

# William Furneaux

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# CV - William Furneaux

## A44 Games 2020 March - Present

### Senior Character Artist

- Creating Creatures and Characters for a Souls like RPG set in a gritty Flintlock Fantasy world.
- Usually concepts are given to us we blockout and then we create the full high detail models using a wide variety of programs that include;
- Maya
- Zbrush
- Marvelous Designer
- Substance Painter
- Photoshop

## Odyssey Studios 2020 January - March

### Digital Model Maker - Remote

- Creating digital models of spacecraft for 3D printing for Foundation TV series.

# Weta Workshop 2009 - 2019

## Positions held at Weta Workshop:

### Design Department

#### Concept Artist / Digital Sculptor 2009 - 2010

- Produced 2D and 3D concept art for mostly Film projects

### 3D Department

#### Digital Sculptor / 3D Modeler 2010 - 2015

- 3D Modeling and Digital Sculpting Props, Costume Elements and Sets.
- Prep files for manufacture, eg Laser Cutting/ CNC Milling/3D Printing.
- Cleanup and Process 3d Scan data.

#### Team Leader/ Digital Sculptor / 3D Modeler 2015 - 2017

- Supervise all 3D modelling jobs.
- Manage crew and machines to ensure projects are resourced sufficiently.
- Quote jobs, help determine suitable manufacture processes for new work.
- Continue to complete 3D modeling jobs.

#### 3D Digital Systems and Technology Manager 2017 - 2018

- Manage relationship with Autodesk along with IT along side other software providers.
- Manage RnD jobs running through 3D.
- Implement new workflows with new technologies.
- Manage relationship with Victoria University.
- Continue to complete 3D modeling jobs.

#### Senior Digital Manufacturing R&D Specialist 2018 - 2019

- Manage relationship with Autodesk along with IT.
- Managing Voxel Printing RnD and integration into current digital manufacture pipelines.
- Major involvement in R&D and Implementation of new digital pipeline of Hyper-Real large scale figures for Location Based Experiences Division.
- Sculpting Heads, Hands, Feet for various hyper real sculptures.

## Projects worked on at Weta Workshop

### Film - Concept Art 2009 - 2010

- **Role - Concept Artist**  
Created digital concept art for Characters, Props and Environments with Zbrush and Photoshop.
- *The Hobbit : (All three movies, 2 Directors) - 2009-2010*
- *The Adventures of Tintin - 2009*
- *IFLIHi(Barts Birthday) - 2010*
- *End of an Empire – 2009 – 2010*
- *Elysium - 2009*
- *Gumnuts -2010*
- *Alosha - 2010*
- *Man of Steel - 2010*

### Film & TV – Manufacture (Props, Costume and Makeup) 2010 – 2019

- **Role – 3D Modeller/Digital Sculptor**
  - Created Digital models from 2D concept art
  - Prepare models for manufacture
  - Provide References for Model Makers and Painters from model
  - Cleanup Digital Scans of Props and People
  - Create Scan Data using Photogrammetry
- *The Hobbit : An Unexpected Journey -2010*
  - 3D modelled Armor and Weapons
- *The Hobbit : The Desolation of Smaug – 2011*
  - 3D modelled Armor and Weapons
- *The Hobbit: The Battle of the Five Armies – 2012*
  - 3D modelled Armour and Weapons
- *The Amazing Spider-man 2 – 2013*
  - 3D modelled and detailed Green Goblin Armor
  - 3D modelled various parts for Electros Rig and the Green Goblin jet.
- *Chappie – 2013*
  - Processed VFX model of the "Moose" for 3D printing and CNC machining
- *Spectral – 2013*
  - 3D modelled and printed armour components for "Darpa Armor"
- *Alice Through the Looking Glass – 2013*
  - 3D modelled set pieces mainly Gates, Windows for Art Dept (Contracted and worked remotely)
- *Dracula Untold – 2014*
  - 3D modelled Mehmeds Armor
- *Warcraft – 2014*
  - 3D Modelled Weapons, Shields and Armor
- *The Great Wall – 2014*
  - 3D Modelled Weapons, Shields and Armor
- *Krampus – 2015*
  - 3D Modelled various accessories for the Krampus Character, including rings.
- *Ghost In the Shell – 2015*
  - 3D Department Team Leader/3D Modeller

- Heavily involved with Geisha builds and many other prop builds.
- **Power Rangers – 2015**
  - 3D Department Team Leader/3D Modeller
  - Co-Supervised the Armor modeling team and helped define the build pipeline.
- **Blade Runner 2049 – 2016**
  - 3D Department Team Leader - involved in setting up the Photogrammetry of the Miniatures Build
- **Thor: Ragnarok – 2016**
  - 3D Department Team Leader/3D Modeller
- **Pacific Rim: Uprising – 2016**
  - 3D Department Team Leader/3D Modeller
- **The Wandering Earth – 2017**
  - 3D Department Team Leader/3D Modeller
- **Mulan – 2017**
  - 3D Modeller - Weapons/Shields
- **Avatar Sequels – 2017-18**
  - 3D Modeller/Digital Sculptor - Skin Texture Scarring Samples
- **Bloodshot – 2018**
  - 3D Modeller/Digital Sculptor - Tech Scarring/ Tattoos Digital prosthetics
- **Untitled Amazon Project – 2019**
  - 3D Modeller/Digital Sculptor - Digital prosthetics

#### **Display/Museum Work 2010 - 2019**

- **Wellington Airport – *Giant Gollum and fish***
  - 3D Modeller - File prep for Milling
- **Wellington Airport – *Gandalf riding Giant Eagles***
  - 3D Modeller \_Sculpted Eagles and - File prep for Milling
- **Wellington Airport – *Smaug's Head***
  - 3D Modeller - File prep for Milling
- **Comic-Con – *Smaug's Head***
  - 3D Modeller - File prep for Milling
- **Tera Weapons**
  - 3D Modeller - Sculpted Female Figures
- **Te Papa – *The Scale of our War***
  - 3D Modeller - Scan Cleanup and prep for Milling
- **Te Papa - *Bug Lab***
  - 3D Modeller - Various set pieces and Insects and File prep for Milling and 3D Printing
- **Auckland Airport Extension**
  - 3D Modeller - Sculpted Godwits and File prep for Milling Injection molds and 3D Printing.
- **TCM Museum**
  - Extensive Research, Development and implementation of digital pipeline for large scale hyper-realistic Human mannequins.
- **Dubai 2020 Expo**
  - Digital Sculpting Heads Hands and feet for large scale hyper-realistic Human mannequins.

## **Collectables 2010 - 2015**

I modeled, sculpted, cut up and prepared many of the 3D printed collectables produced by Weta Workshop including:

### **HOBBIT**

- Smaug the Terrible - Bust Edition
- Smaug the Terrible
- Front Gate to Erebor
- Dain Ironfoot on War Boar
- Bolg
- King Thror on Throne

### **WARCRAFT**

- Foot Soldier Armour
- The Sword of King Llane
- The Armour of King Llane

### **OTHERS**

- Lara Croft 1:4 Scale Figure

## Previous Work Experience

### **3D Modeling / Animation / Graphics**

- 2008 Book cover illustration for Pat Spillane's play "Will's Twins"
- 2003-2008 Various Motion Graphics contracts with Evolute. Mainly corporate events and adverts, animated with Adobe After Effects. 3D characters modelled and animated with Maya
- 2003 Contracted by Auckland Pacific Gospel Choir to create CD cover artwork and animation for self-titled album
- 2002 Contracted by Zealot Productions to design and model a Werewolf for untitled self funded short film
- 2000 - 01 Worked as a Modeler / Animator on "Buzz & Poppy" television series for children. Modelled 12 characters, over 20 sets and various props. Animated several scenes in the first series.
- 2000 Contracted by Little Projecta Ltd to model sets and props for "Wired" television. "Wired" was a current events series for children.
- 1999 Graphics Specialist / Web Designer at Geac New Zealand. (Full Time)
- 1998 - 99 Graphics Specialist / Web Designer at TSG Ltd. (Full Time)

### **General Employment**

- 2007-08 Assistant Manager – Resene Color Shop, Thorndon Quay, Wellington (Full Time)
- 2007 Sales Assistant- Resene Color Shop, Kilbirnie, Wellington (Full Time)
- 2005-06 Assistant Manager - Resene Color Shop, Wairau Park, Auckland (Full Time)
- 2004-05 Salesperson – Resene Color Shop (Part Time)
- 2004-05 Telephone Interviewer at AC Nielson Takapuna - Market Research (Part Time)
- 1997-98 Warehouse Manager at Teco Computers New Zealand (Full Time)
- 1997 Warehouse Assistant at Teco Computers New Zealand (Full Time)
- 1996 - 97 Telephone Interviewer at UMR - Market Research (Part Time)

## References

**James Doyle**

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Creative Director/Founder

**Goblin Mage Games**

**Che Thorpe**

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Character Lead

**A44 Games**