



Brian King

[Freelance Graphic Designer/editor/VFX/finishing/3d animation](#)

Experience

Head of Creative Advertising

Windsor Television

Dates Employed 1988 – 1990

Employment Duration 2 yrs.

I created all the local advertising as well as running 3 advertising channels and local game show channel.

Head of Graphics

PMPP

Dates Employed 1992 – 2000

Employment Duration 8 yrs.

I was head of Graphics which later expanded to include Smoke and Flame depts. My duties included devising and creating commercials, title sequences and many MOAs right through to the finished product, often including writing an original score.

Creative Director / Director/DOP

Berwick Post

Dates Employed May 2005 – Jan 2018

Employment Duration 12 yrs. 9 mos.

Location London, United Kingdom

I was Co-founder, creative director/director and partner in Berwick Post. Our workload not only encompasses all forms post production, but also includes creative production, 3D,



High Beams,
Bingley Grove
Reading. RG5 4TT



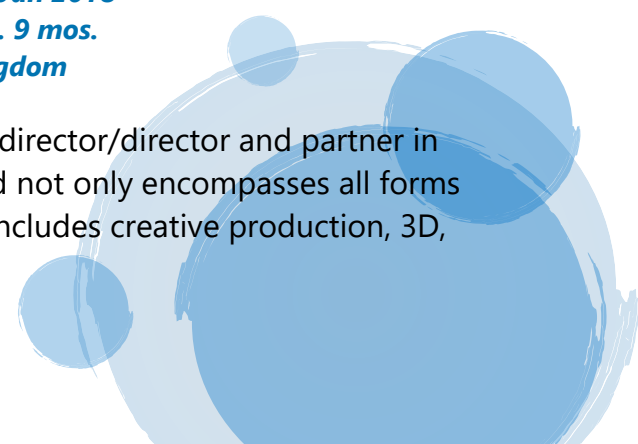
+44 7956 529 235

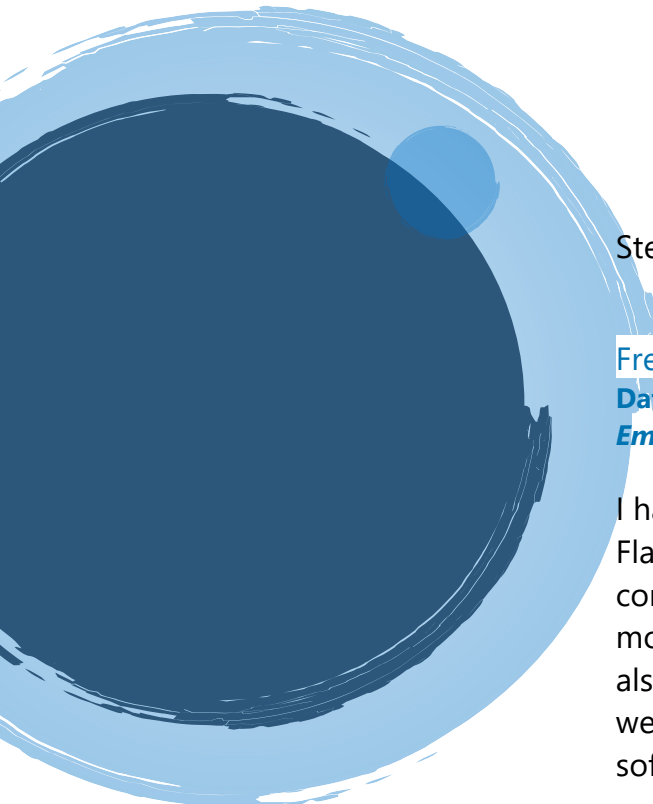


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Stereoscopic, Digital and Augmented Reality.

Freelance Graphic Designer

Dates Employed Jan 2018 – Present

Employment Duration 2 yrs. 8 mos.

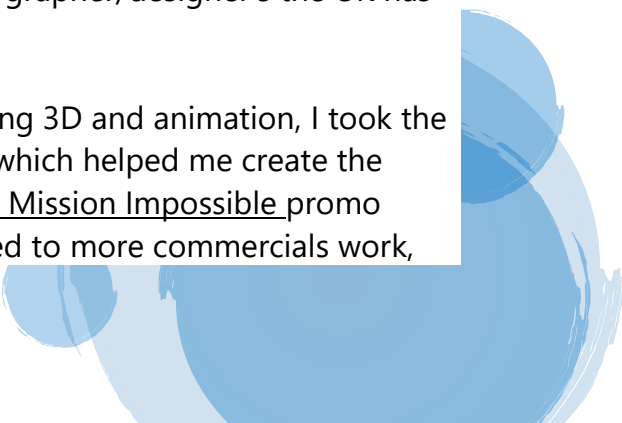
I have over 25 years' experience in post-production Flame/Smoke and Softimage/Maya/Cinema4D. I also have a comprehensive knowledge of Adobe suite, encompassing most of the subsets (AE, Photoshop, Premiere, etc.). I Have also mixed and dubbed commercials and feature films, as well as composed music and soundscapes. My main audio software is Nuendo/Cubase.

I have also good experience in production as a DOP or camera lighting man, working on many corporate or commercials projects as well as dramas and films.

Brief History

With over 25 years of experience in the Production/Post Production environment working with directors such as Ken Russell, Kevin Godley and Paul Joyce, I has amassed a wealth of knowledge in these fields. Starting as a Stills Photographer and Cameraman, I soon progressed into the Post Production environment, operating Paint box and Matisse. This led onto Softimage and Alias/Wave front (now Maya) then I got my first big commission from Dave Gilmour designing and creating animations for the Pink Floyd World Tour 1994. Working closely with Storm Thorgerson (Hypgnosis/Storm Studios) it was a perfect opportunity to hone my creative skills with one of the best music photographer/designer's the UK has produced.

Not satisfied with just creating 3D and animation, I took the opportunity to learn Flame which helped me create the unreal environment for U2's Mission Impossible promo by Kevin Godley. This also led to more commercials work,





which, in turn led on to learning Smoke. Now armed with a formidable repertoire of knowledge, I decided to combine all this into one fully functioning specialised suite for VTR (now Prime Focus), where a client could enter and do the whole job from start to finish if they wish.

I soon built up a reputation as not just a great cutter/VFX and sound man, but because of my photographic background, I have gathered an excellent reputation as grader/colourist for not just commercials, but for corporate, dramas, Pop Promos and Feature Films winning several awards along the way.

In parallel to this, I was often asked to be on set to advise and direct VFX shoots, but due to my lighting and camera skills, was soon being asked to shoot and light, culminating in being employed as DOP on many of the shoots I post-produced or just DOP for clients such as AVID, Abbey Road and Sociatech.

I also work alongside award winning Production companies such as Three Wise Monkeys, CCFVX and a-Vision.

References

[Available upon request.]

