

Careers In Entertainment Art

For Secondary School Students



About

This online event provides art, design and media students and teachers with access to the techniques, experiences and career pathways of some of the world's leading entertainment artists in your own school. This event will help understand how to create digital environments, props, vehicles, spaceships, characters, creatures and vfx.

The event will be live streamed on March 31st 2017 from 10.30am to 12pm to Australian schools allowing for audience interaction through Twitter.

Video access will also be available for 6 weeks following the event. Registration will allow for content to be viewed in the classroom or watched by individuals.

Curated specifically for secondary schools students who have a passion for drawing, illustration, 3D design and may be interested in forging a viable career creating content for film, television, games, commercials, virtual reality and other digital applications.

Research by the global consulting group Price Waterhouse Cooper shows that over the next five years Australia's total entertainment and media market is forecast to grow from \$38.9b in 2015 to \$47.4b in 2020".... in a large part due to good performance by the box office and interactive games, especially from digital in-game purchases.

'For content creators is it an age of amazing new opportunity. More people are making more money from creating content than ever before" Tech Dirt

The international line-up includes artists who have contributed to commercials, television productions, Academy Award winning films, and AAA games including Star Trek, Avatar, Captain America, The Avengers, Jungle Book, Hunger Games, Thor, Harry Potter, Star Wars: The Force Unleashed, Uncharted 4, Cloverfield amongst others. Working as VFX artists, art directors, creature designers, environment artists and directors they will share their own career pathways and offer insight into their roles working in teams of advanced practitioners and award winning directors.



Digital painting by Alex Alvarez

Speakers

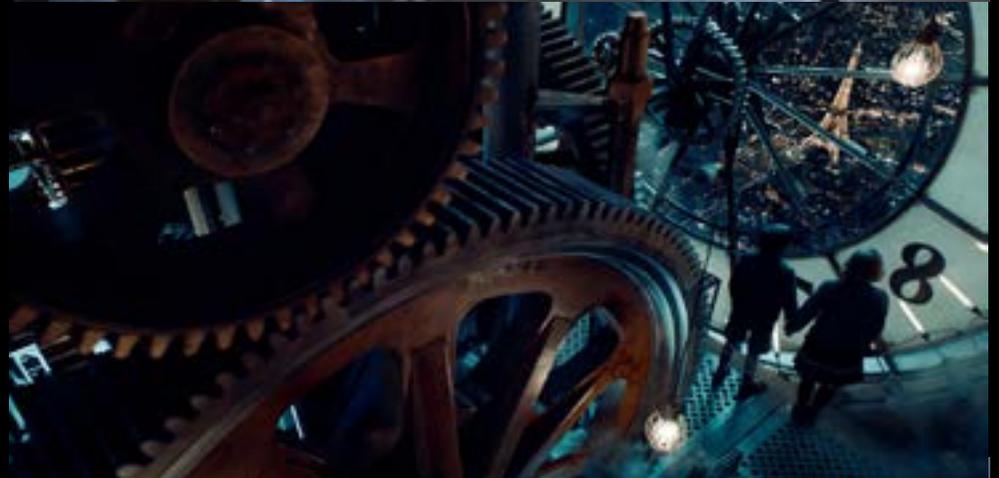
Alex Nice

Alex Nice is an Art Director and visual effects industry veteran with over 15 years experience creating high-end content for Film, TV, and Virtual Reality and sophisticated 3D product design visualisation. Originally trained in fine art and Illustration, his skill set includes managing teams of artists, look-dev/shot design, project pitches, and creating film-quality visuals with a strong focus on storytelling.

With a background as a 2D artist and 3D generalist, Alex is able to deliver art from concept to final while maintaining a global focus on quality. His versatility in software includes photoshop, 3Ds Max, Maya, NukeXSI and C4d . He has a broad artistic style allowing him to create some of the fantastically epic and photo-real shots for Hollywood's biggest features and VR's most immersive experiences. Alex has experience in lighting, character design and modelling, texture mapping, character, vehicle and camera animation, production coordination of large scale HD film crews as well as extensive experience as a matte painter garnering a solid understanding of all aspects of the film pipeline. Alex thrives in high stress environments and particularly enjoys interactively working with storytellers to bring their ideas to life.

Past films include Jungle Book, Hunger Games, Beasts of No Nation, Sin City, Secret Life of Walter Mitty, Oblivion, Pacific Rim, Elysium, Tron Legacy, Amazing Spider-man, Hugo and more. Alex has worked in some of the film industries most highly regarded studios including Prime Focus, Method Studios, Look Effects, Pixomondo and Digital Domain amongst others. He has been an instructor at Gnomon since 2013.

Alex is currently Art Director at Magnopus in Downtown Los Angeles where he has worked on multiple VR and AR productions for clients that include Disney, Facebook/Oculus, and NASA. His work on "The Argos File" just won a 2016 Proto Award for Best Live Action Experience. Alex is currently doing look development work for an unannounced film by FOX pictures.



Speakers

Alex Alvarez

Alex is the founder and director of Gnomon, which includes the acclaimed Gnomon School in Hollywood, California, as well as The Gnomon Workshop, which provides professional online training for artists. He has been described by Fast Company Magazine as a visionary who has helped change the face of computer graphics education, having dedicated the past twenty years to educating students and professional artists around the world.

Alex has been published in industry magazines, websites and books and has taught at many international conferences. Aside from Gnomon, he continues to work professionally including as a creature development artist on such projects as James Cameron's Avatar, JJ Abram's Star Trek, Super 8, Green Lantern and Prometheus. Constantly evolving his own techniques, he has developed an arsenal of skills that allow him to combine multiple programs such as Maya, ZBrush, Photoshop, V-Ray, World Machine, SpeedTree, amongst others, to create assets and terrains that are impressive in their portrayal of natural environments. Alex is revered by his peers, who openly celebrate his exceptional talent, skill and support for artist recognition.

He is renowned for his generosity of spirit toward supporting and building an environment that maintains a commitment to artistic passion and excellence, while promoting the invaluable role of content creators within the demanding constraints of the ever expanding entertainment industry.



Speakers

Neville Page

Neville Page is a British-American film and television creature and concept designer. He has been a Concept Designer and Illustrator on such films as 'Planet of the Apes', 'Minority Report' and 'The Chronicles of Narnia: The Lion, the Witch and the Wardrobe'; also collaborating with Rhythm & Hues on the two 'X-Men' sequels, 'X2' and 'X-Men: The Last Stand'.

He regularly works alongside director J.J. Abrams, having collaborated on the films 'Star Trek', 'Super 8', 'Cloverfield' and 'Star Trek Into Darkness', and was the Lead Creature Designer and Concept Designer for James Cameron's epic 'Avatar'. Neville has recently worked on the movies 'Green Lantern' and Ridley Scott's 'Prometheus, Noah and Goosebumps. Having started his career in the movie industry as an actor at the age of 17 he has come full circle, with a television appearances as one of the panel of judges on the SyFy television series Face Off.

After graduating with honours in 1990 with a degree in industrial design, he went on to teach students in Switzerland. He has continued to teach throughout his career, making regular appearances at Gnomon School and with his popular Gnomon Workshop Tutorials. He holds an advisory board position at Gnomon. In addition to his teaching career, T.V appearances, his film and photography work, Neville is currently involved as a design consultant for the entertainment, toy, and automotive industries, having designed for companies such as Mattel, BMW and Toyota and is developing his own line of educational art products. Neville's work has been featured in the solo exhibition "From Page to Screen: Character and Creature Design of Neville Page" at the Oceanside Museum of Art, California and most recently in "My Hero! Contemporary Superhero Art and Action and Unlocking Wonderland" at the California Centre for Art, Escondido.



Speakers

Brain Recktenwald

As an environment artist, Brian has applied his exceptional artistic talent to both games and film-making. He began his career in games as an artist at LucasArts on "The Force Unleashed" and "The Force Unleashed II". He went on to become the Environment Art Lead for the Star Wars 1313 project at Lucasfilm and moved to Naughty Dog in 2013 working with some of the most talented designers and artists in games on the highly acclaimed video game, Uncharted 4, A Thief's End.

Having now worked in the games industry for more than 10 years, he has specialised in modelling, texturing, surfacing and lighting with highly refined skills in the use of Z-Brush, Maya, 3DS Max, Unreal Engine, and World Machine. Brian also has CG skills in matte painting, compositing, particles, dynamics, and matchmoving. Starting his career in film, his skills in cinematography, prop-construction, and production design have contributed to his highly innovative work. He is described, by his colleagues, as a very gifted artist who can take on tools still in a prototype stage and churn out work that is truly eye-popping.



Speakers

Tran Ma

For the past decade Tran has worked as a designer, character artist and environment artist on acclaimed films such as Transformers: Dark Moon, Alice in Wonderland, and Krampus. She has developed extensive skills in organic sculpting, hard surface modeling, texturing, look development, matte painting and lighting.

But this is only the beginning for Tran who in partnership with her husband Miguel Ortega is in the final phase of creating their second short film, where she has fulfilled roles as vfx supervisor, writer, producer, and production designer. Tran and Miguel have been described by Scott Begs, Film writer for Vanity Fair as being at the forefront of Indie CGI with their “wondrous short film spectacle” The Green Ruby Pumpkin and the soon to be released Faustian tale of exploration, mythical creature hunting and moral conundrums ... The Ningyo.



Speakers

Josh Herman

Josh Herman is currently the Character Art Director at Cloud Imperium Games, working on Star Citizen and Squadron 42. He arrived at Cloud Imperium Games having specialised in designing, modelling, and sculpting hard surface and organic characters for some of the industry's biggest films and AAA games as well as commercials, short films, music videos, and rapid prototyped statues and maquettes for client presentations and collectibles.

With exceptional skills in ZBrush and Maya he has had experience in Art Direction, Character Development, High Poly Modelling and Sculpting, Designing, Look Development, Retopology, UV Layout, Texturing and Shading. Josh was raised in Colorado, where he received a Bachelor's degree in animation. He moved to Hollywood in 2008 to continue his education at Gnomon School of Visual Effects. Immediately after graduating from Gnomon, Josh began work at Legacy Effects on projects such as Real Steel, The Amazing Spider-Man, Total Recall and The Avengers. Josh left Legacy to try his hand at games, working for Naughty Dog on Uncharted 3: Drake's Deception.

He was then recruited by Marvel Studios, where he worked as Lead Character Artist on films such as Iron Man 3, Thor: The Dark World, Captain America: The Winter Solider, Guardians of the Galaxy, The Avengers: Age of Ultron, Doctor Strange and others. Josh is working on a graphic novel, Anchor, with his wife, Nicole Hendrix Herman.

He is described by his peers as a highly talented professional who approaches his work with a light-hearted attitude.



Speakers

Miguel Ortega

Miguel is a character artist, creature designer, director and cinematographer with over 15 years experience working in some of the industries most awarded studios.

With honed skills across multiple software platforms such as Maya, ZBrush, Mudbox, Photoshop, Bodypaint, After Effects, Premiere and 2D3 Boujou, Miguel specialises in concept design, organic modelling, and texture painting. Miguel has brought to life characters and creatures in many Hollywood blockbusters including: Jack the Giant Slayer, Avatar, Thor, Harry Potter, A Night at the Museum, Superman Returns, and Fantastic Four: the Rise of the Silver Surfer. Working with his partner Tran Ma, he had his own directorial debut with the wondrous Short film "The Green Ruby Pumpkin" and is soon to release the Faustian tale of exploration and mythical creature hunting "The Ningyo".

Signed by Spy Films in 2012, they describe Miguel as a thorough hands-on practitioner of film making who thrives by immersing himself in the creation of storyboards, concept designs, miniature sets, practical effects, and cinematography. By his own account he needs to get a hair cut, a shave, and stop buying toys.



Speakers

Nicole Hendrix

Nicole Hendrix is a four-time Emmy winning Producer and has won five PromaxBDA GOLD awards as a Producer and Creative Director. She has been recognized for her achievements in news, advertising, and film. In her spare time, Nicole devotes her energy to gender issues, and helping women at risk. She serves as a sexual assault advocate and helps women in the industry as a mentor and lecturer.

She has most recently guest lectured at the University of Connecticut on Creativity and Gender, and is currently working on a study tracking Gender and Award Acceptance Speeches with Creativity Researcher, Dr. James Kaufman. She is the Marketing Director for Cloud Imperium Games, where she focuses on the video production and community presence of Star Citizen and Squadron 42. Nicole is also working on a graphic novel, Anchor, with her husband, Josh Herman.

Registration

Live Stream Event

Friday 31 March 2017

Access to Video Content

6 weeks following the live stream

Registration

Standard Access \$120
(excluding GST and booking fees)

Register to gain access for your entire school.

Book Now

Registration is available for purchase through the Eventbrite ticket sales portal where you can order via credit card.

[Eventbrite Registration](#)

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