



Your one stop Creative powerhouse

Wētā Workshop is an award-winning concept design and manufacturing facility founded by **Richard Taylor** and **Tania Rodger**.

We are a company of artisans and innovators. For over 30 years, we have applied our creativity and craftsmanship to the world's entertainment industries.

We imagine. We design. We build.

Engage us at any stage to bring your story to life.



Academy Awards®



Themed Entertainment Awards



BAFTA Awards



Las Vegas Film Critics' Society Awards™



BEST Design Awards



Export Year Honorary Award



New Zealand Film Awards



Sitges Film Festival Awards



VES Awards (Visual Effects Society)



World Entrepreneur of the Year Award



King Vidor Award



Queen's Honours, Knight Companion of The New Zealand Order of Merit













Capability and capacity under one roof

Inside our Wellington facility exists the capability to execute any creative brief, to the highest quality, and deliver anywhere in the world. Our full-service creative development team works alongside more than 16 manufacturing departments, providing a one stop pipeline from first idea to final product.

We integrate traditional craftsmanship methods, honed over 30 years, with the latest innovations in manufacturing machinery. From state-of-the-art robotics and small- and large-format 3D printing, to sculpture and sword-smithing, we invest heavily in our talented crew and in the latest technology to constantly expand the limits of our creative output.

Our crew are world-builders, artists, technicians, craftspeople, and creative thinkers. One dedicated crew, under one roof.

The Weta Group

End-to-end filmmaking in Wellington, New Zealand

You'll find us in the heart of the suburb of Miramar. Just five minutes from Wellington Airport and ten minutes from downtown Wellington. Once a sleepy residential suburb, Miramar is now home to a diverse creative community. More than 2,000 Weta Group employees, clients, contractors.



AFFILIATED COMPANIES



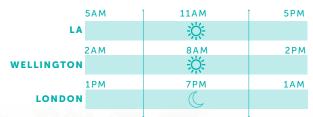
We deliver product to set anywhere in the world

Wētā Workshop sends crew and products to service productions around the globe.

We work across multiple time zones from our base in Wellington.

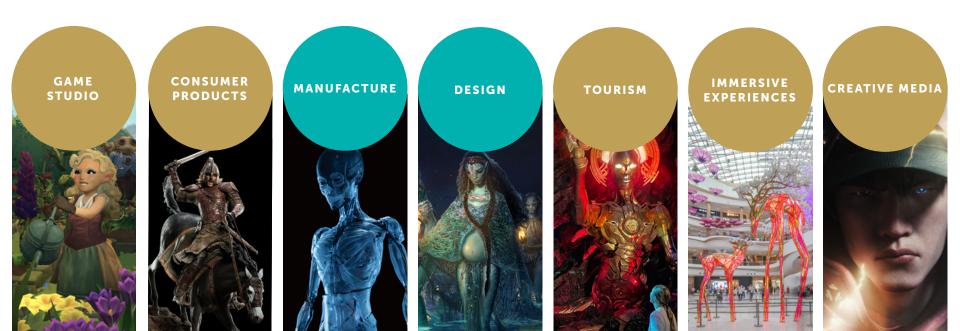
No matter where you are in the world, we are just a call or email away.

Travel times and time zones

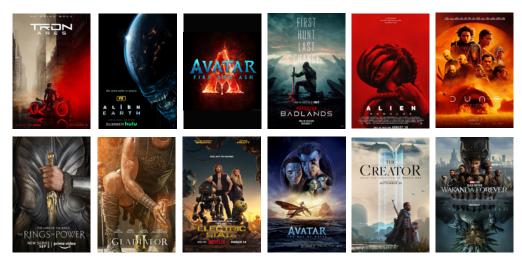




We are an **arts and entertainment** company.



Our filmography. Recent & upcoming projects.



Mulan • Avatar Sequels • Blade Runner 2049 • The Wandering Earth • The Expanse • Mad Max: Fury Road • Spectral • Mortal Engines • Thor: Love and Thunder • Ghost in the Shell • Saban's Power Rangers • I am Mother • Krampus • District 9 • The Chronicles Of Narnia • Braindead • Pacific Rim: Uprising • Pearl • The Creator • The Lord of the Rings • Chappie • Dracula Untold • Cocaine Bear • The Hobbit • The Adventures of Tin Tin • Dune • 30 Days of Night • King Kong • And More!

Genres we love

What gets us up in the morning? **Unique, powerful genre storytelling.** Our techniques and processes have been honed across 30 years of horror, fantasy, and science fiction filmmaking, giving us unparalleled capability across properties.





Filmography.

We're passionate about helping filmmakers tell extraordinary, visually compelling stories.

Over the past 30+ years, we've had the privilege to work on many incredible projects.



We do intimate.

We do epic.

Big picture to finest detail.

We take on exciting projects of every scale. Our creative solutions are tailormade to your needs.



2019 I Am Mother

Bespoke creature suit design & fabrication

2015 Furious 7

Single miniature & photography



2019 The Wandering Earth

Set of 19 tech suits with domed helmets

2017 Blade Runner 2049

Keyframe illustrations, three major miniatures & photography

2016 Spectral

Design & fabrication of costumes, props & weapons for main characters



2017 Ghost in the Shell

Design & world building, props, weapons, vehicles, miniatures & specialty costumes

2009 Avatar

Design & world building, large and smallscale props, weapons & specialty costumes

2001-2003 The Lord of the Rings trilogy

Design, armour, weapons, creatures, special make-up effects & miniatures



CREATIVE DEVELOPMENT

- Pitch packaging
- Key scene illustrations
- Ideas generation
- Augmented images
- Moodboards

CONCEPT

- Key scene illustrations
- Environment
- Character
- Creature
- Costume
- Props
- 2D & 3D design

DESIGN FOR MANUFACTURE

- Organizational charts
- 3D models
- Orthographics
- Technical packs
- Logos



Your conceptual creative partner.

Our Design Studio is a **33-strong collective of designers, art directors, writers, and production managers**. Together, we are a brain-trust of creative expertise.

Wētā Workshop has a proud track record of designing **iconic**, **memorable characters and settings** for the screen.

From pitch packages and creative consulting to conceptualising entire worlds, our Design Studio can create original, captivating content for any stage of a production. From first idea to fully realised script.

Passion for the story lies at the heart of what we do. We are dedicated to delivering creatively excellent work, in service to your vision.

Work with us and we will elevate your film or television project to an extraordinary place.

Security & confidentiality

Weta Workshop is a high security facility. Online and on the ground, we protect your data around the clock.

We welcome regular industry audits to ensure we are following best practice.

Our security measures are robust, and include:

- · State-of-the-art firewall system
- Data encryption
- Private server
- Key-card access
- CCTV & security patrols
- Non-disclosure agreements
- End-point protection software
- Photo ID badges
- Two-factor authentication



Concept design Dream it? We'll design it

Drawing on decades of cumulative technical and storytelling experience, our team of talented artists work with you to realise your vision.

We are experts in the art of visualising believable cultures, worlds, and the characters that inhabit them. From cinematic scene illustrations to intricate props, weapons, and costumes, our artists develop aesthetic and thematic rules to underpin storytelling.

Original, high-quality, impactful design.

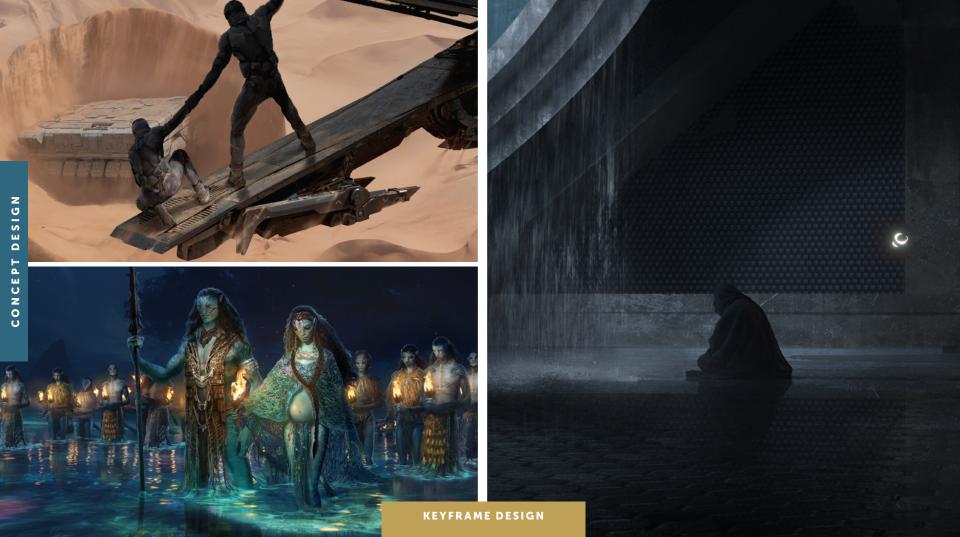
Powerful concept design starts with technical expertise.

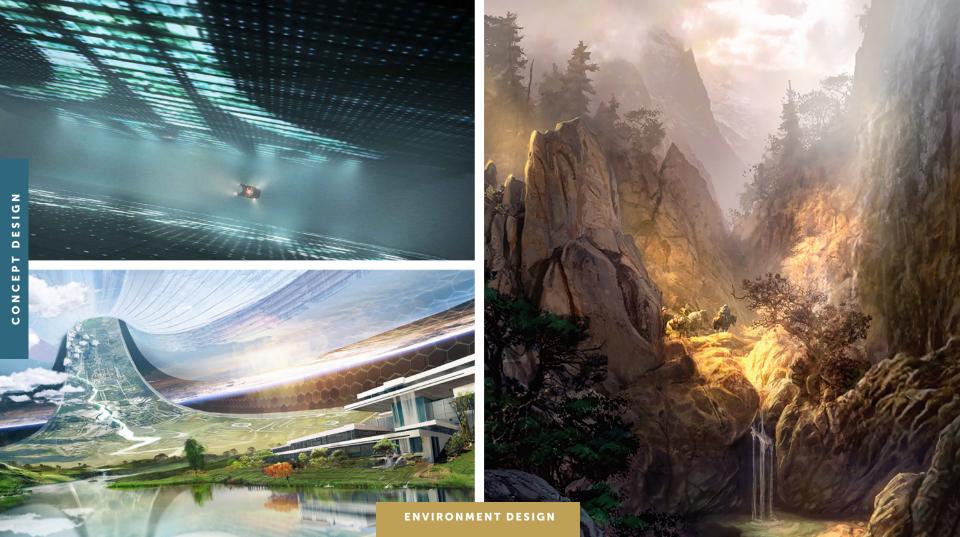
Our Design Studio is skilled in a broad range of 2D and 3D software including ZBrush and the Adobe Suite, as well as traditional mediums. From ultra-stylised to highly realistic, we have the capability to deliver work in a range of artistic styles.

Our concept art is as deep as it is diverse.

In service to your story, our goal is to deliver a visual expression of your world that feels fresh, exciting, and wholly original. Something you've never seen before.

These pivotal defining images set the tone and the brief for what's to come next.















"In filmmaking you do touch technology, science, and art. (Wētā Workshop CEO) Richard Taylor seemed like someone I really wanted to be involved with and have his team work on the film. Not just to make stuff but to talk to about it."

-Rupert Sanders, Director







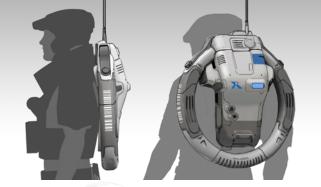












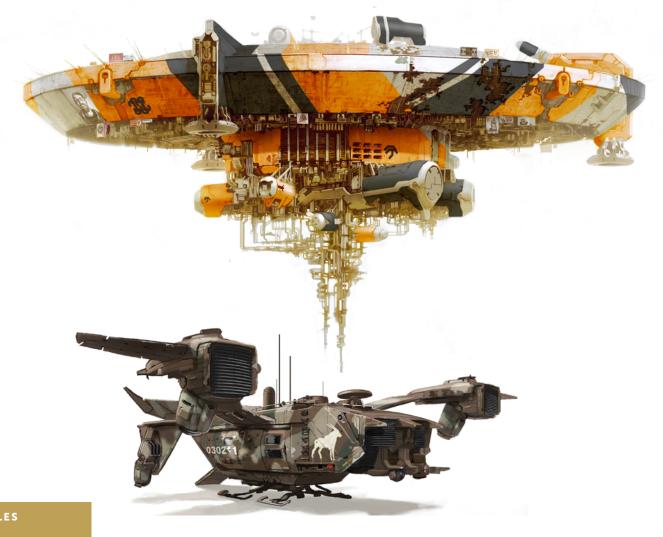






















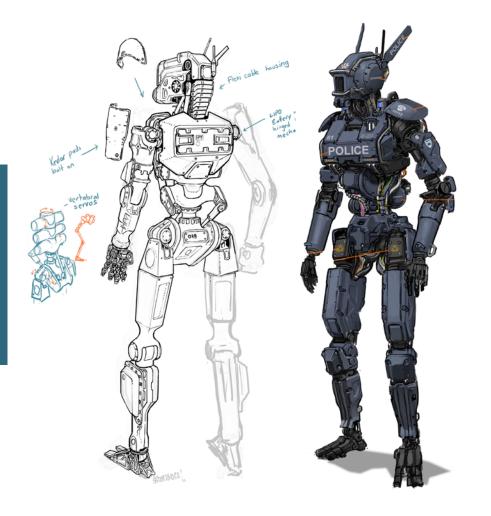
VFX DESIGN & VISUALISATIONS

Adapting designs for VFX Enhancement

We are experienced in the art of incorporating VFX elements into physical designs, providing filmmakers with a complete reference for digital effects.

Once a final design has been selected, we explore how the digitally altered components will integrate with the material of the prop, costume, or actor themselves. Areas of negative space, incorporated seamlessly into the design, indicate the placement of tracking markers which will allow VFX to be applied.

Additionally, we work closely with VFX vendors to illustrate and resolve technical sequences, creating detailed previz to inform the VFX process.



Design for manufactureDesign that works for set

It's one thing to design. It's another to make that design a reality. We are a design studio and manufacturing facility in one, making us experts at developing ideas that work for set.

Our Design for Manufacture pipeline is the bridge between first concept and final build. Once a piece of concept art has been approved, a final layer of design is applied to resolve how it will be fabricated.

"Just because it can be drawn, doesn't mean it can be built. Our Design for Manufacture pipeline has the capability to take a concept and deliver it to the workshop floor, ready to be brought to life."

Ben Hawker, Art Director Wētā Workshop, Design Studio



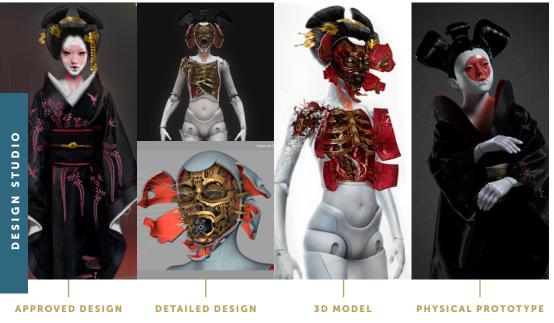


Design for manufactureOne cohesive pipeline

With 25 years of practical industry experience, we understand the complexities of bringing fictional stories to life on screen. Our artists and technicians have the capacity and capability to resolve the technical requirements that allow a design to become fully functional for a film or television show. Our Design for Manufacture pipeline ends with the production of a physical prototype that serves as a blueprint for manufacture. Just two steps away from that pipeline is our workshop, ready to make it real.



GHOST THE SHELL



The painted, 3D-printed physical prototype mask, worn with costume design and constructed by the on-set costume.

"Wētā Workshop – that's an asset that's unique in the world."

- Michael Costigan, Executive Producer, Ghost in the Shell Design Studio



Designing the geisha for our manufacture pipeline

DETAILED 2D DESIGNS

Once a final design is approved, we create a series of detailed 2D designs to demonstrate how the character will perform in-camera. These serve as the reference for a 3D model to be built

3D MODEL

Through 3D modelling, we resolve how the item is manufactured and account for complexities such as articulated or interactive components.

PHYSICAL PROTOTYPE

Using 3D printing, we create physical prototypes to test fit or form, or send internationally for client review. With our in-house 3D printing capabilities, we can quickly and efficiently produce as many as required.

Designing for manufacture

Charts & Schematics



40

FOOT SOLDIERS

ARMOUR, SPEAR, SWORD, SHIELD



15

LONGBOW ARCHERS



ARMOUR, BOW, QUIVER, SWORD, SHIELD



5

CROSSBOW ARCHERS

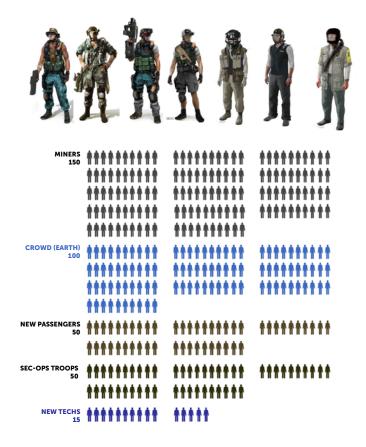
ARMOUR, CROSSBOW, BOLTS, SWORD, SHIELD



ARMOUR, BARDING, BOW, QUIVER, SWORD, SHIELD

CAVALRY





Creative Development Building worlds with meaning

Our collective of art directors, designers, writers, and creative thinkers are passionate, accomplished world-builders. Together, we provide a one-stop collaborative resource for the creative development of a project.

From pitch packages and visual exploration to creating entire worlds from soil to sky, we work side-by-side with writers, directors, and production designers to establish a unique look and feel for their vision.

FOR US, IT'S ALL ABOUT THE STORY

Culture. Society. History. Theme. We go deep to understand the creative potential of your project

By thoroughly understanding the diverse threads that make up a fictional world, our artists deliver exceptional designs that serve the demands of the story above all else.

Our holistic approach to creative development lays a solid foundation for rich, believable worlds that leave an impact long after the lights come on.



Creative Development

Pitch packages

Our Design Studio serves as a collaborative resource from the earliest stages of a project; even before it is greenlit. We work with filmmakers to create persuasive pitch packages from any idea or script.

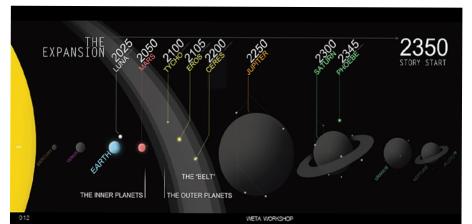
Evocative, deeply researched, and highly polished, these rich production bibles help to inform the aesthetic, tone, and narrative direction of a show.















MANUFACTURE

A HUB OF INNOVATION WITH AN ARTISAN SPIRIT

"For practical effects, we worked with the best of the best, New Zealand's Wētā Workshop."

- Frant Gwo, Director - The Wandering Earth

A Hub of Innovation with an Artisan Spirit

Just a few feet away from our Design Studio sits a powerful manufacturing facility, ready to bring your world to life.

Wētā Workshop is unique in that we have the ability to build everything we design. Across our 30 years of operation, we've designed and delivered tens of thousands of prosthetics, suits of armour, weapons, vehicles, massive shooting miniatures, physical creatures, and costumes.

With a full suite of manufacturing departments housed in one facility, we have the technology and the techniques to execute any creative brief, right through to delivery on set, anywhere in the world.

Artistry and craftsmanship form the backbone of everything we create.



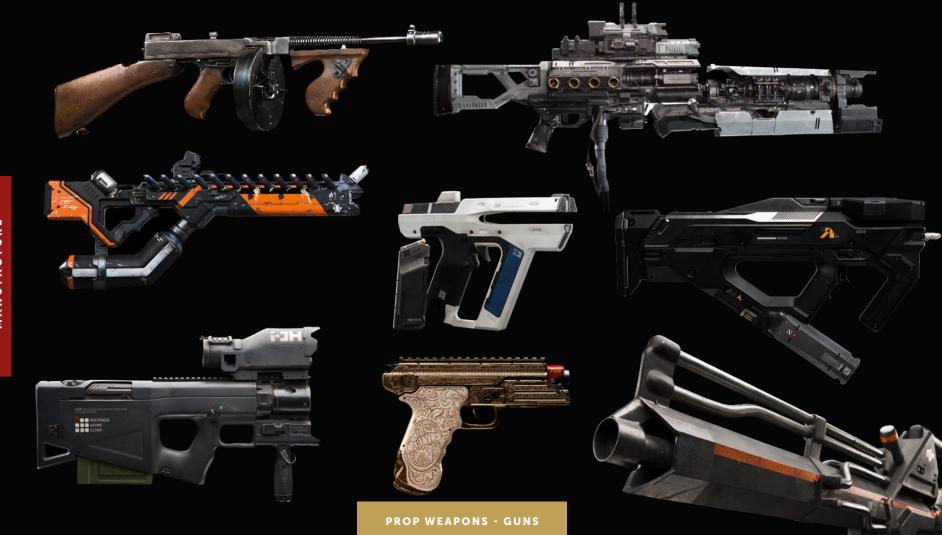


3D Printing capabilities

By investing in 3D printing technology and extensive R&D, we have redefined what is creatively possible for our manufacturing projects.

Our capabilities include:

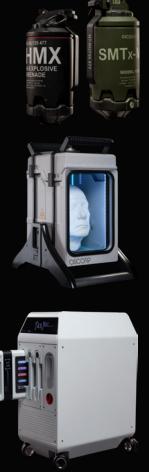
- More than 30 3D printers, operated by our highly trained technicians.
- In-depth knowledge of large-scale 3D printing methodologies.
- The ability to take on large-scale projects of both depth and breadth.
- 3D printing in a range of materials, including resins, sintered nylon, and titanium.













































































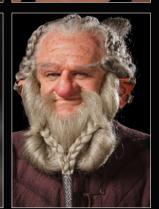


































































VES Award

OUTSTANDING MODEL IN A PHOTOREAL OR ANIMATED PROJECT

We were proud to receive a VES Award for our work on Blade Runner 2049. Standing at 4.5 metres tall, the L.A.P.D building was the largest of the 38 structures crafted by our Miniatures crew for the film.

Crew members: Steven Saunders, Joaquin Loyzaga, Christopher Menges, and Alex Funke (pictured) collected the award in 2018.



















DESIGN STUDIO



3D MODELING



3D PRINT / MILL



MODEL MAKING



Workshops & Facilities



SCULPTING



PROSTHETICS



MAKE-UP FX



MOLDING



PAINT SHOP



COSTUME



CASTING



SWORD SMITHING



ANIMATRONICS



ENGINEERING



Production Management

ONE EXPERIENCED TEAM, DEDICATED TO YOUR PROJECT.

Our Design and Manufacturing divisions are supported by a full production team, facilitating each endeavour from brief through to execution and final delivery. "Professional, responsive and friendly, this experienced crew works closely with clients at all stages of their project, across all elements, providing a seamless line of communication between creator and client.

With our dedicated production managers and coordinators working with you every step of the way, we ensure your brief meets your specifications – and exceeds your expectations.

Media Production

BEHIND-THE-SCENES CONTENT, FROM THE INSIDE.

Embedded within Wētā Workshop, our Media Production team provides a range of creative and technical services for the publicity and marketing of your production. From longform documentaries to teasers and trailers, this multi-skilled team of photographers, videographers, creative directors, editors, and motion graphics artists have the capability to tell behind-the-scenes stories across many different formats.

With unfettered access to the Workshop and close proximity to the Wētā Group of Companies, we provide a unique, insider's view of the facilities and the people who make imaginary worlds a reality.

NZ SCREEN PRODUCTION REBATE: 20%

POST, DIGITAL AND VISUAL EFFECTS REBATE (PDV)

Eligible productions, filming outside of New Zealand can access a cash rebate equivalent to 20% of Qualifying New Zealand

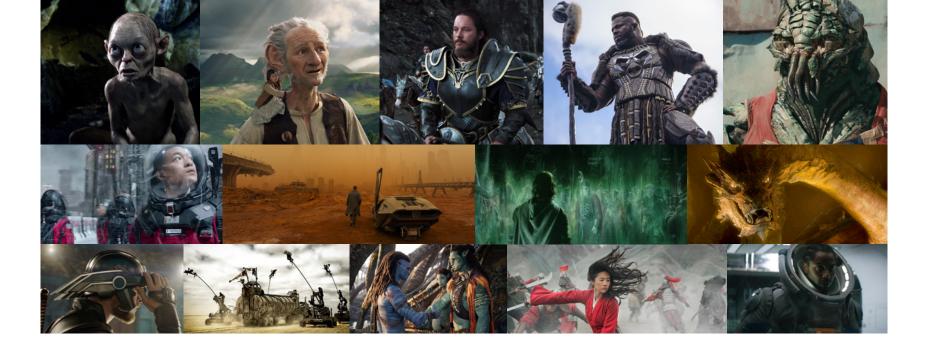
Wētā Workshop Design and Manufacture work can qualify for the PDV – ask us how!

NZ SCREEN PRODUCTION REBATE FOR INTERNATIONAL PRODUCTIONS

International Productions, filming in New Zealand, may access a cash rebate of 20% of QNZPE.

A 5% Uplift can also be accessed, if they can demonstrate significant economic benefits to New Zealand





Contact us



DANIELLE PRESTIDGE

Head of Business Development

Creative Services

danielle.prestidge@wetaworkshop.co.nz

AMIRIA RANFURLY

New Business Coordinator

Creative Services

amiria.ranfurly@wetaworkshop.co.nz