

GLENN KELLY

VFX Producer



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Working as Head of Production and VFX Producer at The Imaginarium Studios for 5 years, Glenn has been at the forefront of virtual production and motion performance capture. From video games to films, HETV to experimental AR/MR/XR, Glenn has tackled them all. Running the managerial side of business, wrangling shoots, budgets and overhead, multi-tasking across several projects. Glenn is uniquely placed as not only does he have a wealth of virtual production knowledge, but he also has all the attributes of a phenomenal VFX Producer in the making. Technical, astute, creative, hardworking, and ambitious; We predict a very bright future.

VFX Producer - TV

INTERVIEW WITH THE VAMPIRE - S2 (TV) VFX Producer	AMC	Dir: Craig Zisk Dir: Levan Akin Prod: Rolin Jones Prod: Adam O'Byrne
SQUID GAME: THE CHALLENGE (TV) VFX Producer	Studio Lambert Netflix	EP: Various
DANCE MONSTERS (TV) VFX Producer (Post)	Lime Pictures Netflix	EP: Laura Green Dir: Andrew Jackson VFX Prod: Kaley Edwards

Head of Production | The Imaginarium Studios - TV & Film

UNRELEASED DISNEY FILM (Film) Head of Production Performance Capture Virtual Production	Walt Disney Studios	Dir: Marc Webb Prod: Marc Platt VFX Prod: Olly Young
NAPOLEON (Film) Head of Production Performance Capture	Apple+ 20th Century Studios	Dir/Prod: Ridley Scott Prod: Kevin Walsh VFX Prod: Sarah Tulloch
<i>Oscar Nominated for Best Visual Effects</i> <i>VES Nominated for Outstanding Supporting Visual Effects in a Photoreal Feature</i> <i>BAFTA Nominated for Special Visual Effects</i>		
HAUNTED MANSION (Film) Head of Production Virtual Production & Onset Inertial Capture	Walt Disney Studios	Dir: Justin Simien Prod: Dan Lin Prod: Jonathan Eirich

<p>SHE-HULK (TV Ep 1-10) Head of Production Performance Capture Virtual Production</p> <p><i>VES Award Nominated for Outstanding Animated Character in an Episode, Commercial or Real-Time Project</i></p>	<p>Marvel Walt Disney Studios</p>	<p>Dir: Kat Coiro Dir: Anu Valia VFX Prod: BeverlyAbbott VFX Prod: Brice Parker</p>
<p>GUARDIANS OF THE GALAXY VOL. 3 (Film) Head of Production Previs Motion Capture Virtual Production</p> <p><i>Oscar Nominated for Best Visual Effects</i></p>	<p>Marvel Walt Disney Studios</p>	<p>Dir: James Gunn Prod: Kevin Feige</p>
<p>MEN IN BLACK INTERNATIONAL (Film) Head of Production Onset Performance Capture</p>	<p>Sony</p>	<p>Dir: F. Gary Grey Prod: Deven LeTendre</p>
<p>ETERNALS (Film) Head of Production Onset Facial Capture</p>	<p>Marvel Walt Disney Studios</p>	<p>Dir: Chloe Zhao Prod: Nate Moore VFX Sup: Matt Aitken</p>
<p>SPIDERMAN FAR FROM HOME (Film) Head of Production Motion Capture Additional Photography</p>	<p>Sony Marvel</p>	<p>Dir: Jon Watts Ep: Avi Arad VFX Prod: Annette Wullems</p>
<p>THE RUINS OF EMPIRES (TV) Head of Production Performance Capture Studio Shoot</p>	<p>Greenacre Film Immovable Productions</p>	<p>Dir: Andy Serkis Dir: Johl Garling Prod: Amanda Jenks Prod: Jonnie Coffin</p>

Head of Production - New Media | MR | AR

<p>THE GRINNING MAN (Theatre Full Show Capture) Head of Production Performance Capture</p>	<p>Bristol Old Vic Trafalgar Studios Magic Leap</p>	<p>Dir: Tom Morrison Prod: Andy Serkis</p>
<p>SUPER ZEROS: GRISHNECK (Mixed Reality Launch Content) Head of Production Performance Capture</p>	<p>Magic Leap</p>	<p>Dir/Prod: Andy Serkis</p>
<p>5 STATES OF MOTION ROYAL OPERA LONDON (Experimental Dance MR) Head of Production Performance Capture</p>	<p>Royal Opera London Magic Leap</p>	<p>Dir: Wayne McGregor CBE Prod: Anette Mees</p>

CHEMICAL BROTHERS STAGE VISUALS

Head of Production
Performance Capture

Smith & Lyall

Dir: Marcus Lyall
Dir: Adam Smith

Games Cinematics - Game Play

UNRELEASED AAA GAME (Game Cinematics)

Head of Production
Performance Capture

Reflector Entertainment

"PANDA" (Unreleased Wrestling Game)

Head of Production
Performance Capture

Pixel Toys

APEX LEGENDS 2019 MAYHEM (Launch Cinematic)

Head of Production
Performance Capture

EA Games
The Mill

BATTLE SISTERS VR (Game)

Head of Production
Performance Capture

Pixel Toys

DIABLO II: RESURRECTED 2021

(In Game Cinematic)
Head of Production
Performance Capture

Axis Animation