

VICTOR GULLY

SCULPTOR / CREATURE DESIGNER / CHARACTER ARTIST

021 085 21111 (NZ) / 06 73 24 95 34 (EU)

www.victorgully.com

victor.gully@gmail.com

Address: 6 Waiwera Crescent

Maupuia 6022 WELLINGTON

French Citizen
New Zeland resident

/ WORK EXPERIENCE

2016- As Mold-shop 2IC at "**Weta Workshop**". Since April 2016.

Movies:

- "**Thor Ragnarok**"

Mold Maker (Bloc molds, two part molds, matrix, brush-ups, flat molds)

Parts of: Valkyrie costume / Skurge armor / Grandmaster Guards / Thor
Gladiator Sword / Small pair swords / Blocky Sword

- "**Blade Runner 2049**"

Mold Maker (Few bloc molds for miniature unit)

Trash Mesa / Ship container / Las Vegas Set pieces

- "**Pacific Rim 2**"

Mold Maker / Caster (Flat molds, Matrix, stone molds, bloc molds, slip latex casting)

Parts of: Suits / Helmets / Various components.

In charge of molding/casting latex gloves pieces in slip casting.

- "**MEG**"

Prop Maker

Building a 6 m long polyester fibreglass prop with the mold shop team.

- "**Wandering Earth**"

Mold Maker (Bloc molds, two parts molds)

Parts of: Suits / Helmets

- "**Undisclosed movie project**"

Sculptor / Prosthetics technician / Mold Maker (Transfer appliances, flat molds)

Worked on a giant poly carving sculpture / Prosthetics mold making, transfer
appliances running for lead actress make-up tests.

- "**Undisclosed creature movie project**"

Sculptor / Sfx Artist/ Prop Maker / Mold Maker

Heavily involved in the making of a full size animatronic creature suit and a set of
animatronic legs.

Part of the sculpting team: sculpting of the main body/animatronic legs and arms
Part of the mold shop team: fibreglass cores , molding of the creature and various
elements (ultracal 30). Also various molding/silicone running (injured bodies,
bones...) sfx making and prop making.

- " **Undisclosed movie project** "

Mold Maker / Prop Maker (Matrix molds)

Involved in the fabrication of on set references head and skin panels.

- " **Undisclosed sci-fi movie project** "

Mold Maker / Caster (Bloc molds, two parts molds, platinum molds)

Weapons, various components and objects.

- " **I am Mother** "

3D Artist / Mold Maker / Prop Maker / Caster (3D printed molds)

Suit making.

- " **Undisclosed movie project** "

Mold Maker

Weapons (swords / shield / spears etc...)

Other:

- " **Weta Workshop Collectibles** "

Mold Maker / Caster (Bloc molds, vaccum and pressure casting)

I worked on 40 collectibles projects so far for Weta Workshop. Every time including molding of the clay sculpture or 3D print, and casting of several TC-891 urethane copies.

- " **Sabin Howard WW1 memorial Sculpture** "

Mold Maker / Caster (Bloc molds, vaccum and pressure casting in chavant)

Involved with the mold shop team in the molding of over a 120 parts.

In charge of the casting in chavant of a 100 parts in 5 days, with 100% success rate (no miscasts / bubbles /distortion or uneven shrinkage).

- " **Dr Grodborts China Exhibition** "

Sfx Artist / Caster / Prop Maker / Mold Maker (latex casting, seaming)

Involved in the fabrication of creatures trophy heads in latex: slip latex casting, seaming, molding of small parts and prop making. Casting a flat alien skin panel in latex. Fibreglass jackets for busts molds.

- " **Te Papa Bugs Exhibition** "

Prop Maker / Caster / Mold Maker (Matrix, fg casting, platinum molds)

Heavily involved in the fabrication of big fibreglass bugs and environments. Also the molding of giant bee parts, giant orchid flower. Involved in the making of a giant bombardier beetle kid slide in polyester fibreglass.

2015-2016 As workshop technician at "**Weta Workshop**". Since December 2015:

Movies:

- " **Ghost in the Shell** "

Mold Maker / Prop Maker / Caster

As a mold maker I mainly worked on the following characters/components as a membre of the mold shop team:

Geisha Masks / Major combat suit / Hanka Beds / Scarlett dummies / Geisha Dummies / Red Robbed geisha animatronic (matrix molds)

Aramaki Nech Teck / Yakuza Handcuffs / Yakuza Robot Arm / Tattoo barkeep

Tech Bracelet / Hanka Security / Samurai arms (two parts molds)

Kuze armor (rigid molds)

Tech glasses / Love Bed / and Flak vest (bloc molds, flat molds)

As a fibreglass caster / prop maker:

I've cast 12 hero geisha masks in fibreglass + an extra 13 for the release of the movie for display purpose. Hanka beds components in tc 1630/fibreglass.

- **"Power Rangers"**

Mold Maker

Ranger suits and helmets molding.

Other:

- **"Full size Warcraft Durotan Display for Madame Tussauds"**

Mold Maker / Prop Maker / Caster

Worked on: Polyester fibreglass jackets, and polyester fibreglass casting.

- **"King Llaine Warcraft Display Comic Con"**

Mold Maker

Molding the face for prosthetics department. Shield Mold.

- **"Full size Warcraft Orgrim Display for Comic Con"**

Mold Maker / Prop Maker / Caster

Polyester fibreglass casting, parts of the body.

- **"Latex Ears Casting for Consumer Products"**

Caster

Slip latex casting, hobbits and elves ears.

Freelance work:

- 2015- *Lifecasting/molding/and casting* on a project of "**La cellule (Becquemin & Sagot)**" during a residence at "Arteline ha". Lifecasting of four legs, and urethane casting.
- 2015- Freelance model fabricator for "**ISOTROPE**". Fabrication of an antique boat vestige model. (cg print cleaning/ Environment sculpting/moldmaking/casting/painting). Cg modeling/printing, using photogrammetry, by ISOTROPE.
- 2014-2015
2016-2017 Every year I'm responsible for the fabrication of the "**Paris Image Digital Summit**" Genie award. 10 trophies each year. (cg model supervision: cutting lines and molding keys/cg print cleaning and final sculpting/moldmaking/casting/ painting). Concept/modeling/printing by ISOTROPE.
- 2014- Freelance Maquette Sculptor/Model Maker/Props Maker/Concept Artist for "**SEM SEGEL Seaquarium Le Grau Du Roi**".
- Public contract / "Marche Public 2013-10-MT-00013 LOT 2 Maquettes"
From conception to delivery. cg modeling preview/architectural design/design sculpture/molding/casting/painting
- 5 underwater model 60x50x50h cm. Aquarium safe, fish and Invertebrates. In pre-tinted/hand-painted urethane resin (one solid piece). On extinguished and apocalyptic civilisation (Atlantide, Héraclion, SF, etc...).
 - A fake underwater/futuristic Helmet for display, sculpted on a half-globe in Pmma, plus a slimy underwater creature crawling on it. Non transparent parts of the helmet are in urethane resin. Underwater creature in urethane resin, pre-tinted, hand-painted/airbrushed with acrylics and semi transparent resin.

- One big underwater fish, sculpted in Chavant molding in rebound 25 and Plasti-Paste. RotoCast in Smooth cast 65d, filled with PU Foam. Final paint job with airbrushed acrylics. In addition, a fake underwater environment (rocks, sand...). And a glass environment, including a half globe, and a fake fish-tank.

Additional creature design by: Lucie Gardes, aka, Leamlu.
Chief Scenographer: Nicolas Béquart, Les Crayons SARL
Contracting authority: Virginie Cayetano
Glass-work provided by: BFP Cindar

2013- Freelance maquette sculptor for the short film "**Dip N' Dance**", directed by Hugo Cierzniak. Sculpture and Fabrication. 20 copies. (sculpture/moldmaking/prototype casting and refining/final mold-making/casting and painting) Using Smooth-cast 300 series and Mold Max 30.

Art direction and Character design by Hugo Cierzniak.
Based on a character modeling by Mathieu Navarro.

2013- Freelance sculptor and Mold-maker for "**Paint Cakes**". Food safe silicone molds, two parts molds, flat molds. Using Smooth-on products.

2013- Freelance CG generalist for "**Reverb'Air**", Layout, Maya modeling, animation, rigging, texturing, shading, lighting.

2012- Character-artist freelance for "**K1 Cultmedia**", character design, sculpture, Maya modeling, Zbrush modeling, Rigging.

2012- Character modeling and rigging for the video-game "**C'est vachement bien**" for "**Reverb'Air**".

2012- Pre-production of the short film "**Mun**" in collaboration with Leamlu, character design, sculptures, script...

2012- Makeup-fx for the short movie "**LOU**" sculpting, molding, silicone-casting in dragon skin-fx pro, appliance and painting of a cheekbone injurie. Blood effects.

2012- Art-toy project "**C'est vachement bien**" in collaboration with NESS, sculpting In Chavant, molding in silicone, detailing, polishing, final molding. Urethane Resin-casting, small run 8 to 25 pcs. Polishing/sanding, painting.

2009-2010 "**Mau**", graduation short film project at ESMA with three other students. Set design, set modeling; clay character concepts, character modeling, rigging, skinning, muscle, dynamics, cloth, Fur, Fx, lighting, shading, rendering, compositing.

Summer 2008 Set modeling, texturing, for the short film *Mon Ami Charly*.

/ EDUCATION

2007-2010 CG cinema and VFX school – ESMA (IPAX certified), Montpellier, France.

2006-2007 Special preparatory year in Applied Arts at ESMA, space-design, architecture and visual communication classes.

2005-2006 French scientific baccalaureate, speciality biology, with an art option, at Lycée Charles de Gaulle in Apt FRANCE.

/ AWARDS

2nd place award. Monster rider challenge 2012, created by the Shiflett Brothers.
Jury: Jarrod Shiflett, Brandon Shiflett, Mark Newman, Tim Bruckner, Joe Menna.

Two months sculpting challenge.

/ SKILLS

Traditional:

Sculpting	(creature and character design/maquette/collectible/and others)
Model Making	(models/props)
Life-casting	(alginate/silicone body-double/strips-plastered)
Molding	(silicone/plaster/plasti-paste/resin/fiberglass/Ultracal 30)
Casting	(urethane-resins/epoxy-resins/silicone/latex/faux-bronze/fiberglass)
Painting	(acrylics/alcohol based make-up/silicone /hand painting & airbrush)

Digital:

Modeling, set modeling, texturing, lighting, shading, rendering, editing, compositing.
Character modeling, rigging, skinning, muscle, dynamics, cloth, fx, hair, Fur.

/ SOFTWARES

Autodesk Maya	PIXAR Renderman	Adobe Photoshop	Eyeon Fusion
Autodesk Mudbox	Pixologic Zbrush	Adobe Premiere	

/ EXTRAS

.Languages	French : Native speaker. Spanish : Basic School level English : Good skills, both written and spoken. IELTS Band score: 8
.Activities	Drawing, Arts Exhibitions, Cinema Music (I am a blues guitar player, since I was ten) Photography Coding, html, css, java Sports (Hiking, Tramping, Mountain Biking)
.Driving license	French and NZ driving licence. Based on the European model - 2008.

/ PORTFOLIO

You can see a few samples of my personal and freelance work online at: www.victorgully.com
or
http://www.victorgully.com/VICTOR_GULLY_Portfolio_2014_WEB.pdf
http://www.victorgully.com/VICTOR_GULLY_Portfolio_2012.pdf