



WILLIAM BUDGE

Production Designer/ Conceptual Artist

I.A.T.S.E. Local 800 WCP

William Budge is an immensely versatile and sought after production designer, art director, conceptual artist, and trained industrial designer working in the Hollywood film industry. Adapt at both high concept and simple personal stories, William has art directed the gamut of genres, from the American road movie to futuristic Sci-Fi. Adamant to stay at the forefront of technology, William is currently working on his second 3D film, both of which utilize different systems.

William has collaborated with many luminaries in the film and entertainment community including Robert Rodriguez, Joel Schumacher, Wim Wenders, and Michael Jackson. The film *Don't Come Knocking* garnered a German Film Award nomination for Best Production Design as well as nominations for Best Film at Cannes and the European Film Awards. *This Is It*, the story of the would be final concert series of Michael Jackson, has garnered much praise and awards for William and was a revolutionary step forward in live concerts, showcasing a cutting edge 3D film created to immerse Michael in a world based on his classic songs.

Born and raised in Spokane, WA, William began his career writing and illustrating his first book by age nine. A Bachelor of Science degree in Industrial Design and an International Design Excellence Award (IDEA) led William to continue his education under the tutelage of the legendary Production Designer, Robert F. Boyle at the prestigious American Film Institute in Hollywood, gaining the attention of the production design community.

Accomplished in many disciplines, William created on screen 3D graphics for a vital scene in the film *Ocean's Eleven* as well as designed stores for Disney Stores, Inc. He is the co-founder of the red5 design group, an innovative environmental design group focusing on furthering the art of Production Design for cinema, and is a member of the Art Directors Guild Local 800.

Currently William is working on a hallucinatory cutting edge graphic novel *The City* that will bridge the gap between traditional comic art and state-of-the-art film design.

EDUCATION

Masters of Fine Arts in Production Design for Film (1998 - 2000)
American Film Institute

Bachelor of Science in Industrial Design (1992 – 1996)
Minor Degree in Art
Western Washington University
Graduated with honors.

SKILLS

Concept Development
Traditional Model-Building and Industrial Design
Sketching and Rendering
Set Design
Still Photography

COMPUTER SKILLS

Photoshop, Painter, Sketchup, Formz, Poser, Illustrator, Indesign, Microsoft Excel, Microsoft Word, Flash

AWARDS

German Film Award Best Production Design Nomination 2005 for *Don't Come Knocking*
Critics Choice Award Best Documentary Feature Nomination for *This Is It*
European Film Awards Best Film Nomination 2005 for *Don't Come Knocking*
Cannes Film Festival Golden Palm Nomination 2005 for *Don't Come Knocking*
Official Selection Venice Film Festival 2004 for *Land of Plenty*
Official Selection Toronto Film Festival 2004 for *Land of Plenty*