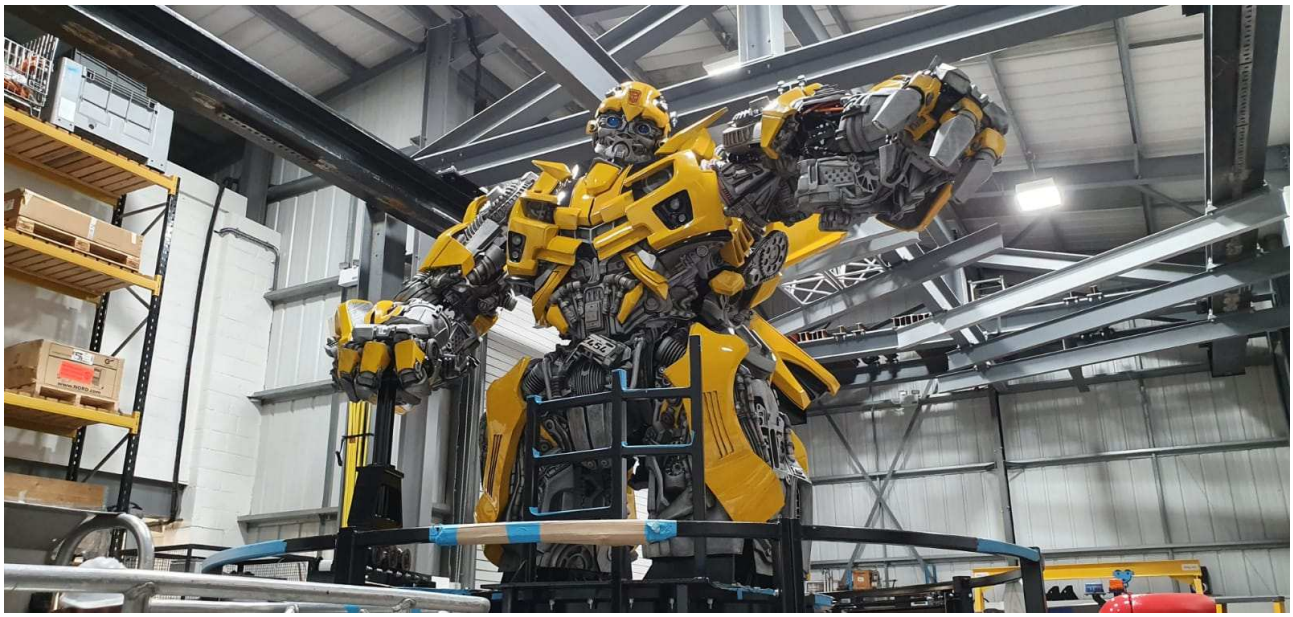
Buddha head incense holder (work in progress):

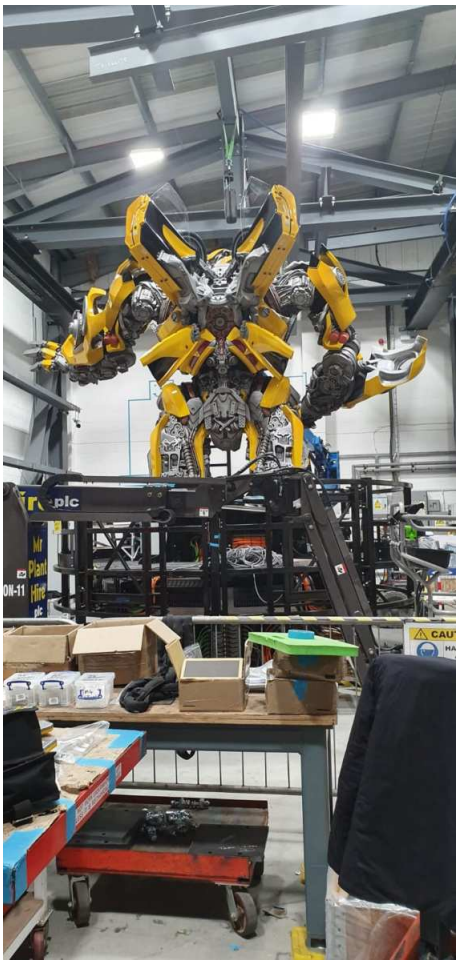
A personal project I am currently working on at home for an online clothing company. I've just finished the sculpture, the next step is to mold and then cast a run of 50 in Jesmonite.

Animatronic Bumblebee Transformers Robot for Universal Studios Theme Park Beijing:

Wild creations worked alongside a robotics company based in London to create this full scale animatronic transformers robot. At Wild we were responsible for creating the body panels to clad the robot which was built by an associated company in London.

Whilst managing a small team of prop makers, I was responsible for finishing the body panels to a car body level of finish and helped spray and scenic paint a number of the panels.
I was site supervisor for 5 months based in London during the test fitting of the panels on the robot skeleton alongside the robotics company. The role included fitting the body panels onto the robotic skeleton for motion testing. This required some drastic alterations and touch ups to the panels to allow fitment and also avoid clashes when moving. I worked closely with Universal Studios and the robotics company to successfully fit and test the robot before shipping to Beijing.



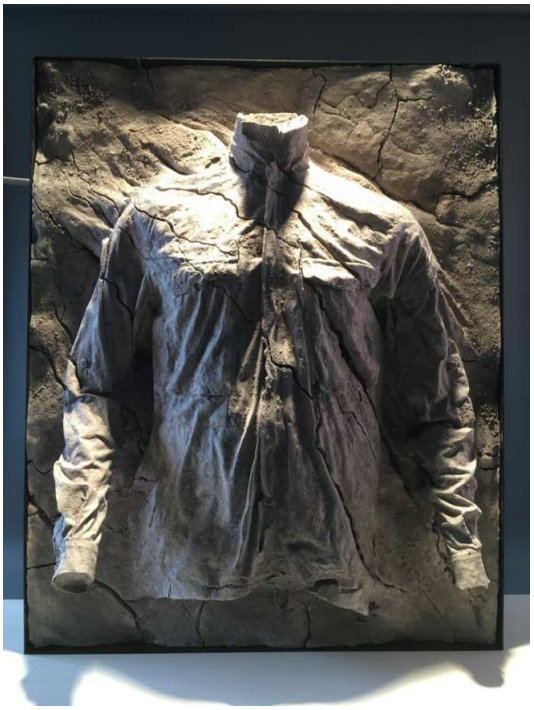


Jurassic Park T-Rex (Wild Creations Cardiff):

The T-Rex project was a huge project with a large number of prop makers involved in its creation. Although I did some finishing work on the T-rex body, my main involvement was on the base of the sculpture. My main role in the project was as follows -
Scenic sculpting and scenic painting of the base (completed by a group of makers). Creating the light up lava sections with fiberglass and painting using pigmented resin which was completed by myself.

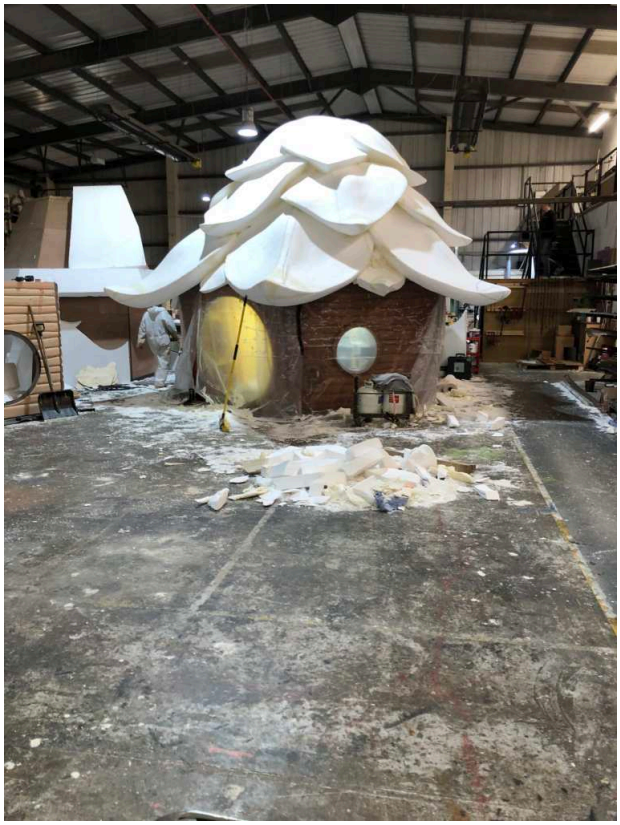
Shirt Sculptures for Cinaesthetic Ltd:

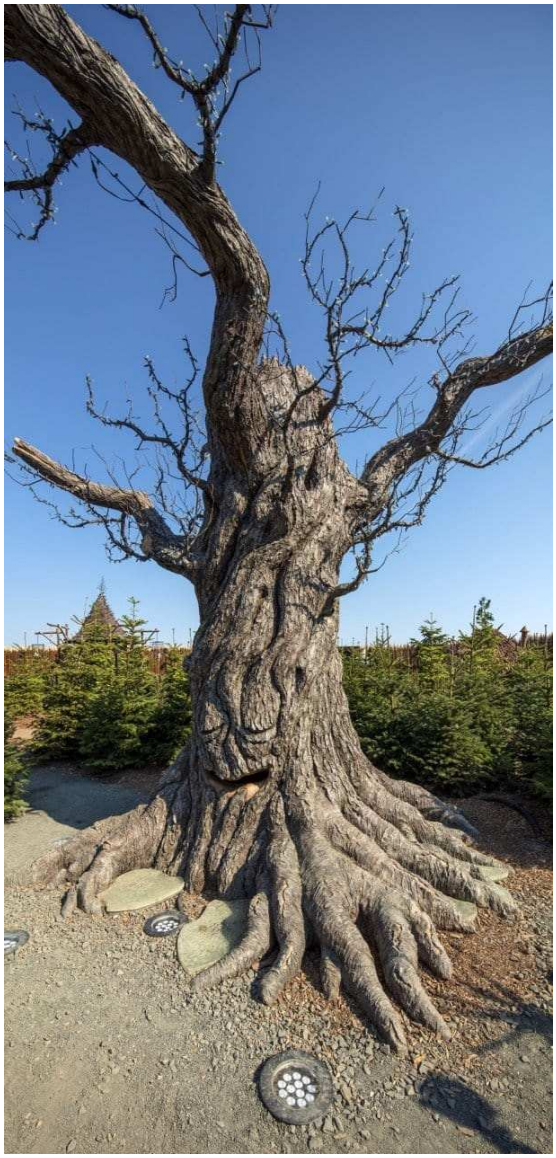
Working for Cinaesthetic Ltd we were tasked with creating three nature inspired shirt sculptures for a clothing company. Using resin covered shirts as a base to work from we sculpted surrounding texture and scenery to make the shirt appear like it was made from a natural material. My involvement in the project was - Sculpting the lava shirt out of clay, assisting in the sculpting of the rock shirt, assisting in the mold making and fiberglassing of all shirts and scenic painting of the lava shirt.



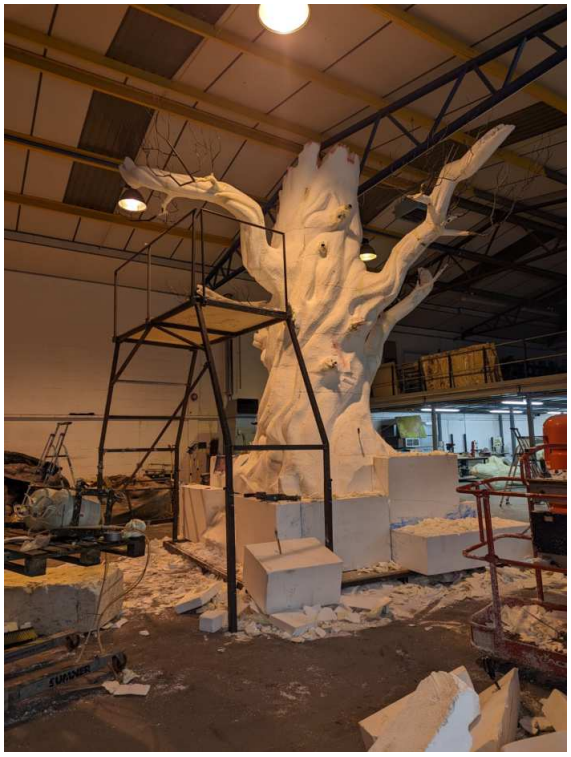
Poly carving for project ‘Lilidorei’. Appearing on ‘The Dutches and her Magical Kingdom’ Channel 4

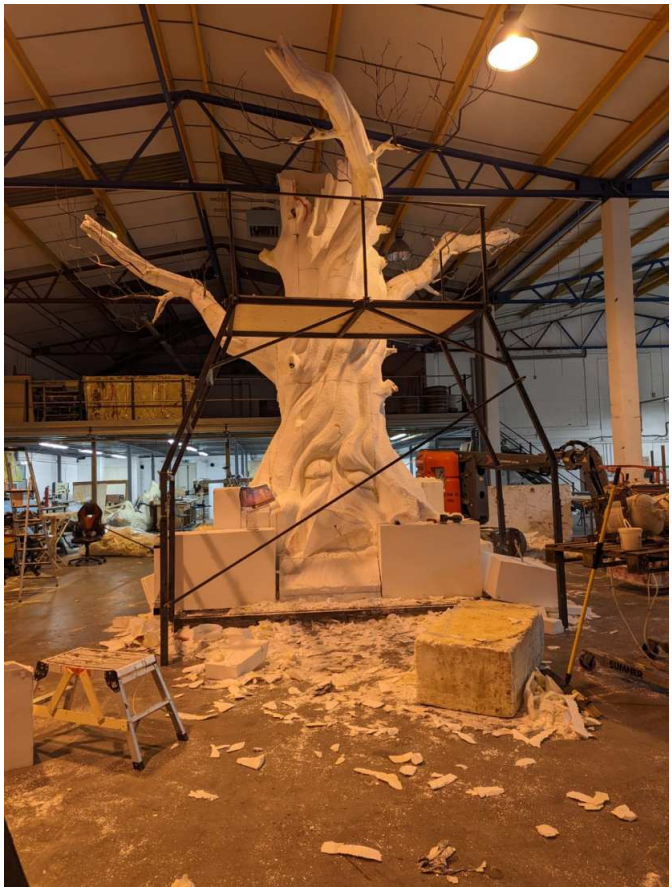
My main involvement in the Lilidorie project was as a poly carver. The leaf roof was a project I ran including design, construction and management.





Cod steaks



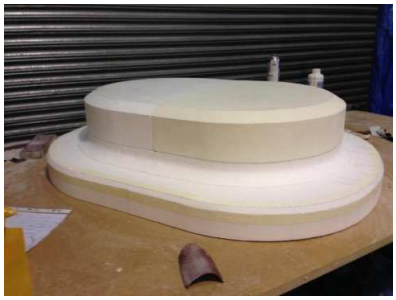


Poseidon Plaster work

Here's an example of some of my textural plaster work. My task was to blend the statue into its surroundings with a sculptural sea inspired texture created in plaster on site. This included the design and execution.

Giant headphones for Camping Cinema:

I designed and created some giant headphones for Camping Cinema. This was a personal project I took on with all stages of its creation as a sole contract from design to method of construction. The only two aspects I outsourced was the metal base and the addition of fabric. I hand carved the headphones in sections out of poly, before going onto created moulds to then cast in fiberglass, and finally finish and spray.



Scenic Polycarving

Below are some examples of my scenic sculpting from my time with Johnny Mann. Most of the sculptures in the photos were carved by myself and in some cases assisted by a small team. Dry stone wall (my own work) - Meteorite for Dubai Science Museum (my own work) - Crystal wall for War of the Worlds. (carved by myself as part of a team of 4)

The painted boulder was a personal project where I sculpted and painted a number of large boulders for an exhibition stand.

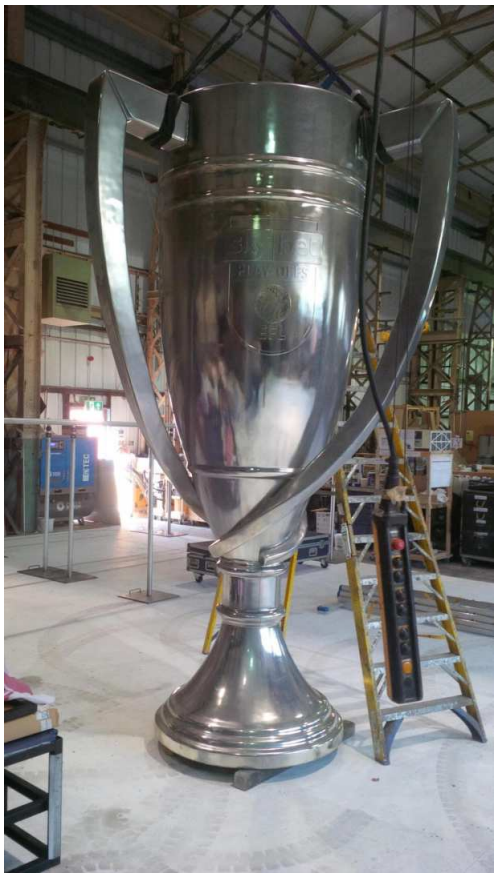
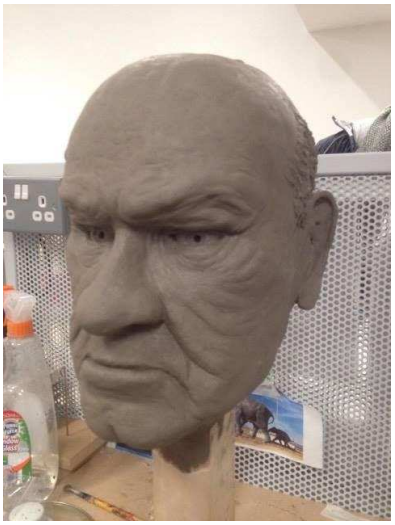
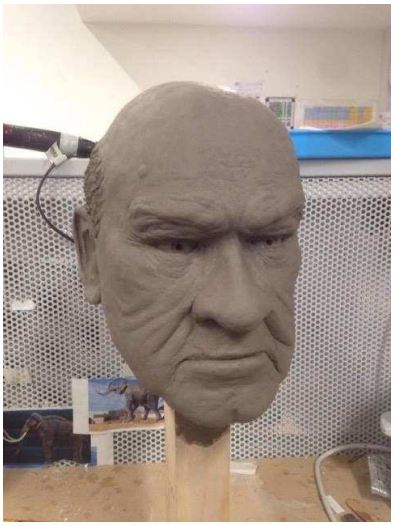
Large Bug Sculptures for Cinaesthetic Ltd:

Please excuse the poor photographs! The project was to create a series of large bugs for a moving exhibition. The photos show the stage that I was involved in which was the polycaving of the bugs.

Personal Project - Sculpture for Soprema Roofings head office

I was tasked to create a sculpture for the international construction manufacturing company Soprema to display in their head office. My brief was to create an abstract sculpture that represented their mammoth logo design (see logo below). I sculpted the three legged mammoth out of chavant clay before casting it out in concrete with the addition of crushed glass. I then polished the sculpture to reveal the crushed glass which gave it a natural stone like quality.

Some examples of some of my finishing work - Wild Creations for Fifa and BMW



Clay bust sculpture: