



JAMES SPRINGHAM

3D DESIGN & FABRICATION

PROFESSIONAL SUMMARY

Experienced creative professional specializing in 3D design for real-world production across film, television, commercials, collectibles, experiential projects, theme parks, and museums, with a background in practical effects, model making, and digital fabrication. Over 15 years of experience working with leading studios including Legacy Effects and Stan Winston Studios. Skilled in bridging digital design and physical fabrication workflows, with expertise in high-detail modeling, fabrication-ready assets, rapid prototyping, and collaborative art department production. Experienced in taking projects from concept and visualization through fabrication, finishing, and final finished assets.

EXPERIENCE

Freelance 3D Designer / Fabricator (2022 - Present)

- Freelance multidisciplinary artist and fabricator specializing in practical effects, digital fabrication, physical prototyping, and production-ready asset development.
- Designed and produced high-detail props, specialty costumes, fabrication models, collectibles, and experiential assets for entertainment, commercial, and private clients.
- Combined digital and physical workflows including 3D modeling, digital sculpting, 3D printing, finishing, paint, assembly, and final art dressing.
- Developed fabrication-ready assets for film, television, themed entertainment, museums, and one-off creative projects.
- Provided rapid prototyping, technical problem solving, and custom fabrication solutions under demanding production schedules.

Lead Artist / Lead Model Maker - Legacy Effects (2009 - 2022)

- Worked across film, television, commercials, and collectible projects within model shop and art department teams.
- Contributed to productions including Avatar, Iron Man, Pacific Rim, The Mandalorian, and Tales from the Loop.
- Worked on commercial projects for brands including Apple, Pepsi, and Burger King.
- Produced high-detail practical effects assets, props, specialty costumes, models, and production-ready components.
- Performed on-set technical support, installation, effects maintenance, and production troubleshooting during filming.
- Worked as a puppeteer and on-set performer for effects work on SAG productions.

VFX Pipeline / Production Support – Company 3 / Method Studios (2022 – 2024)

- Supported VFX production and render management workflows within high-volume commercial and entertainment pipelines.
- Assisted with digital asset organization, workflow coordination, and production support across departments.
- Worked within fast-paced studio production environments requiring technical troubleshooting and pipeline reliability.

Model Maker / Art Department – Stan Winston Studios (2006 – 2009)

- Fabricated models, props, and practical effects elements for entertainment productions.
- Assisted senior artists and department leads with sculpting, assembly, finishing, and production support.

EDUCATION

Nottingham Trent University BA (Hons) Fine Art – 2001

SKILLS

- Practical Effects Fabrication
- Model Making & Prototyping
- 3D Design & Visualization
- Digital Sculpting
- 3D Modeling
- Digital Fabrication
- 3D Printing Workflows
- Prop & Specialty Costume Fabrication
- Paint, Finishing & Art Dressing
- Assembly & Mechanical Integration
- Rapid Prototyping
- Fabrication-Ready Asset Development
- On-Set Technical Support
- Set Construction & Carpentry
- Creative Problem Solving
- Art Department Collaboration

SOFTWARE & TOOLS

- ZBrush
- Maya
- Fusion 360
- Materialise Magics
- Substance Painter
- Marmoset Toolbag
- Unreal Engine
- DaVinci Resolve
- Adobe Creative Cloud

INDUSTRIES

FILM • TELEVISION • COMMERCIALS • COLLECTIBLES • EXPERIENTIAL BUILDS • MUSEUMS
THEME PARKS • ONE-OFF FABRICATION PROJECTS