

# GLENN KELLY

## VFX Producer



Agent: Harriet Donington

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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

<b>INTERVIEW WITH THE VAMPIRE - S2</b> (TV) VFX Producer	AMC	Dir: Craig Zisk Dir: Levan Akin Prod: Rolin Jones Prod: Adam O'Byrne
<b>SQUID GAME: THE CHALLENGE</b> (TV) VFX Producer	Studio Lambert Netflix	EP: Various
<b>DANCE MONSTERS</b> (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

<b>UNRELEASED DISNEY FILM</b> (Film) Head of Production Performance Capture   Virtual Production	Walt Disney Studios	Dir: Marc Webb Prod: Marc Platt VFX Prod: Olly Young
<b>NAPOLEON</b> (Film) Head of Production Performance Capture	Apple+ 20th Century Studios	Dir/Prod: Ridley Scott Prod: Kevin Walsh VFX Prod: Sarah Tulloch
<b>HAUNTED MANSION</b> (Film) Head of Production Virtual Production & Onset Inertial Capture	Walt Disney Studios	Dir: Justin Simien Prod: Dan Lin Prod: Jonathan Eirich

<p><b>SHE-HULK</b> (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><b>GUARDIANS OF THE GALAXY VOL. 3</b> (Film) Head of Production Previs Motion Capture   Virtual Production</p>	<p>Marvel Walt Disney Studios</p>	<p>Dir: James Gunn Prod: Kevin Feige</p>
<p><b>MEN IN BLACK INTERNATIONAL</b> (Film) Head of Production Onset Performance Capture</p>	<p>Sony</p>	<p>Dir: F. Gary Grey Prod: Deven LeTendre</p>
<p><b>ETERNALS</b> (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><b>SPIDERMAN FAR FROM HOME</b> (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><b>THE RUINS OF EMPIRES</b> (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><b>THE GRINNING MAN</b> (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><b>SUPER ZEROS: GRISHNECK</b> (Mixed Reality Launch Content) Head of Production Performance Capture</p>	<p>Magic Leap</p>	<p>Dir/Prod: Andy Serkis</p>
<p><b>5 STATES OF MOTION ROYAL OPERA LONDON</b> (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>
<p><b>CHEMICAL BROTHERS STAGE VISUALS</b> Head of Production Performance Capture</p>	<p>Smith &amp; Lyall</p>	<p>Dir: Marcus Lyall Dir: Adam Smith</p>

# Games Cinematics - Game Play

**UNRELEASED AAA GAME** (Game Cinematics)

Reflector Entertainment

Head of Production

Performance Capture

**"PANDA"** (Unreleased Wrestling Game)

Pixel Toys

Head of Production

Performance Capture

**APEX LEGENDS 2019 MAYHEM** (Launch Cinematic)

EA Games

Head of Production

The Mill

Performance Capture

**BATTLE SISTERS VR** (Game)

Pixel Toys

Head of Production

Performance Capture

**DIABLO II: RESURRECTED 2021**

Axis Animation

(In Game Cinematic)

Head of Production

Performance Capture