

Will Shepherd

Full Name : William Elvin Shepherd

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Software used in production:

3ds max, Vray, Thinking Particles, Maya,
Nuke, Fusion, AfterFX, Zbrush,
Krakatoa, MagmaFlow, FumeFX, Afterburn,
PhoenixFD, Particle Flow, XFlow, Photoshop
Unreal Engine 5 and others.

Production experience in the following areas:

30 years in Film, TV, Game and Advertising VFX, AI and ML familiar

Will Shepherd is a skilled artist, producer, and CG supervisor. He has over 30 years of experience in the CGI industry working to achieve the highest quality results for film, games, corporate and television. His leadership is through example and provides the needed conduit between talent and production challenges. He ensures that the tools and techniques an artist requires to reach the goals are available and understood. In high pressure situations his resolve crystallizes and his energy helps propel the work to its best possible conclusion.

Employment History

2021 – 2023 Spree3D / Head of Studio

Assembly and operations of a small CG studio (17 artists) for the purpose of exploring the Machine Learning avatar space. Hired and led the team needed to supply the Engineering department with avatars, clothing, animations, and environments delivered in UE5 engine. Managed the team leads and balanced output against multiple incoming needs from various departments. Active role in a full stack software development process

- **Atlassian/Jira/Confluence experience**
- **Machine Learning department collaboration**
- **Build/Operate lightweight studio popup for R&D development (20 staff/nodes)**
- **Align STUDIO input/output with 5+ other departments (RENDERING, MSD, ML, UI, FASHION, etc)**
- **Remote HR operations for small studio**
- **Unreal 5 experience**
- **Motion Capture experience (Xsens)**

2008 – 2020 WillAnimate / Owner-Artist

Creating FX and Lighting work for film and corporate markets, Will further developed remote working and contracting skills that would eventually bring him feature film work from home. Projects and Clients during this period have been:

- **Captain Marvel (2019)**
- **Spiderman Far From Home (2019)**
- **Terminator: Dark Fate (2019)**
- **Gemini Man (2019)**
- **X-Men: Dark Phoenix (2019)**
- **The Meg (2018)**
- **Justice League (2017)**
- **Nvidia GeForce GTX Promo (Commercial 2016)**
- **State of Texas ("Don't Mess with Texas" Commercial 2015)**

- **Ghouls (Chinese Film 2015)**
- **Lazer Team (2015)**
- **Phenom Films Promo (2015)**
- **Organiponic (Visual Product Design/Render 2015)**
- **JPG Graphics Visualization (Oil & Gas Co. 2014)**
- **Expendables 3 (2014)**
- **Interstellar (2014)**
- **Cadbury Chocolate (Commercial Test 2013)**
- **Qatar Desalination Plant (Promo 2013)**
- **Red Granite Logo (2013)**
- **Black Sails (2013)**
- **Percy Jackson: Sea of Monsters (FX Test 2013)**
- **Touch Pilot (Digital Product 2013)**
- **The Secret Life of Walter Mitty (2013)**
- **K'naan "Hurt me Tomorrow" (Music Video 2012)**
- **Braun Razors (Commercial 2012)**
- **Sea World (Promo 2010)**
- **Mortal Kombat (Promo 2010)**
- **Skiing Everest (2008)**

2012 – 2013 Eclipse VFX / US Chief of Operations

Worked with Sam Khorshid (Creative Dir.: Phenom Films) and Wayne England (VFX supervisor: FuseFX) to explore a US branch for Chinese VFX company Eclipse VFX.

- **IT setup/maintain micro studio (5 nodes)**
- **Early remote pipeline to China testing**
- **FX work for Chinese VFX projects**
- **R&D pipeline high-level for joint China/US VFX work**

2011 – 2012 Spatial Harmonics Group / Partner-Producer-CG Supervisor

After meeting Wayne England (VFX supervisor: FuseFX) and Attila Zalanyi (Destruction VFX Lead: Infinity Ward) on the Sony lot during our work on the Roland Emmerich film **2012 (2009)**, we joined forces to explore the creation of a studio focused on FX work. Our numbers at the peak swelled to 16 contractors in-house.

- **Johnny Walker (Commercial Test 2012)**
- **TED TV (TV Promo 2012)**
- **Lay-z-Boy (Commercial 2012)**
- **Magnum Ice Cream (Commercial 2012)**
- **The Girl with the Dragon Tattoo (2011)**
- **Pantene "Carnival" (Commercial 2011)**
- **Call of Duty Promo (2011)**
- **Motorola Spyder (Commercial 2011)**
- **Microsoft Connect (Commercial 2011)**
- **Lakme "Leaf" (Commercial 2011)**
- **Puerto Rico PR (Commercial 2011)**
- **L'Oreal (Commercial 2011)**
- **Star Hawk (Game Trailer 2011)**
- **Udraw (Commercial 2011)**
- **FlexBelt (Commercial 2011)**
- **Drano (Commercial 2011)**
- **Beats (Digital Product Renders 2011)**
- **TegZwei (Commercial 2011)**
- **Green Lantern (2011)**
- **Lexus (Promo 2011)**
- **Scion (Promo 2011)**
- **Pepsi (Promo 2011)**
- **Journey to the Center of the Earth (2011)**
- **AT&T (Commercial 2010)**
- **Minute Maid (Commercial 2010)**
- **Yogi Tea (Commercial 2010)**
- **Makers Mark (Commercial 2010)**
- **Expedia Cubes (Commercial 2010)**
- **Midnight Sun (Film Test 2010)**

2010 – 2011 Cafe FX / FX TD

I assisted CG FX Lead Sam Khorshid (Creative Dir.: Phenom Films) in the finishing of the FX in the film **Alice in Wonderland (2010)**.

2009 Uncharted Territory / FX Artist

I moved from corporate CG into Film with this job on the Sony lot in Culver City. Volker Engel and Mark Weigart provided an incredible opportunity for some of the best 3dsmax FX and Lighting artists to show their stuff in Colombia Pictures **2012 (2009)**. I met 3 of my future partners here on this awesome project.

2004-2008 Inhance Digital / CG Artist

I discovered Inhance at a transitory phase in San Jose 2004. Within months they moved out of the small house-office and into the Adobe building and began their period of expansion. Both myself and Inhance happened to move to Los Angeles in 2007 and so I reengaged to help support their next phase of growth, which has now led to a massive operation. Projects I contributed to at this time were:

- **Sikorsky S-97 Raider Program (2007)**
- **US Army FCS Program (2007)**
- **Cisco MPLS Program (2007)**
- **NASA Return to Moon Program (2007)**
- **CBS (2006)**
- **BAE Systems Bradley A3v1 AFV (2006)**
- **Novo Nordisk (Promo 2006)**
- **Raytheon T-Sat Project (2006)**
- **Airlander Promo (2006)**
- **Algerian Airport Defense (2006)**
- **Discovery Channel (2006)**
- **Intel (2005)**
- **Boeing ABL System (2004-2005)**

1998-2004 Triplehelix / Owner

Under the TripleHelix DBA I provided design, 3D animation & modelling, advertising layout, and web work. Some clients during this period included:

- **Interscope Records 50 cent/Eminem Promo material (2004)**
- **Falcon-nw Computers (2003)**
- **LordoftheRings.com (2002)**
- **Rare Earth Website (2001)**

1995-1998 Aneiva / Creative Director

I wrote, directed and produced a staff of 9 through the development of the adventure game **Cydonia (1997) and the DVD version Lightbringer (1998)**. This game followed the pattern of success of games such as Myst and the 7th Guest. Unfortunately it did not gain a wide audience despite the best efforts of distributor Dreamcatcher Interactive. A fantastic experience overall as I had the opportunity to learn a custom scripting language (for puzzle work), exploring fringe symbolic languages and weave wild crop circle geometry into the adventure game experience.

1995-1996 Trilobyte / CG Artist/Actor

CG work in Southern Oregon in the mid-nineties was a very tight group. I was drawn into Trilobytes CG vortex and it was an inspiring time to see these 3D pre-rendered games being developed and sold. I contracted both CG Modelling/Animation and performance for some of these titles during this time:

- **Dog Eat Dog (Shelved 1996)**
- **Clandestiny (1996 -Performed lead role)**
- **The 11th Hour (1995)**

1993-1994 CyberROM Technologies / CG Artist

My first foray into CG Animation began with meeting Verin Lewis and joining in his CG work at CyberROM Tech. Many early projects and explorations of 3D were had at this time, culminating in my first 3D work in **1993's Beyond Time and Obelisk games (Dreamcatcher Interactive)**.