



BEN WEST

CREATIVE DIRECTOR | VFX SUPERVISOR | DIRECTOR

Ben West is an award-winning Creative Director and Visual effects Supervisor at Framestore in Los Angeles. He started his career as an Architect before bringing his creative and technical skills to the entertainment industry as a Visual Effects Supervisor for Film, Episodic Television and Commercials. Expanding his knowledge of film-making and visual effects Ben earned a Masters in Directing, he was a lecturer at UCLA and SciArc for Fiction and Entertainment and a Director with Radical Media. His award winning work, encompasses hundreds of commercials, film, television, architecture, rides, virtual production and immersive projects, working with clients at Disney, Marvel, Universal, Netflix, Meta and Apple.

Ben's recent work includes Disney and Marvel's Guardians of the Galaxy Mission: BREAKOUT and Comcast's Universal Sphere collaborating with Steven Spielberg, nominated for a Visual Effects Society award in 2020.

EXPERIENCE

FRAMESTORE [JUNE 2014 - PRESENT]

Creative Director / Director / Visual Effects Supervisor

- Creative leadership in all aspects of the business with client relationships, talent and industry goals
- High end creative development, technical innovation and execution of large scale projects across multiple platforms
- Visual Effects Supervision, Design and technical direction for complex award winning VFX
- Bidding, pitching, ideation, methodology and treatment writing
- Directing Commercials, Immersive experiences and 2nd Unit for Live Action Theme Park rides
- Director of Framestore's first Commercial Realtime Virtual Stage Project
- Represent Framestore at panels, awards and masterclasses
- Talent recruitment and mentorship
- Siggraph Q&A

FRAMESTORE [NOVEMBER 2012 - JUNE 2014]

Head of CG / Visual Effects Supervisor

- Launch Framestore's Los Angeles Studio
- Visual Effects Supervision and Design on high end commercials and Immersive experiences
- Bidding, pitching, ideation, methodology, treatment writing and commercial directing
- Develop company strategic goals towards innovation
- Develop pipeline, creative and technical workflows and VFX protocols
- Represent Framestore at industry panels.
- Talent recruitment and mentorship

MAINE MEDIA FILM SCHOOL [JUNE 2023]

Visiting lecturer

- Masters Class : Visual Effects & AI in Cinematic Storytelling

SCI_ARC - FICTION & ENTERTAINMENT [2016-PRESENT]

Visiting lecturer

- Mentor Masters students with a focus on visual effects and filmmaking techniques.
- Concept, ideation and storytelling in multiple platforms including Immersive, Film, Games, Exhibitions and Installations

COMICCON [2017]

Guest Speaker

- VFX ideation, concept development and execution for filmmaking
- Short Film Q&A

TEDX [2017]

TED speaker

- Embracing weirdness rather than conforming to the norm promotes creativity and marks a unique path to success

UCLA - MASTERS OF ARCHITECTURE [2015-2016]

Visiting lecturer

- Masters students - Architecture at Suprastudio IDEAS campus. Ideation and mentorship for robot vision and architectural language

COMICCON [2015]

Guest Speaker

- VFX Directing in film, television and commercials
- Visual Effects techniques and high end character animation

EXPERIENCE

ROBOT [AUGUST 2010 - OCTOBER 2012]

Founder/Creative Director/Visual Effects Supervisor

- Creative Direction, Design and Management of all aspects of the business.
- Client relationships, industry partnerships, talent recruitment, training
- Pitching, bidding, budgeting, scheduling of features & commercial VFX
- Onset VFX supervision
- CG animation and Character Design
- Project Management
- Marketing

AUSTRALIAN FILM TELEVISION AND RADIO SCHOOL [JULY 2012]

Industry Speaker

- Visual Effects Supervision, Design and Creative Directing

@ RADICAL MEDIA [JANUARY 2012 - OCTOBER 2012]

Director/Visual Effects Supervisor

- Bidding, pitching, ideation, design, methodology, treatment writing and commercial directing
- VFX supervision and Design for commercials

SYDNEY DESIGN CENTRE [NOVEMBER 2009]

Key Note Speaker

- Creative Directing and VFX Supervision presentation

SOMA FILMS [APRIL 2008 - AUGUST 2010]

Director/Writer/Animator/Visual Effects Supervisor

- Bidding, pitching, ideation, methodology, treatment writing and commercial directing
- VFX supervision and Design for commercials

SYDNEY FILM COMPANY [MAY 2005 - APRIL 2008]

Director/Animator/Visual Effects Supervisor

- Bidding, pitching, ideation, methodology, treatment writing and commercial directing
- VFX supervision and Design for commercials
- 2nd unit Director - Feature Film "Suburban Mayhem"

FILM & TELEVISION ORGANIZATION [OCTOBER 2001]

Key Note Speaker

- Visual Effects Design and Supervision for Episodic Television

ANIMAL LOGIC [SEPTEMBER 1999 – NOVEMBER 2002]

VFX Supervisor

- Episodic production "Farscape" Series 2-4 Sci-Fi 66 Ep Award Winning TV
- Onset Supervision and CG Design and Supervision.
- Bidding, scheduling, ideation, concept development, VFX workflows and methodology
- CG animation and Character Design
- Compositing

EDUCATION

AUSTRALIAN FILM TELEVISION AND RADIO SCHOOL [2002 - 2004]

M.A. DIRECTING

- Scholarship to the prestigious M.A. Directing program
- Educated in all aspects of high-end live action filmmaking and production.
- Mentored by industry professionals including Academy Award Winning Filmmaker Jane Campion
- Ideation, concept development, pitching, script writing, treatments, working with actors, casting, locations, cinematography, production design, editing, visual effects, title design and so on.

METROSCREEN [2000 - 2001]

Screen Writing and Film Film Development

- Working with Industry professionals developing Feature Films
- Script Writing, Scheduling, Production, Financing and Pitching

METRO NEW MEDIA LONDON [UK] [2000 - 2001]

Animation Course

- Scholarship in Animation
- Softimage Character design and Animation
- Concept ideation and story development
- Compositing and Editing

UNIVERSITY OF TECHNOLOGY, SYDNEY [1992 - 1998]

BA. ARCHITECTURE

- Architectural Design, Concept Development, Visualisation, Pitching, Scheduling and Project Management
- Architectural History, Law, Materials and Structures
- Studio programs including residential, public buildings, high-rise and master planning
- Architectural Drafting and Rendering
- Construction technology
- Presentation and client relationships

SKILLS

CREATIVE AND TECHNICAL DIRECTION

- Expert knowledge in all aspects of Visual Effects and Live Action production
- Recruitment and mentoring of artists
- Project management and Supervision
- Scheduling / Bidding / Artist Management / Pipeline development / Shot execution
- Managing client expectations with collaboration and strategic solutions.
- Explore innovative, cutting edge vfx techniques
- Ideation / Treatment writing / Scriptwriting / Project Pitching / Concept design and development / Onset supervision
- Previsualisation / Virtual Production / Motion Capture
- Directing Films, High-end commercials and Immersive projects

ARTIST EXPERIENCE

- Concept Development / Modelling / Rigging / Animation/ Tracking / Look Development / FX / Creature FX / Lighting / Rendering / Compositing / Editing

SOFTWARE

- Houdini / Maya / 3dsmax / Nuke / Photoshop / Premiere / Shotgun / Generative AI / Realtime Engines