

RICHARD GRANT

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West London/Global

SUMMARY

A professional creative director with 30+ years of experience in the arts and entertainment industries with solid business, strategic and creative acumen underpinned by a lifetime of technical innovation. As project HOD or Art director, to experiential tour development and global lead in concept development, technical direction and strategic planning.

Considered a trusted and innovative leader of teams and special projects for studio heads, brand leaders, HNWI and Artists.

EXPERIENCE - SELECTED PROJECTS

Consult/CD

[Son.im](#)

To present

Labelled a "secret weapon" when going from "what-if" to reality. Bridging concept & technology with a global and off-world perspective, increasing spend effectiveness & reducing cost waste for innovative projects. Clients include;

**UNIT9 Honda KING Disney B&W ITV JUSTEAT RCA Fox M&M Merlin SONY HBO Burberry NETFLIX SKY SLOWMOGUYS
WB(D.S.Goyer) NIKE BBC Discovery Attenborough NASA**

Film Maker

[IMDB](#)

To present

Deep experience in production of filmed content, features, TV and theatre projects covering miniatures, sets, SFX, special builds, sculpture, mould making, logistics, coordination and producer side duties;

- IMDB: <http://www.imdb.com/name/nm1219844/>

HOD Fabrication

["The Amazing Mr. Blunden" Mark Gatiss](#)

2021

Led a small tight team to create incredible architectural scale set elements for an SFX fire burn on the mansion set.

- Special process lead development and roll out to team.
- Bulk scenic ageing process development and delivery.
- Large format 3DPrinting for scenic and ornamental elements
- Safety prop build and SFX/stunt tie-in.

Miniatures Lead

[ALDI / Kevin The Carrot](#)

2017 - 2021

Led the main miniature and set builds over a 4 year period for these hugely popular Christmas adverts.

- Build team lead, specialist process development and mentoring with full project management.
- Art working, final finish and difficult build lead with roll out to team for batch production
- Shoot standby lead.

Mentor

[Abbey Road Hackathon 48 hr event](#)

2018

Invited to be part of the mentor team at this groundbreaking inaugural event in studio 1

- Start-up project development in code and practical sound/tech innovation areas
- Tech development and strategy discussion in spatial sound and light innovation.

Founder

[Son.im](#)

2017

A studio led by an experiential technologist offering fine art solutions to art and brand needs. Developing innovative and engaging sculpture as show elements.

- Sound Play Sculpture; invention and creation of engaging, noise making sculpture. Exhibited at "The Tate" and "RCM"
- Consultancy in experiential production, show craft tech use and concept development.

Special Build Project

Architect to HRH Queen Elizabeth II

2017

Specifically asked to solve a safety issue for HRH. Novel mould making work on Monument status St. George's chapel, Windsor Castle.
- Large bespoke mould development and large epoxy casting for floor Bas relief insert.

SFX Designer

AGOG VIVID

2012 - 2018

Lead in both creative and technical delivery across scores of film, TV and experiential special projects;
- Site survey, technical development and project lead/PM with buying for global projects including logistics load.
- Complex technical innovation for 3dprinting based SFX Pyro elements
- Difficult build lead, novel materials, processes and logistics challenges to be met
- 3Dmodelling for project design, architecture fit out and 3dprinted elements
- Project salvage for KRYPTON production with HOD working issues
- Malta water tanks project lead for Papillion remake (UK/Malta)
- NIKE Tech pack interior weather tech development lead for early experiential pop-up LDN.

Tour Leader Experiential

Disney/MXW

2007 - 2012

Involved at the earliest stages in the logistical and design development of The "Alice in Wonderland", "TRON", "JCOM and "REAL STEEL" touring exhibitions. Contributing deep technical expertise in all areas and co-developing future shows including model and deck image creation for presentation at Disney board level LA.
- Full global tour co-lead and territory ambassador for Disney.
- In agency asset production and show development.
- San Diego Comic Con lead set-up and show runner
- Crew, brand ambassador, prop and site tech recce pre arrival, globally.
- Creation of comprehensive show manuals for distribution ahead of time to vendors, globally.
- Led large teams under translation across Europe and Japan/Tokyo.

Web Manager

Music Online

1999 - 2000

Asked to manage a very early web company creating websites for early adopter music labels;
- Budget control and direct account handling lead with client liaison.
- New business development and ensuring all clients happy and deadlines met/PM.
- Art Director and user interface lead, commissioned animation, sound and other assets.
- SONY / REACT RECORDS

EDUCATION

Post Grad; SLA 3D Printing Prototyping For Product (Ceramic Loudspeaker Enclosures)

HotHouse Design Centre; Longton, Staffordshire

1996 - 1997

- Collaboration with **Wedgwood** and Bowers & Wilkins (**B&W**) creating Jasper ware Speaker enclosures at Burslem, Stafford.

Degree; BA (Hons) 3 Dimensional Multi Discipline Design (Conceptual Product)

Brunel University

1993 - 1996

- Concepts - Product development - Prototyping - Global Design - Architecture - Build Processes - Peer Mentoring

EXTRA CURRICULAR ACTIVITIES

- Mentor; Film Making and creative industries via FB/LinkedIn
- WILD; environmental clean up volunteer group, Berkshire/Thames.
- Repair kitchen volunteer; Reading Hack-space.
- Mentor; School for communication Arts 2.0

REFERENCES

Please ask for details.