

Nicholas B. Hall

Armorer / Props Design & Fab - Prop Master / Graphic Artist / Model Maker / Sculptor / Military Specialist

IATSE LOCAL 479 Member

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IMDB: Nicholas Hall(XVI)

ONLINE PORTFOLIO: WWW.ARTSTATION.COM/NICHOLASHALL

Objective:

Obtain a position in the film industry, as an Armorer, Props Person, Assistant Prop Master, or Prop Master, Graphic Artist, Traditional and Digital Modeler/ Model Maker, Traditional and Digital Sculptor, or Military (Costumes / Props / Operations) Specialist. With a background in Digital and Traditional 3D asset design/creation/ fabrication for film.

Qualifications:

- Professional Artist/Craftsman Experience: Demonstrating a rich 20-year history in the realms of traditional and digital manual arts.
- Innovative Concept Development: Proficient in daily ideation and implementation of new, imaginative concepts, showcasing a consistent ability to modify or create technology necessary for producing original 2D/3D art assets, distinguishing them from mere imitations.
- Integration of Concepts into the Physical Realm: Adept at bringing art assets fully into the physical world through a seamless blend of characterized concepts and cutting-edge technology.
- Film Industry Expertise: Hands-on experience within the Film industry, specifically in the Construction Department as a Scenic and Figure Sculptor, and in the Props Department. Successfully contributed to designing, fabricating, and managing props from pre-production through wrap.
- Pre-Production Artwork and Asset Creation: Developed a profound understanding and ability to create pre-production artwork and assets. Demonstrated effectiveness in visually communicating production direction to various departments from the very first take.
- Military-Grade Attention-to-Detail: Brings a meticulous eye for detail acquired through military experience, ensuring precision and accuracy in all aspects of work.
- On-Camera Continuity Mindset: Possesses a keen understanding of on-camera continuity requirements, ensuring seamless visual storytelling.
- Asset Management Skills: Proven ability to manage assets efficiently, facilitating smooth workflow and coordination between departments.
- On Experience: Utilizes extensive experience and expertise in the field, offering a unique perspective and valuable insights.

Film Experience:

- Prop Master / Assistant Prop Master:
 - Terror Lake Drive - 2023
 - Cinnamon - 2022
 - Where All Light Tends to Go - 2021
- Prop/Set Sculptor in Construction Dept:
 - Terror Lake Drive - 2023
 - Shazam 2 - 2021
 - Just Beyond - 2021
 - MacGyver - Season 4 2020
 - DMZ - NetFlix Pilot 2020
- Prop Draftsman/ Creator Props Dept:
 - Terror Lake Drive - 2023
 - Cinnamon - 2022
 - Where All Light Tends to Go - 2021
- Water Safety:
 - Match - 2023
 - Terror Lake Drive - 2023
- Design and Fabrication as a Vendor:
 - Fear The Walking Dead [Props] -2023
 - MoonShot [Wardrobe] - 2021
 - Thunder Force [Props]- 2020
 - Stranger Things [Art Dept]- 2019
 - Captain America: Civil War [Props] 2016
 - Ant Man [Props] 2015
- Aerial/ Underwater Videography
 - Terror Lake Drive [Aerial] - 2023
 - Wrecked & Recovered [A/U] 2022

Skillsets:

- 3D Asset Design & Creation for:
 - Film, Games, 3D Printing, & CNC
- 3D Printing - 3D Scanning
- 2D and 3D Illustration
- CAD and CGI
- Film Property Design and Creation
- Fire Arm Safety -USAF
- Foam Sculpture (Urathane/ EPS)
- Mold and Cast
- Wood working
- Vacuum Form
- Various Clays
- Open Water SCUBA CERT

Additional Employment History:

- Mar 13 - Pres: Founder & Lead Creative Engineer, 254 Multimedia LLC, Acworth GA
- Jul 12 - Mar 13: Art Director, EBB Interactive Inc., Acworth GA
- Jan 11 - Jul 12: Freelance Multimedia Artist, Acworth GA
- Jul 09 - Dec 09: Graphic Arts & Design Production Supervisor, Fresh Beginnings Inc., Valdosta, GA
- Sep 05 - Jul 09: Graphic Arts & Design Production Supervisor, USAF Moody AFB GA

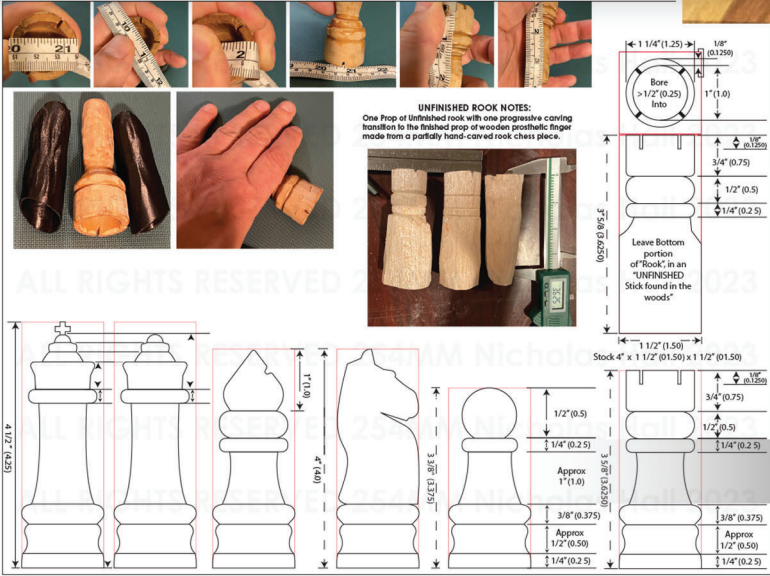
Education:

- Graduated with Honors Digital Multimedia Illustrators Course Defense Information School, MD
- Graduated with Distinguished Honors Basic Multimedia Illustrators Course Defense Information School, MD

Preferred Software:

- Adobe Photoshop - image editing
- Adobe Illustrator - vector illustration
- Autodesk Maya - 3D modeling
- Autodesk Fusion 360 - 3D modeling
- Pixologic ZBrush - digital sculpting
- KeyShot for rendering
- Reality Capture - 3D Scan processing
- NetFab - Pre-press 3D Printing
- Simplify3D - FFF/FDM 3D Printing
- Preform - SLA 3D Printing

PROP BUILDS AS A VENDOR

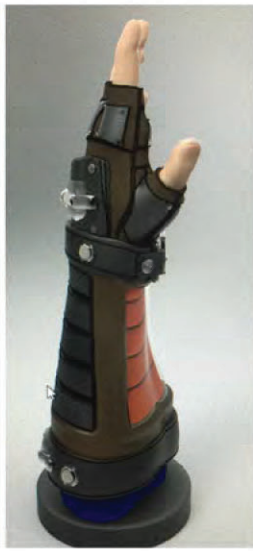


3D SCAN / 3D MODEL / 3D PRINT





**3D modeled in Zbrush
 Rendered in KeyShot
 3D Printed on demand
 In Personal kit:
 Form Labs Form 2
 Makerbot Rep2**



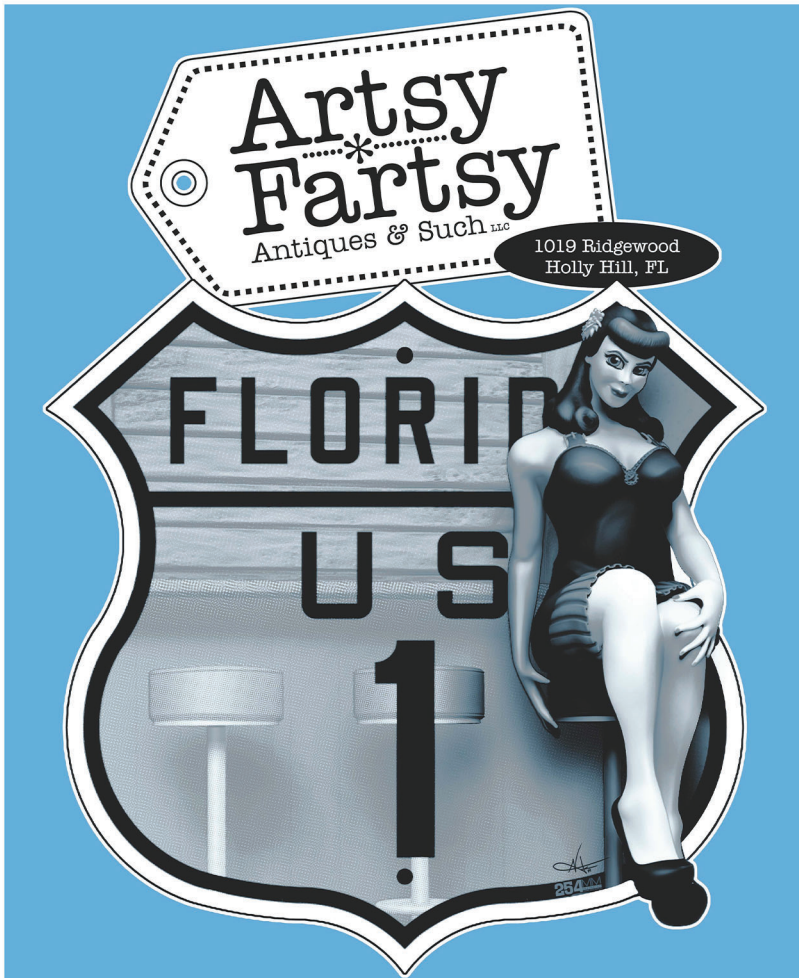
"It's not just a key-chain"
 -Rob Pym - Ant-Man 2015

(LEFT) Final Version of 3D Printed T-34 Tank, created by Nicholas Hall, at 254 Multimedia LLC. Size of 3D Printed tank is approximately 44mm long x 24mm wide x 17mm tall, making it **SMALLER** than 1:100 scale. Model was 3D printed on a **MakerBot Replicator 2**. Some "tweaking" of the print profile was needed in order to get this tiny-tank to print.

(Bottom from Left to right) Creation of 3D Printed T-34 Tank delivered to Property Department of Marvel Studios for Ant Man. Made by Nicholas Hall, at 254MM. Size of 3D Print - less than 1:100 scale (44mm long x 24mm wide x 17mm tall). 3D printed on **MakerBot Replicator 2**.

Right middle)The filming crew puts graphics on the Military Veterans Museum's Russian tank at the set of 'Ant-Man' in Atlanta. (Photo: Photo courtesy of Dave Kerstyn, Military Veterans Museum) Images from website (<http://www.thenorthwestern.com/story/entertainment/movies/2015/07/17/military-vets-museum-tank-makes-appearance-ant-man>)





Creative Engineering - 3D Modeling / Rendering



Sculptor - Construction Dept



Sculptor - Construction Dept



To borrow a phrase from Walt Disney,
 "It all started" with ZOMBIES...



The Sketch

The 3D Render

Final Product with custom point
 zambieniconic vehicle emblems

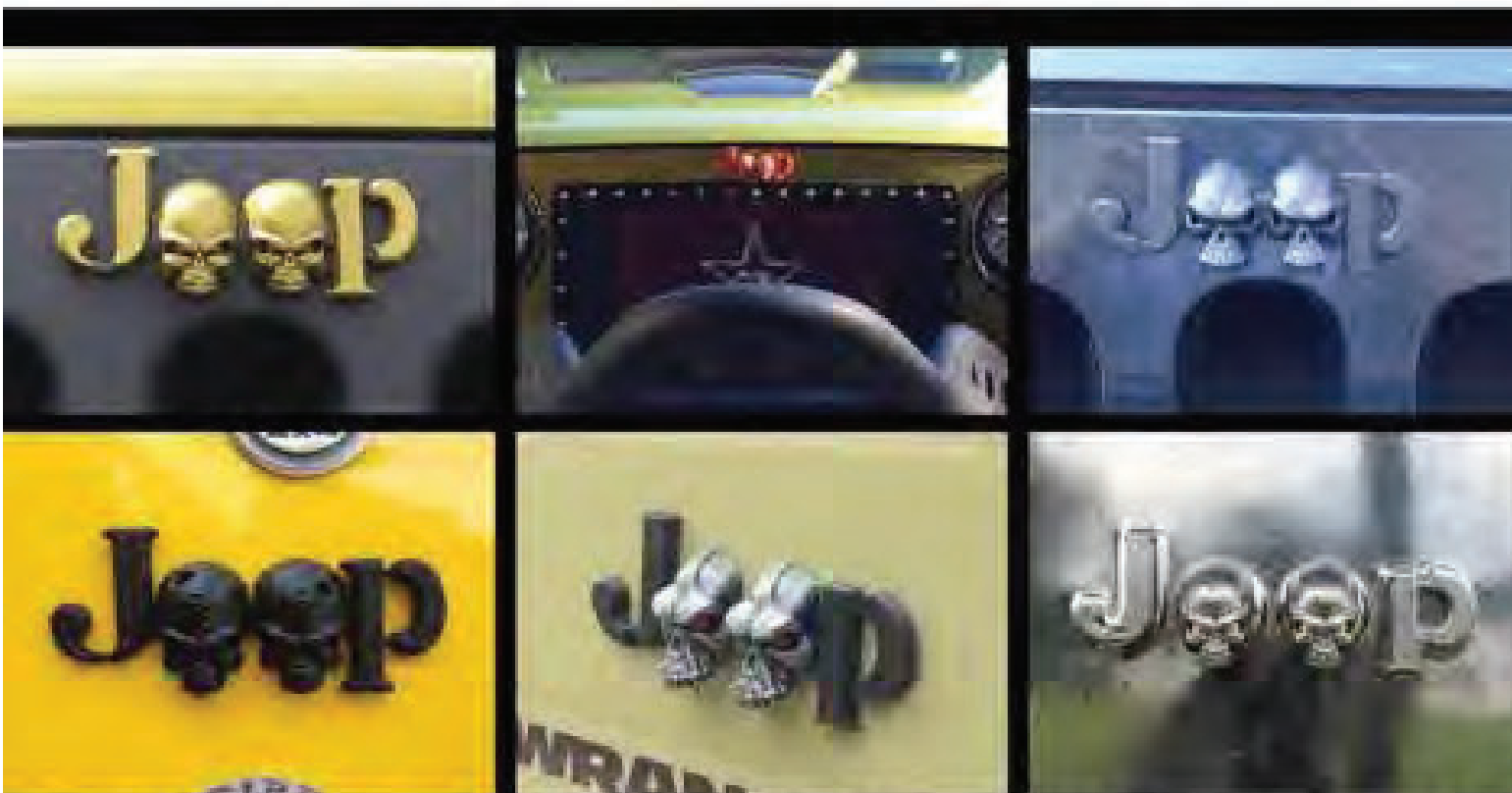


OEM Front Skull Emblems

Rally's Front Skull Emblems

OEM Front Full Accessory Skull Emblems

Rally's Front Full Accessory Skull Emblems



**REPLACES STOCK JK, TJ, AND YJ JEEP EMBLEMS
 ...NOW IT'S EVOLVED INTO SOMETHING PHYSICAL.**

To borrow a phrase from Walt Disney,
"It all started" with a patch...



...NOW IT'S EVOLVED INTO SOMETHING PHYSICAL.