

NICK PUGH

Designer, Artist, Inventor, Builder, Author, Teacher

Nick Pugh Studio
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Member: Art Directors Guild

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OBJECTIVE

To create innovative art and design every day.

SKILLS

- * Design
- * Art
- * Creative Direction
- * 3D Modeling
- * Engineering and Invention
- * Teaching
- * Traditional Media
- * Sculpting
- * Fabrication

PROFESSIONAL HISTORY

2018-2020

NEOM: Designed futuristic urban planning, architecture, transportation infrastructure, vehicles, branding and visualization for new civilization in Saudi Arabia. Idea and Lab5 Systems

2018

Ghostbusters Afterlife: Designed updated Ecto-1 vehicle and props.
Sony Pictures

2018

Star Wars Rise of Skywalker: Designed vehicles and spaceships for feature film.
Disney Studios

2018

Fuller Moto Majestic 2029: Helped Bryan Fuller design custom motorcycle for collector Bobby Haas with concept art and 3D modeling in Fusion 360.
Haas Moto Museum

2017

The First: Worked with Range Rover to design futuristic vehicle for streaming show. Designed other secondary vehicles, art directed vehicle builds and helped procure existing concept cars.
Hulu

2017

Ad Astra: Designed vehicles and art directed picture and stunt car builds. 20th Century Studios

2016

Magic School Bus: Created pitch art and vehicle designs for Magic School Bus movie.
Scholastic

2016

Abbots Book: Designed 360° virtual reality environments for game development.
Blackthorn Media

2016

Independence Day Theme Park Attraction: designed and built vehicles for theme park in Malaysia.
Prana R&H

2015-2016

Logan: Designed vehicles and helped art direct vehicle builds for feature film.
20th Century Fox

2015

Theme Park: Led production design style guide development for theme park attraction in China.
Prana R&H

2015

The Player: Created architectural design for TV show.
NBC

2014

Shenyang Theme Park: Design and illustration of vehicles and environments for Lotte World Korean theme park attraction.
Prana R&H

Nick Pugh Studio contractor to Rhythm & Hues, Los Angeles
1996 - 2013

Nick Pugh Studio had a long and productive relationship with Rhythm & Hues (R&H) as an independent contractor for 17 years. Nick worked in a wide range of roles helping R&H in the production and bidding of numerous jobs. His specialty was in the early phase of a project where a director or producer defines the first round of visual development.

2012

Percy Jackson And The Sea Of Monsters: Designed creatures and environments for feature film.
20th Century Fox

2011

R.I.P.D.: Designed creatures and characters for the feature film.
Universal Studios

2010-2011

Oblivion: Designed vehicles, costumes and props for the Tom Cruise science fiction thriller.
Universal Studios.

2010

Hop: Developed Easter themed characters, environments and machines.
Universal Studios

X-Men, First Class: Designed Emma Frost 'diamond girl' concept
20th Century Fox

Green Lantern: Was subcontracted to help design the look of VFX sequences.
Warner Brothers

Dune: Illustrated and art directed Sand Worm concepts for a pitch.
Paramount

2009

Black Cloth: Designed and art directed character and environment development
for video game.
Climax

Yogi Bear: Helped design Yogi and BooBoo for feature film.
Warner Brothers

Cabin In The Woods: Designed creatures, machines and architecture for film.
MGM

2008

Alvin and the Chipmunks 2: Produced final maquette sculptures for scanning.
20th Century Fox

Aliens in the Attic: Designed 4 alien characters and built final maquettes for film.
20th Century Fox

Hong Kong Phooey: Designed lead characters and environments as part of pitch.
R&H Development

Kavalier and Klay: Developed look and feel for production based on vintage
comic book style.
R&H development

Deadly Creatures: Look development of environments and architecture for video
game.
THQ

Ethos Coffee: Look Development, system architecture and art direction of
website for startup company.
Ethos Coffee

2007

Alvin and the Chipmunks: Helped design designed the three lead characters for film. 20th Century Fox

The Incredible Hulk (2): worked on VFX concepts for muscles and cloth sim.
Universal

Nasonex: Designed architecture and characters for commercial.
Nasonex

WYLDE: Designed environments and vehicles for video game.
Monsters and Legends: Designed ancient historical environments for TV pitch.
Digital Ranch Productions

2006

Golden Compass: Designed environments and VFX concepts.
New Line Cinema

Jumper: VFX concepts for teleportation fight sequences as part of pitch package.
20th Century Fox

Eddie Dickens: Designed characters, environments, architecture and vehicles for pitch.
Warner Brothers

Ambien: VFX concept for commercial.
Ambien

2005

Garfield, A Tail Of Two Kitties: Character design and texture painting for film.
20th Century Fox

Superman Returns: Designed environments, VFX concepts and shield logo.
Warner Brothers

2004

Chronicles Of Narnia: Designed creatures, environments and VFX concepts.
Walt Disney Pictures/Walden Media

Serenity: Designed environments and VFX concepts form film.
Universal

Infinity: Designed vehicles for ad campaign.
TBWA Chiat Day

Nissan: Designed environments and art directed CG and live shoot for ad campaign.

TBWA Chiat Day

2003

Garfield: Worked with Jim Davis to adapt the cartoon Garfield to a real cat through concept art, anatomical studies and maquettes.

20th Century Fox

Garfield: Worked on branding and promotional concepts.

20th Century Fox

Around the World in 80 Days: Matte painting for film.

Walt Disney Pictures/Walden Media

2002

Garfield: Developed early concept art pitch package that helped get the movie green lit.

20th Century Fox

Cat In The Hat: Designed environments and VFX concepts for film.

Universal

Daredevil: VFX concepts for how a blind person might “see”. Matte painting.

20th Century Fox

Danzka: Look development for vodka ad campaign.

Danzka

X2: Matte Painting for film.

20th Century Fox

Geiko: Gecko concepts and textures for commercial.

Geiko

2001

Men In Black 2: Designed creatures and aliens for film.

Columbia Pictures

Scooby Doo: Designed Scooby as concept art, anatomical studies, models and texture map paintings.

Warner Brothers

Gypsy: Designed vehicles, environments, props and architecture for pitch.
R&H development

2000

Harry Potter And The Sorcerers Stone: VFX concepts for film.
Warner Brothers

Intel Inside: Designed machines and environments for commercial.
Intel

1999

Mystery Men: Designed characters, environments, architecture and VFX
concepts. Art directed VFX for production.
Universal

Bedazzled: VFX concepts and environment design.
20th Century Fox

Little Nicky: Creature and character design.
20th Century Fox

1998

Mystery Men: Worked with the director to develop concept art pitch.
Universal

Abbots Book: Designed creatures, environments and architecture for video game
pitch.
Rhythm&Hues

Deep Blue Sea: Concept illustration for architecture.
Warner Brothers

1997

Bugs Life: Worked with Pixar and Disney on character design, environments and
VFX concepts for the Tree Of Life at Disney's Animal Kingdom.
Disney/Pixar/WDI

Twizzler: Concept art for commercial.
Twizzler

1996

Race For Atlantis: Designed creatures, environments, vehicles and props for
Caesars Palace in Las Vegas.
Caesars Palace

Star Trek motion ride: VFX concepts.
Hilton Hotels

FREELANCE 1990-1995

Flash Gordon: Designed characters, vehicles and environments for TV cartoon.
Hearst Entertainment

Phantom 2040: Designed characters, vehicles and environments for TV cartoon.
Hearst Entertainment

Mednic Group: Worked on a variety of design and art production for advertising.

Fast Lane: Helped develop a pitch package for TV show.
Universal

20 Thousand Leagues under the Sea: worked on early pitch art.
Development

Calstart: Designed electric vehicle for startup company and worked on related
public awareness campaign.

Aerovironmnet: Worked on electric vehicle concepts.

ENTREPRENEURIAL ACTIVITY

A core part of Nick Pugh Studios work has been the development and execution of new business ideas and independent creative projects. The following list shows a dedication to go beyond the normal bounds client service work in a continuous effort do create new and innovative intellectual properties and artistic explorations.

Idea Productions, 2012

To help further development of the projects created in the class Idea To Pitch Nick Pugh Studio created a production process called Idea Productions. The website provides a place where student work can be presented and shared with potentially interested producers and studios.

Urban Ocean, 2010

Nick Pugh Studio worked with The Aquarium of the Pacific to curate an art show featuring Digital Landscape paintings of the urban ocean environment of Southern California. It is the first time that a group of artists have shown this technique of painting in a public forum.

RUN! 2010

Nick Pugh Studio was in development of a new graphic novel for iPad based on an original concept.

XOMAA, 2009

Nick Pugh Studio funded and built a new social network website where architects and designers can post and share 3D concepts with a built in Google earth interface. The site was launched in October 2009 and has been used as a way of presenting un-built architecture and possible ideas with clients.

HATCH1, 2009

Nick Pugh Studio is working with the city of Long Beach to develop a new business incubator that focuses on creating small innovative companies and productions in the technology, entertainment and design sector.

BikePod, 2008

Nick Pugh Studio worked with Bikestation to develop a modular, unmanned bike storage and concession unit to be installed at college campus and transportation centers across America.

DragonWorks, 2008

Nick Pugh Studio worked with Gnomon Workshop and Gentle Giant on a social network website for 3D printing where artists could share their designs and sell limited edition toys of them.

Poki Taco, 2008

Nick Pugh Studio developed a quick service mobile restaurant concept featuring the Hawaiian dish poki as a fast food to be served out of custom branded food trucks. It was a joint venture with The Aquarium of the Pacific and Kings Seafood.

FoxyCar, 2005

Nick Pugh Studio developed a branded line of clothing and graphics that combined environmentally oriented vehicle design with custom car culture style.

Nick Pugh Studio Architecture, 2003-present

Nick Pugh Studio has done architectural design for clients and developed real estate since 2003. Client projects range from restaurant designs to hotels to individual residences most of which remain un-built. Two projects of note that have been built are Lime Studios and Nicks personal home. Lime Studios is a small loft office complex which is rented to creative businesses and the personal home won a restoration award for Mid-Century style from the Long Beach Heritage Society in 2009.

Nick Pugh Studio location rental: 2002-present

Nick and his wife have rented their home out to various productions for the past eight years. They include Cisco Systems, Target, Choice Hotels, CSI Miami, Kelloggs, T-Mobile, COX Communications and Bare Essentials. They think of this business as a way to share their house with the industry they love and help promote local production as a better option than offshore outsourcing.

Xeno Automotive, 1992-2005

Nick Pugh Studio and partners funded a startup company to design build 'Personal Concept Cars' for individual clients. The project began shortly after Nick Pugh graduated Art Center and did not want to take a corporate design job. The construction of a 'proof of concept' vehicle was the primary focus of the business until Xeno 3 was completed in 2002. After a run of shows and extensive promotion it became clear that the idea was not in line with what potential customers wanted. But with the advance of digital media, especially CAD and 3D printing Nick Pugh Studio is rekindling the Personal Concept Car effort in 2021 with a series of unsolicited designs inspired by friends and colleagues.

XenoVision, 1996-1998

Nick Pugh Studio funded and developed a web startup company that focused on the application of 3D to the early generation internet. The company designed and built Pepsi's first large commercial website for DDB Needham and worked with NEC on 3D web concepts.

NGV/USA, 1993-1997

Nick Pugh Studio and partners started a natural gas vehicle technology and promotion company to fund and develop the fuel storage chassis technology that Nick Pugh invented. The company was awarded DARPA and DOE grants and supported by the American Gas Association and Chrysler. The prototype vehicle Longranger set a world record as the first light duty natural gas vehicle to drive across the USA without refueling support. The technology was licensed to the US government.

PUBLICATIONS (FEATURED IN)

Jalopnik
Intersection
Wired
GQ
Vogue (French)
MAX
Road&Track
Sports Car International
Robb Report
Los Angeles Times
Angeleno
Top Gear
Newton
Omni
ID
KIJK
Axxess
Metropolis
Connoisseur
Capitol
Innovation
Highway 111
CG Society
Build The Perfect Beast

PUBLICATIONS (AUTHOR OR CONTRIBUTOR)

BOOKS

Luminair
Concept Design
Concept Design 2
LACMA flipbook
Expose

MAGAZINES

Wired - 11 -(cover art)
Wired (feature story art)
Import Tuner (advertising art)
Travel Retailer (concept art)

DVD's
Originality In Design
Creature Rendering 1
Creature Rendering 2

TV APPEARANCES

KCAL news
NBC news
CBS news
FOX news
CNN
Travel Channel, Extreme Concept Cars
Ride of Your Life
Rolling Art TV
Weird Wheels

TEACHING

Art Center College Of Design
2005-2014

Originality in Design: Developed new class curriculum on how to come up with designs that fulfill the client request for "something I have never seen before!"

Digital Landscape Painting: Developed new class curriculum on digital landscape with a focus on plein air painting with laptop computers and the application of this approach to fantasy environments.

Idea To Pitch: Developed a new class where students create a new IP and pitch it to industry buyers in a live pitch fest at the end of the semester.

Concept Design Workshops 2013, taught a two week workshop in Singapore.

EDUCATION

Art Center College of Design, 1986-1990
BS, Transportation Design

Coventry Polytechnic (UK), 1985-1986
Foundation in Art

Berkeley High School, graduated 1985

PATENTS AND TRADEMARKS

Fuel Storage Chassis: Pat# 5370418. Invented a better way to store gaseous fuel in an automotive vehicle, increasing safety and driving range.

Carchitect: (trademark) Service to design custom vehicles for clients.

AWARDS AND SHOWS

Xeno 3 featured at the Petersen Museum, 2019-2021

Scriven Arts Center 2015, did a lecture and art show in a rural barn in New Hampshire.

TEDx SoCal, 2011, Did an 18 minute talk entitled "The Future of Painting" on the subject of painting from life with computers.

The Car of the Future, 2010, worked with futurist Alan Shapiro on presentation at the FUTURITY NOW! Show in Berlin.

The Art of Digital show 2007, selected works

Expose 3, 2007, Master Award, Transportation

LACMA 2007, presentation and demonstration of digital landscape painting in front of large audience

Nucleus gallery, 2006, selected works

Los Angeles Auto Show, 2006, presentation with Scott Robertson and Harald Belker on car design in the entertainment industry.

Championship Auto Show tour, 2003-2004, Xeno concept car is feature attraction vehicle at 20 shows across the country

Essen Motor show, 2003, Xeno concept car is flown to Germany for 2 show appearances

Grandnationals, 2006, Xeno concept vehicle displayed

Art Center Car Classic, 2004, Xeno concept vehicle displayed

Fresno Autorama, 2002, Xeno concept vehicle is feature display car