

IMERY WATSON

sharp tools for precision work

Bio ...



I am an artist with over 20 years experience on high profile projects. I hold a Bachelor of Design in visual communications and enjoy travel and the inspiration that it offers. Originally from New Zealand, I have worked there as well as in London and the US. I am currently based back home, though I am happy to work remotely. I am passionate about concept art and art department work and am always open to new creative opportunities. With my broad range of experience in both pre and post production and a strong conceptual basis I am able to make a valuable contribution towards the development of a project.

Key skills ...



- Visually interpreting scripts with moodboards, sketches and presentation art.
- Concept illustration, using both painting and 3d.
- Animated previs, with an emphasis on composition and storytelling.
- Communicating with directors, production designers and visual effects supervisors to help realise the creative vision of the project.
- Detail oriented but consider each piece in its larger context.
- Strongly conceptual, meaning each design is the result of an intellectual process.
- Hold clear overview of the filmmaking process which allows for better decisions earlier.
- Ability to scale and work a task to a specific timeframe.
- Strong lateral thinking.

Software ...



- Fluent in Photoshop, Maya, Zbrush, Shake, Final Cut.
- I pick up new software and techniques easily and enjoy learning the software which suits the design challenge best.

Specialites ...



- Early visual development of pitch images and material based on the script or treatment.
- Set design and visualisation with reference to real world constraints.
- Visual effects sequence design and art direction with consideration of the technical aspects involved including digital mattepainting and set extension.
- Music video direction including written and visual treatments and graphic design.

I enjoy solving design problems in surprising and elegant ways. My focus is in applying my intellectual design process and experience to the creative challenges of pre-production and art department work. I enjoy opportunities for creative collaboration.

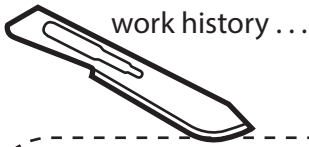
Contact ...



Please don't hesitate to contact me if you feel that my skill-set could benefit your project or to see more work.

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concept art/mattepainting/art direction



The Lord of the Rings : The Fellowship of the Ring The Lord of the Rings : The Two Towers The Lord of the Rings : The Return of the King	previs artist visual development previs artist lead environments td previs artist lead environments td	3foot6 Limited and Weta Digital, New Zealand
Batman Begins Flyboys The Golden Compass World Trade Center Hot Fuzz Atonement Harry Potter 5: The Order of the Phoenix Inkheart	lead environments td lead environments td pitch concept artist previs artist concept artist mattepainter concept artist concept artist visual development concept artist	Double Negative, London
Sweeney Todd	concept artist mattepainter	Moving Picture Company, London
The Imaginarium of Dr. Parnassus	pitch concept artist	Terry Gilliam and Infinity Features
The Color of Magic	concept artist	Fluid Pictures, London
Kingdom Come Wake the Dead Gulliver's Travels Paradise Lost	concept artist	Weta Worskhop, New Zealand
Alice in Wonderland	previs artist	Warner Brothers, Los Angeles
Citroën commercial	concept artist	HSI London
Beyoncé Concert Tour	concept artist previs artist mattepainter	Frank the Plumber, Los Angeles
The Darkest Hour	pitch concept artist	New Regency Productions, LA
Medal of Honor team	concept artist	Electronic Arts, Los Angeles
Wind in the Willows	pitch concept artist	Charlex, New York
Valspar Campaign	pitch concept artist	The Mill, Los Angeles
Battleship	previs artist	Halon Entertainment, LA
Prometheus	previs artist	Halon Entertainment, LA
Harker	concept artist	Appian Way, LA
Ouija (Studio Pitch)	concept artist	Universal Studios, LA
The Great Wall	concept artist	Legendary Pictures, LA
Beautiful Creatures	concept artist	Alcon Entretainment, LA
Ninja Turtles	concept artist	Paramount Pictures
300:Battle of Artemesia	concept artist	Rhythm & Hues, LA

Spectral	concept artist	Legendary Pictures, LA
Alice, Through the Looking Glass	concept artist	Disney Studios
The BFG Spectral Valerian: City of a Thousand Planets Guardians of the Galaxy Vol. 2 Batman Vs Superman, Dawn of Justice Justice League	concept artist	Weta Digital, NZ
Industrial Design Project - long range drone	concept artist	Hyalecent Ventures.
Bios	concept artist	Amblin Entertainment.
Carnival Row	concept artist	Legendary TV/Amazon Studios.
Old Navy Ads	concept artist	Partizan
Cosmos: Possible Worlds	VFX concept artist	Fox
Amazing Stories: The Rift	VFX concept artist	Universal Television
Unannounced AR project	art director	Felix and Paul Interactive
NZ Police project	concept artist	Wrestler NZ.
Lord of the Rings	concept artist	Amazon Studios.
The Beast (cancelled)	concept artist	Netflix
Black Adam (cancelled)	VFX concept artist	Warner Brothers

personal work

In 2006 I conceived and produced an animated music video, 'Sloup' for renowned Japanese ambient musician Susumu Yokota. To date, it has featured in:

Sonar music festival 2007, Barcelona. Pictoplasma: Characters in Motion Festival and publication 2007, Berlin.
Stash magazine (showcase of animation, VFX and motion graphics), Issue #37, 2008. Anima Festival, Brussels, 2008.
Museek Festival, St. Petersburg, 2009, London Animation festival, 2009.