

BIGSHOT TOYWORKS

CHARACTER DESIGN / 3D / CGI

REPRESENTED BY

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SERVICES & CAPABILITIES



WHAT IS BIGSHOT TOYWORKS?

Bigshot Toyworks is a creative design firm and network of art and design professionals that provides creative services for the toy, game, advertising and entertainment industries. BSTW services range from character creation and product design to branding and manufacturing.

World class companies and agencies call on Bigshot Toyworks expertise when they have a need for that fresh and unique 'out of the box' thinking. BSTW has an unparalleled track record with assisting our clients, brands and artist collaborators on a multitude of projects ranging from re-branding a classic toy, creating a fresh new character for a major ad campaign, re-imagining a classic brand, producing a state of the art electronic components to realizing the creative visions of world renowned artists and art directors in unexpected ways to communicate their unique vision and style to the world.

BSTW is also one of the leading development and production studios for limited edition designer art toys and lifestyle products. Working with such renowned artists as Ron English, Ashley Wood, Futura 2000, Gary Taxali, Nathan Jurevicius, DJ Shadow, KozyNDan and many others.

CHARACTER DESIGN & DEVELOPMENT:

BSTW provides full character development from concept to production. With their 15 plus years experience in custom brand character design and manufacturing for clients such as Hasbro, Nicelodeon and MTV, BSTW has built a solid reputation of quality and delivery which has become their mantra.

3D & CGI:

BSTW has a well reputed team of 3D and CGI designers who can take a range of 2D art, from pencil sketches, to fully rendered paintings and character EPS files and turn them into fully 3 dimensional characters with quality precision. Being a manufacturing studio with a focus in prep for final output products, BSTW has an archive of work unparalleled in the industry.

PRINT:

Unleashing their talents on the advertising world, BSTW has been creating new advertisements in 3D for electronics companies, lifestyle products, environments and telecommunication brands.

ANIMATION:

BSTW continues to improve its capabilities as they expand their network, employing an animation team that is able to create fully 3D environments, live action / 3D composite and fully animated spots for a wide range media.

TALENT: BIGSHOT TOYWORKS

AGENCY: NINE WEST & NEW BALANCE

LAUNCH DATE: WINTER 09

NINE WEST/ NEW BALANCE

3D character development

Client: Nine West / New Balance
Creative Director: Whitney Shaw
Production: BigShot ToyWorks
Producer: Klim Kozinevich

OBJECTIVE

Working with ilovedust, BSTW aimed to bring life to a brand character developed for Nine West/ New Balance collaboration.

PROCESS

Working with ilovedust original designs (below) and EPS files created for the client presentations, BSTW was able to bring this adorable sprite to life, making the animation which came a few weeks later much more realistic and allowed further movement and full 360

RESULT

What you see before you is not only a character design interpreted to 3D, but the capability to do more should you choose to. With these designs, the client was able to explore and execute manufacturing for toys, key-chains, 2-5 ft statues and a number of other commercial product applications.

3D / VECTOR RENDERS FOR ANIMATION



TALENT: BIGSHOT TOYWORKS

AGENCY: MTV CANADA

LAUNCH DATE: FALL 2008

MTV CANADA

2D to 3D Character design for manufacturing

Client: MTV Canada
Artist: Nathan Jurevicious
Production: BigShot ToyWorks
Manufacturing: BigShot Toyworks
Producer: Klim Kozinevich



OBJECTIVE

Nathan Jurevicious is a world renowned illustrator and character designer best known for his Scary Girl books and toys. In 2007 he teamed up with MTV Canada to create FAUNA, an animated series of shorts that depict unique colorful creatures in various real world environments. MTV and Nathan came to BSTW to bring these 2D characters to the real world. An exercise in 2D to 3D interpretation, packaging and manufacturing.

PROCESS

Taking the Source Maya files from the animation, created from Nathan's 2D art (above insert), BSTW were able to produce / manufacture the product in record time.

RESULT

BSTW produced 350 sets of these extraordinary characters, delivered in time for the holiday season.



TALENT: BIGSHOT TOYWORKS

CHARACTER DESIGN

3D Character Development / Virtual Sculpting to Photorealistic Rendering



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TALENT: BIGSHOT TOYWORKS

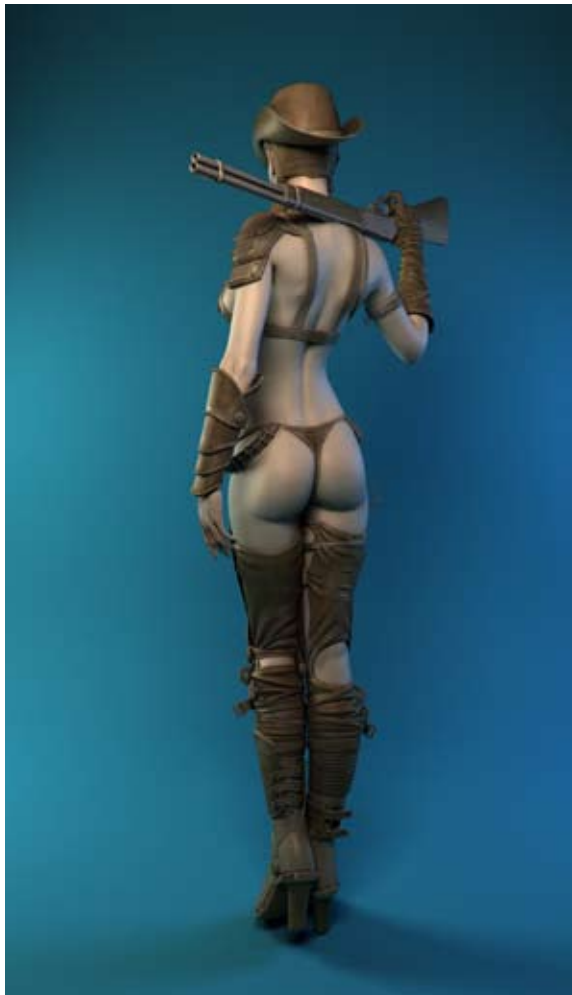


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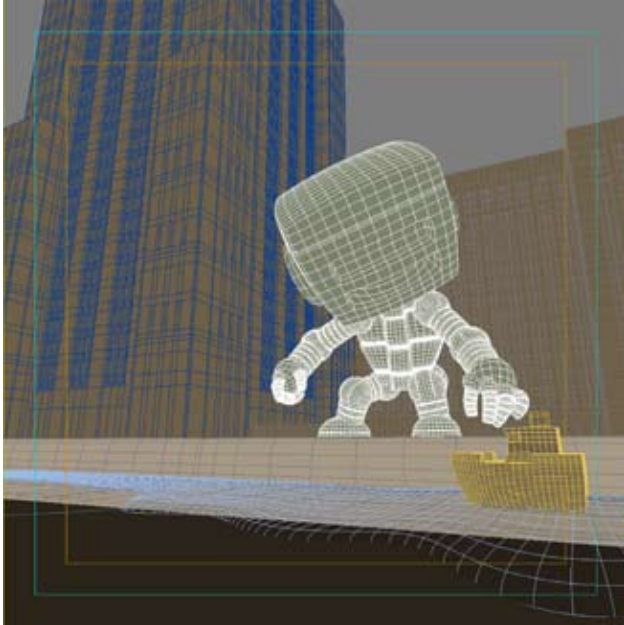
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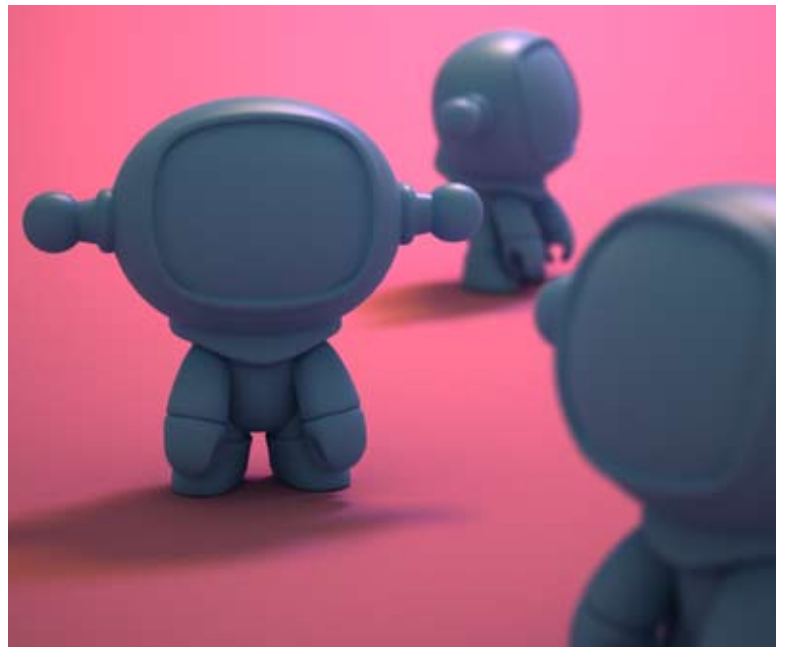
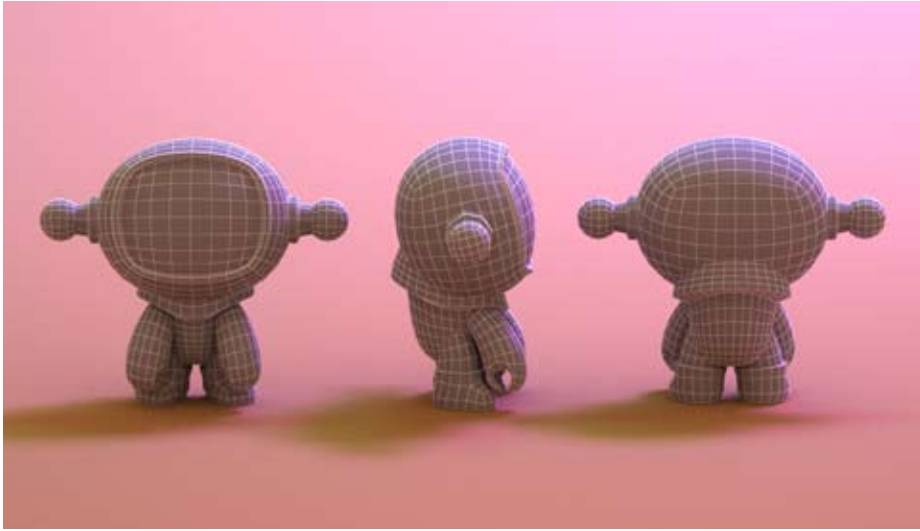
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