

ANDY NICHOLSON

Production Designer

Andy is a multi award winning Production Designer and Supervising Art Director with 18 years experience working predominantly on American Studio pictures.

He has just completed filming in London as the Production Designer of *Gravity* the Warner Brothers 3D space suspense film written and directed by Alfonso Cuarón. *Gravity* is a ground breaking venture, setting new standards for the integration of Visual Effects and Digital Technology alongside traditional film design and technique.

In 1989 Andy graduated from Brighton College with an MA (Hons) in Architecture. From 1990 & 1993 he worked for architectural firms in London and Toronto. Andy decided to leave architecture to pursue a career in motion picture art departments; he volunteered at the prestigious British National Film & Television School where he turned down the offer of a permanent placement due to the success he was having as a Commercials and Promos Art Director.

In 1994 Production Designer, Eugenio Zanetti offered Andy his first feature film position and he became part of the Oscar winning design team of *Restoration*. Andy began five years of working his way up through the Art Department.

In 1999 Andy began working as an Art Director for Production Designer Rick Heinrichs on Tim Burton's *Sleepy Hollow*; this was the first of several collaborations and in 2000 *Sleepy Hollow* won the Academy Award for Production Design. As an Art Director he has worked in many countries (Morocco, Spain, Italy, France, Holland, Israel, Malta); he has been fortunate enough to collaborate with top Motion Picture Directors and Production Designers on international projects as diverse as Tony Scott's *Spy Game*, Paul Greengrass' *The Bourne Ultimatum*, *Troy* & *The Mummy*.

Between 2000 and 2002 Andy worked in the art department of two award winning HBO projects as an Assistant Art Director on the miniseries *Band of Brothers*, and as Supervising Art Director on the made for television movie *Live From Baghdad*.

In 2004 Andy worked as an Art Director on Tim Burton's *Charlie and The Chocolate Factory* for Production Designer, Alex McDowell, RDI. McDowell then offered Andy his first role as a feature film Supervising Art Director on Anthony Minghella's final film *Breaking and Entering*. Shortly after the completion of *Breaking and Entering* Production Designer, Rick Heinrichs returned to work in the UK and offered Andy the role of Supervising Art Director on *The Wolfman*. Andy followed this film by again working with Director Tim Burton and Production Designer Robert Stromberg as part of the Oscar winning design team for *Alice in Wonderland*.

In late 2009 Production Designer, Rick Heinrichs again asked Andy to join him and this time in Los Angeles as Supervising Art Director for the design development of Tim Burton's *Frankenweenie* at Disney. After returning to the UK in 2010 Andy worked with Rick on *Captain America: The First Avenger*, Marvel's first UK production.

Andy has long been an advocate of immersive design and is a regular participant of the design forum 5D: The Future of Immersive Design and 5D's transmedia events. He closely follows the development of technology and software, continually pushing the use of 3D modeling and CAD within film art departments and actively seeks to assimilate digital technology with traditional design workflows, integrating all disciplines that help to bring the written word to the screen.

Andy has just completed production design in London on *GRAVITY* for Director, Alfonso Cuarón.