

David Reed James

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Commercial Sculptor/Sculpture Department Supervisor (1997-2012)

- Plan and create large-scale sculpted environments, models, props and other sculpture for motion pictures, music videos, television and theme parks.
- Supervise groups of professional sculptors on large-scale, high-budget motion picture projects lasting approximately three to nine months. Training of sculptors.
- Oversight of movie sculpture projects including ensuring projects come in on time and on budget, and coordination with several other pre-production and production departments.

Examples of Motion Picture Projects:

The Lone Ranger (2012)

Sculpted props, mine shaft sets, and special effects elements. Recreated a natural outdoor location for use as a movie set.

Oz: The Great & Powerful (2011)

Sculpted 25' tall whimsical trees, fantasy landscapes, cave with working waterfall, and architectural and ornamental details for full-scale fantasy sets.

Transformers 3 (2010)

Sculpted highly detailed large-scale robots, space ships, and architectural ornament in Los Angeles and Chicago for use on multiple sets and for location filming.

The Last Airbender (2008-2009)

Supervised crew on very elaborate, \$4 million, 120'x120'x35' ice cave set with 40' long entry tunnel and intricate architectural elements. Created/organized elaborate chain-hoist building process for 12 sculptors to safely meet deadline. Engineered and oversaw hanging of giant, mobile-home-sized pieces of sculpted foam from 40' ceiling.

Pirates of the Caribbean 3 (2006):

Sculptor/sculptor supervisor. Created props—including guns, dragon cannons and pipe organs—that were strongly featured in movie; created and helped design full-scale nautical environments.

National Treasure 2 (2004-2005):

Supervised a group of 12 sculptors over a six month period to create super-realistic, life-sized Mayan ruins sets, including full-sized working mechanisms (e.g., trap door, balance table, rolling rock door), break away pieces, and featured small props. Coordinated with special effects department to safely achieve explosions and other visual effects.

Partial List of Additional Motion Picture Projects:

Cowboys & Aliens (2010)
Land of the Lost (2007-2008)
Indiana Jones & the Kingdom of the Crystal Skull (2007)
Evan Almighty (2005-2006)
Spider-Man 3 (2005)
Pirates of the Caribbean 2 (2004)
The Santa Clause 3 (2004)
Serenity (2004)
War of the Worlds (2004)
Team America: World Police (2003-2004)
Mr. & Mrs. Smith (2003)
Lemony Snicket's A Series of Unfortunate Events (2003)
Kill Bill (2003)
The Cat in the Hat (2002)
Hulk (2002)
Minority Report (2001)
Planet of the Apes (2000-2001)
How the Grinch Stole Christmas (1999)
Supernova (1999)
Stuart Little (1998)
The Haunting (1998)
Godzilla (1997)

Other Commercial Work (Examples):

A Bug's Life ride at Disney's California Adventure, Anaheim CA (2002)

Supervising sculptor. Supervised construction and sculpture of oversized, half-eaten foods that emit scents as passengers move by, including 20' tall watermelon, 8' tall apple, and 8' tall cupcake.

Faith Hill Music Video (*Where Are You Christmas*) (2000):

Supervised more than 40 sculptors to create full scale "Mount Crumpet" set for Grinch-themed video. Trained temporary sculptors who possessed little or no relevant experience. Photographed Faith Hill and Taylor Momsen (Cindy Lou Who) for promotional material.

Public Presentations of Non-Commercial Work (Partial List):

Solo show, August 2008, Future Studio Gallery, Los Angeles, CA.

Negative Numbers, Artseen 3 (group show), May 2008, Spring Arts Collective Gallery, May 2008 (jurored).

A Study of Ungodly License Plates, The Devil Made Me Do It (group show), June 2006, Basswerks Gallery, Los Angeles, CA (jurored).

Education:

De Anza College, Cupertino, CA (1993-1997)

Studied filmmaking, stop-motion animation, still photography