



Design for Game



What we're covering

- Who we are
- What we do
- How we can help
- Our work





We design. We build. We innovate.

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 40 years, we have applied our creativity and craftsmanship to the world's entertainment industries.

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



5

Academy Awards®



3

Themed Entertainment Awards



4

BAFTA Awards



4

Las Vegas Film Critics' Society Awards™



3

BEST Design Awards



1

Export Year Honorary Award



4

New Zealand Film Awards



3

Sitges Film Festival Awards



3

VES Awards
(Visual Effects Society)



1

World Entrepreneur of the Year Award



1

King Vidor Award



1

Queen's Honours, KNZM

We are an arts and entertainment company.

Creative
Media

Immersive
Experiences

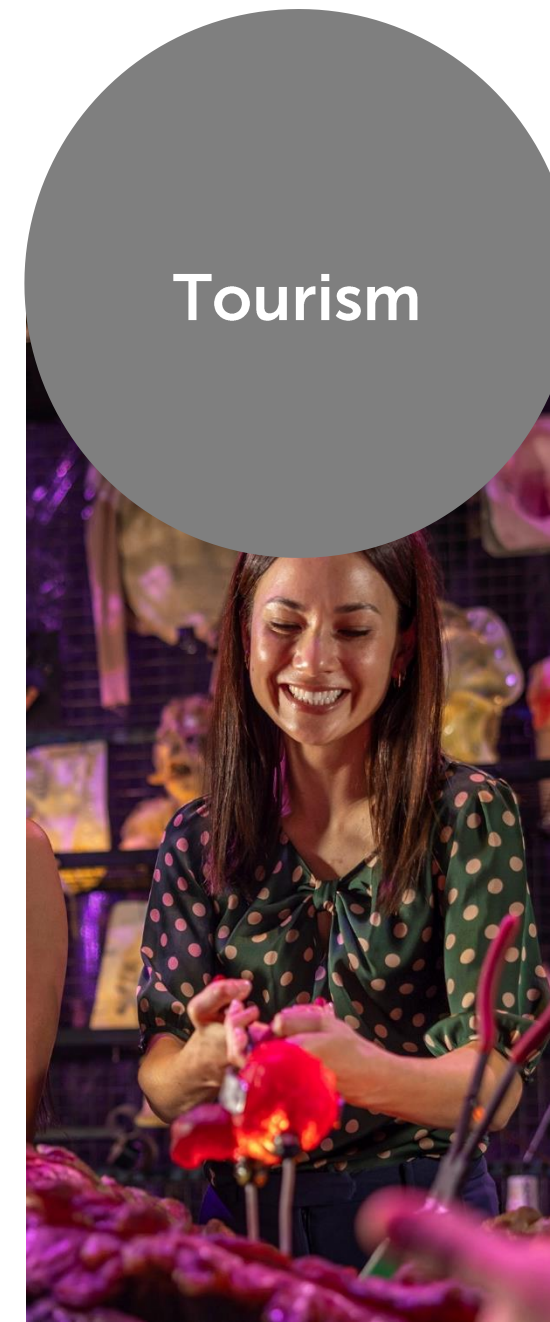
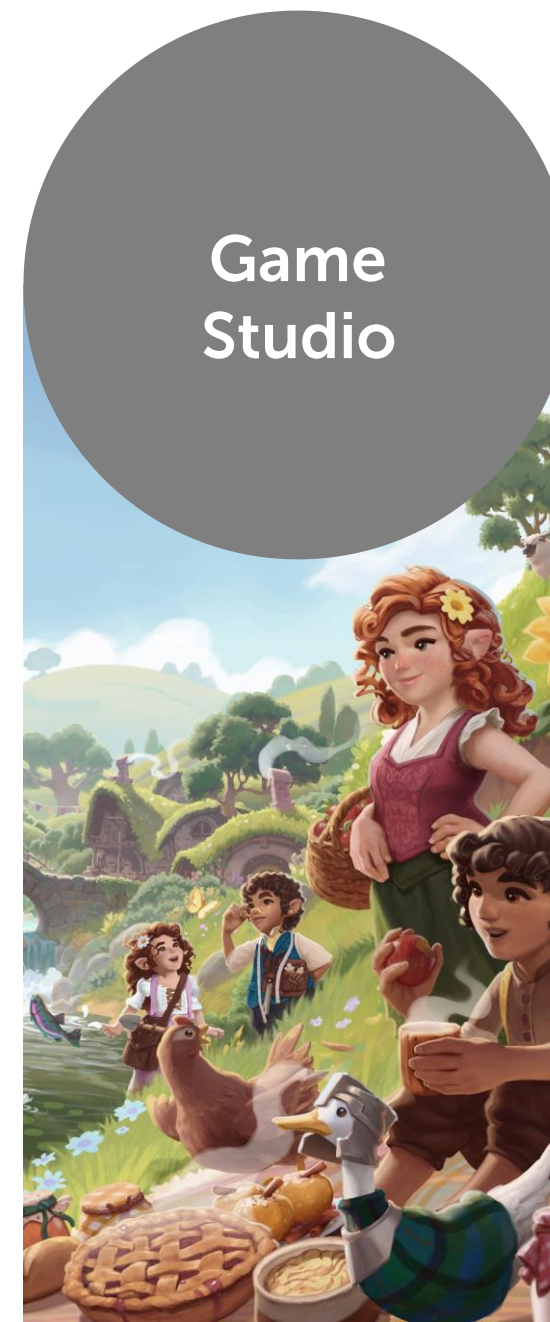
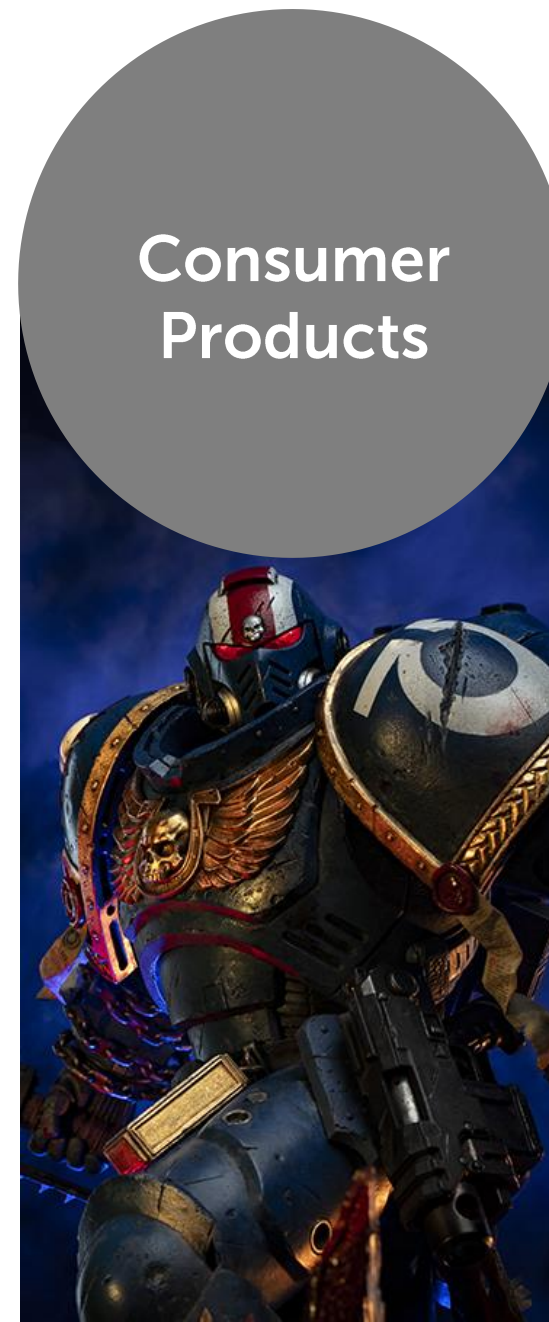
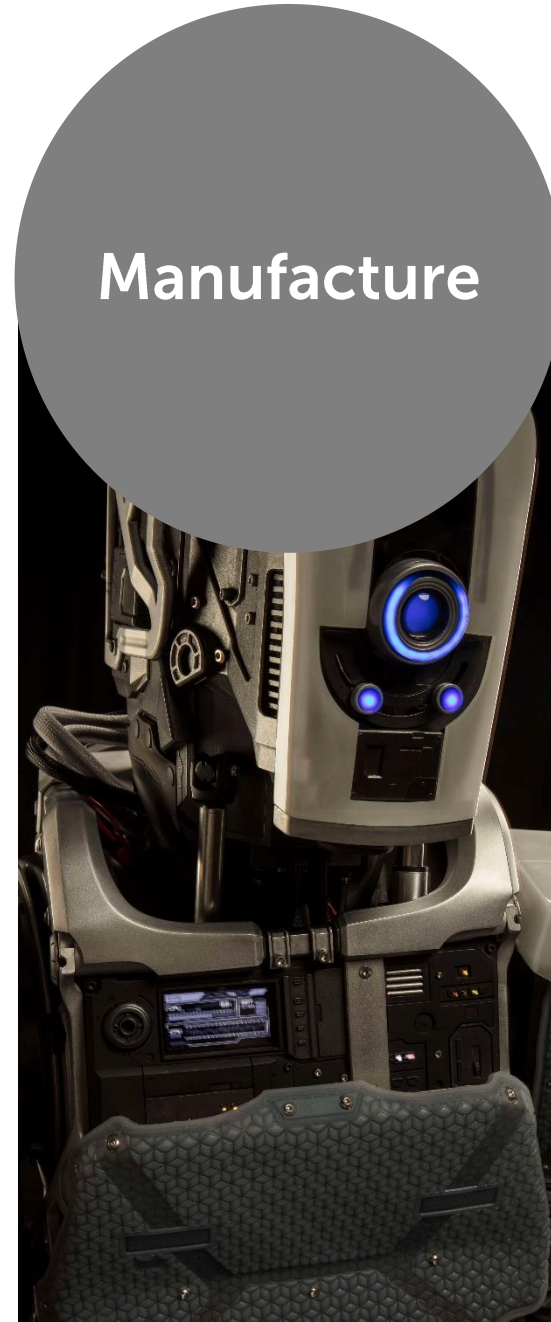
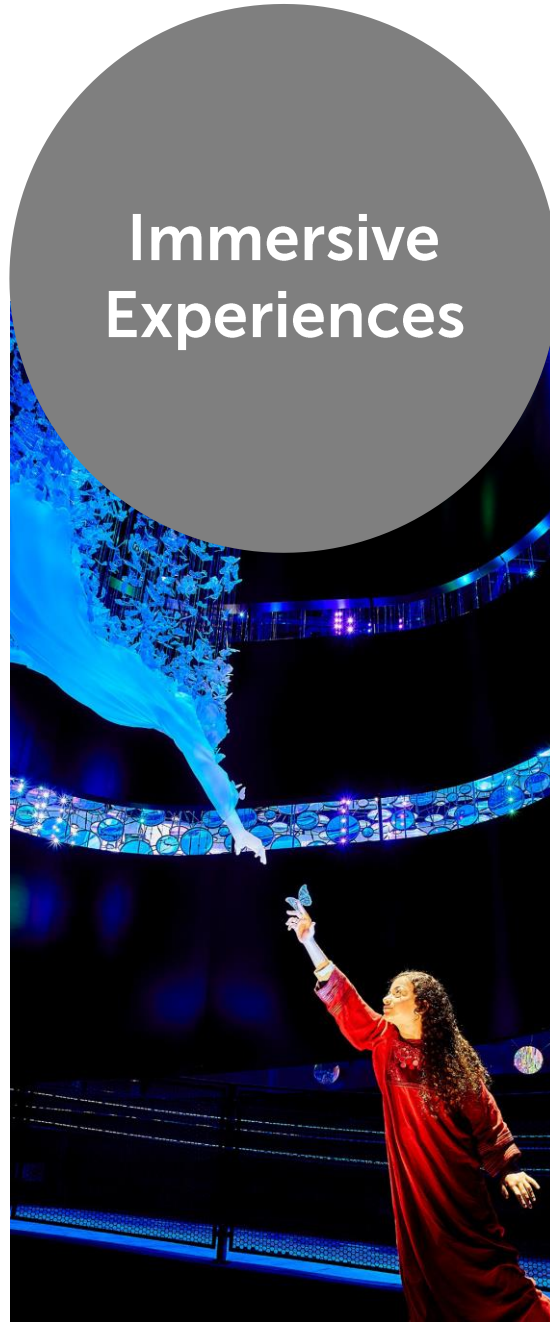
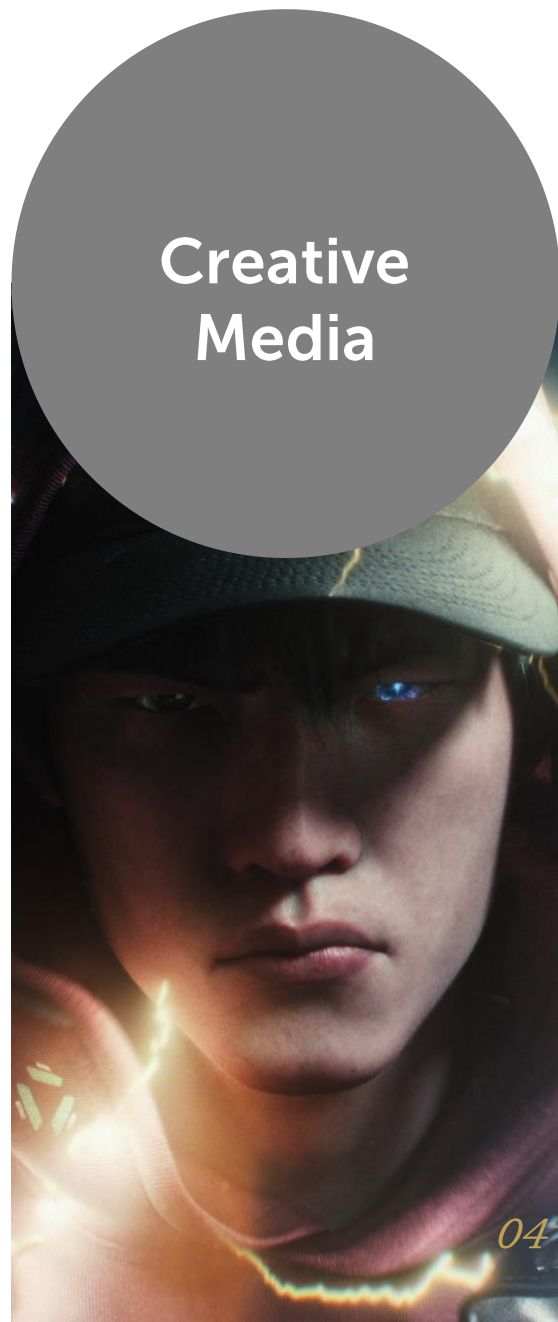
Manufacture

Design
Studio

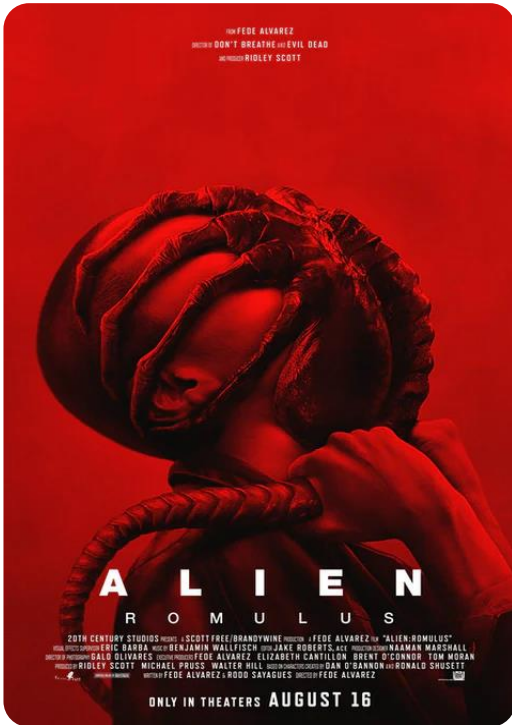
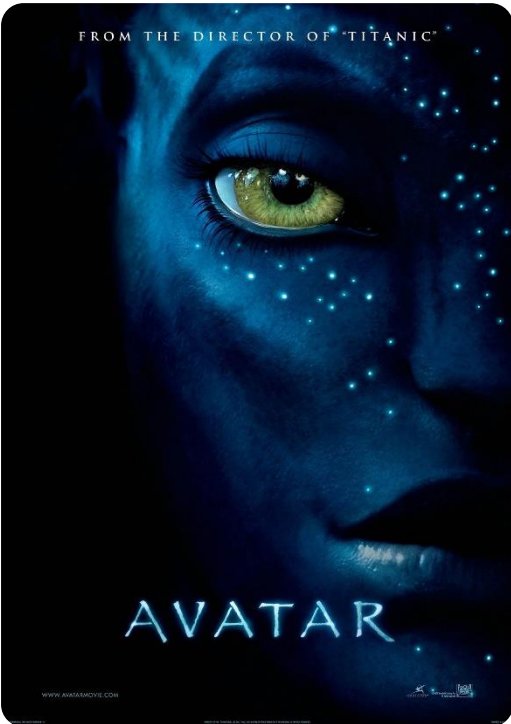
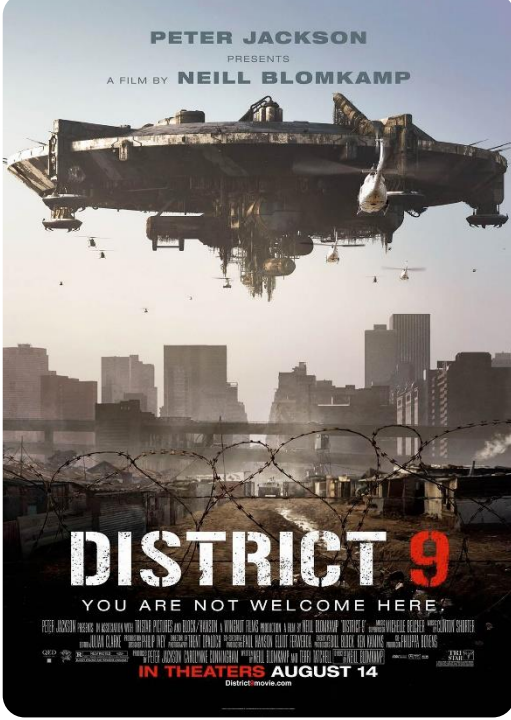
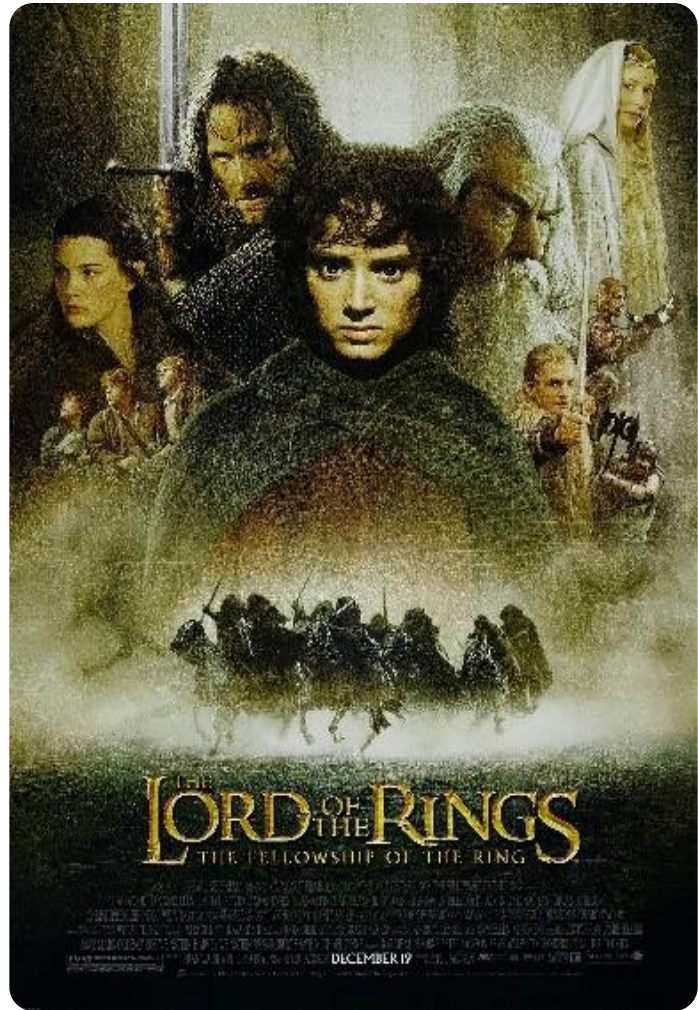
Consumer
Products

Game
Studio

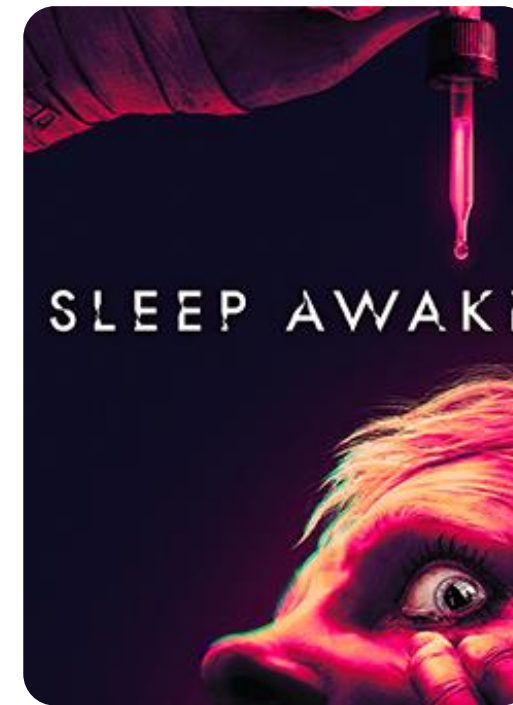
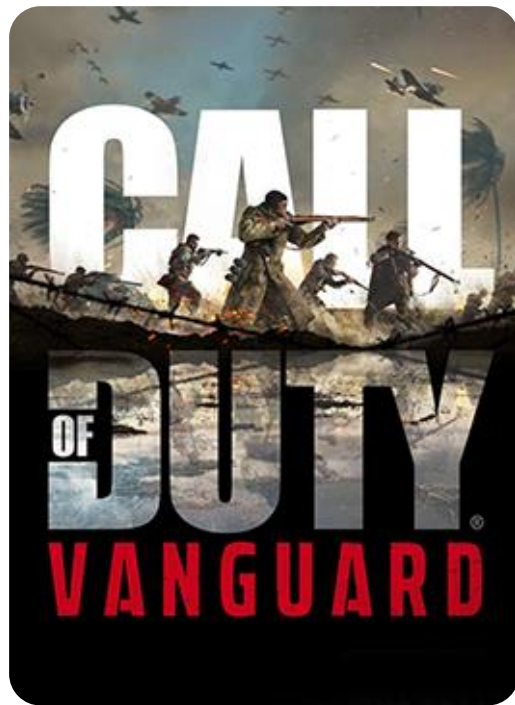
Tourism



What we're known for



Games we've helped shape



Unannounced AAA Titles

FANTASY

SCI-FI

STRATEGY

ORIGINAL
IP

World-class visual development & concept design for games

- Creative partner
- In-house studio
- Scalable team
- Diverse skillset



Our leadership team



Gallien Chanalet-Quercy
Operations Manager



Talei Searell
Supervising Production Manager



Brooklyn Dineen
Senior Production Manager



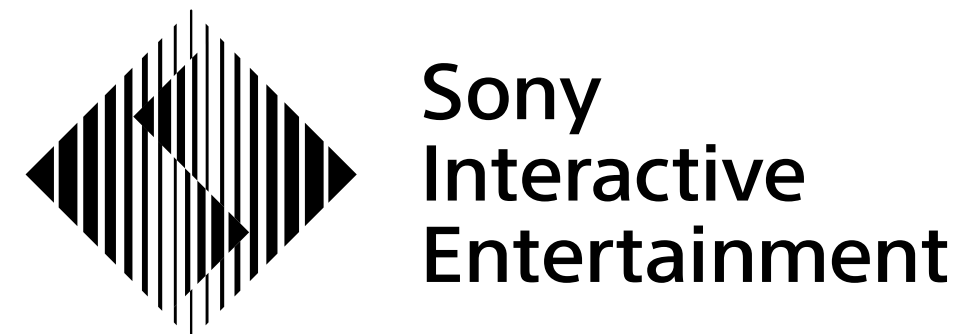
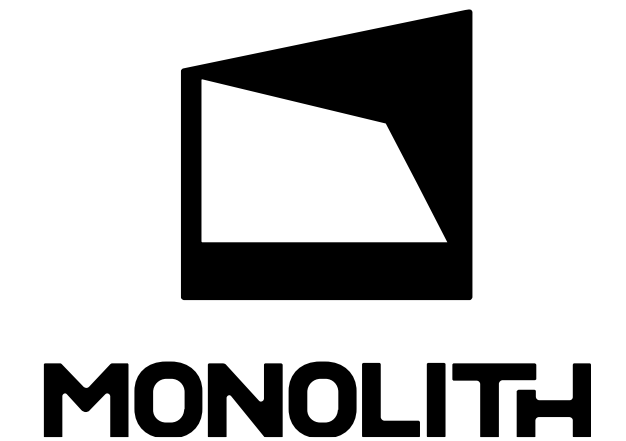
Vaughan Flanagan
Supervising Art Director



Rebekah Tisch
Supervising Art Director



Stephen Crowe
Art Director



"Wētā Workshop's creativity and flexibility is top-notch. **We loved the collaborative** nature of the team and appreciated having a partner that wholeheartedly embraced the world-building process."



Alison Luhrs,
Creative Manager of
Worldbuilding
for Digital Publishing

"I had worked with a group of talented people at Wētā Workshop and experience was not only pleasant **but also inspiring.**"



Moon Bae,
Associate Art Director,
Outsourcing

We can support you during development.

Pre-Production

1. Creative Development

- Pitch art
- Design bibles
- World building

2. Concept Design

- Characters
- Costumes
- Creatures & robots
- Props/weapons
- Vehicles
- Environments
- Key Art
- In-game visuals
- Graphics & logos
- Skins & orthographics

Production

3. 3D Production

- 3D Concept models
- Orthographic

Late-Production

4. Concept design

- Skins
- Seasonal content
- Premium DLC assets

5. Marketing Assets

- Key visuals for press
- Stylized visuals

Post-Release

6. DLC & Events

- Post-launch asset packs
- New assets; characters/maps

Collaboration across all phases including Marketing

SKETCHES

Phone



Desktop



Icon



Banner



DEVELOPMENT

Phone



Desktop



REFINE

Desktop



FINAL

Phone



Desktop



How we work



1. Research



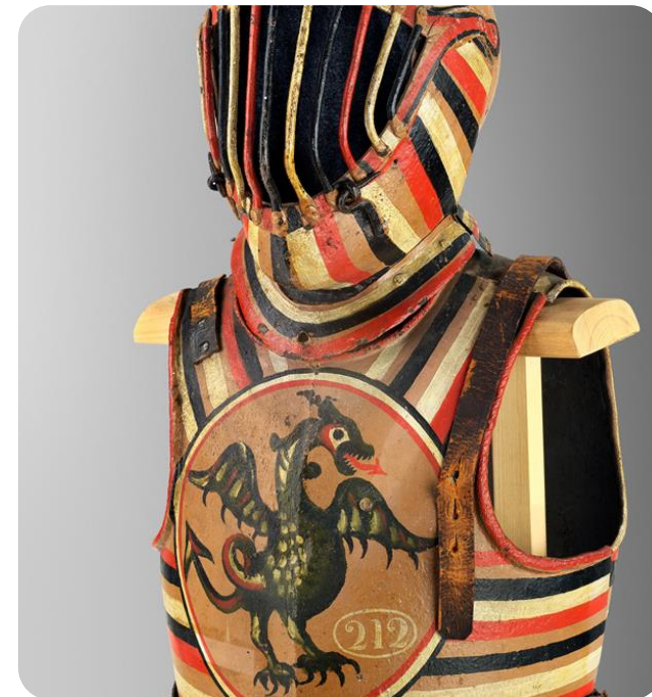
2. Exploration



3. Key art

CREATIVE DEVELOPMENT

RESEARCH



EXPLORATION



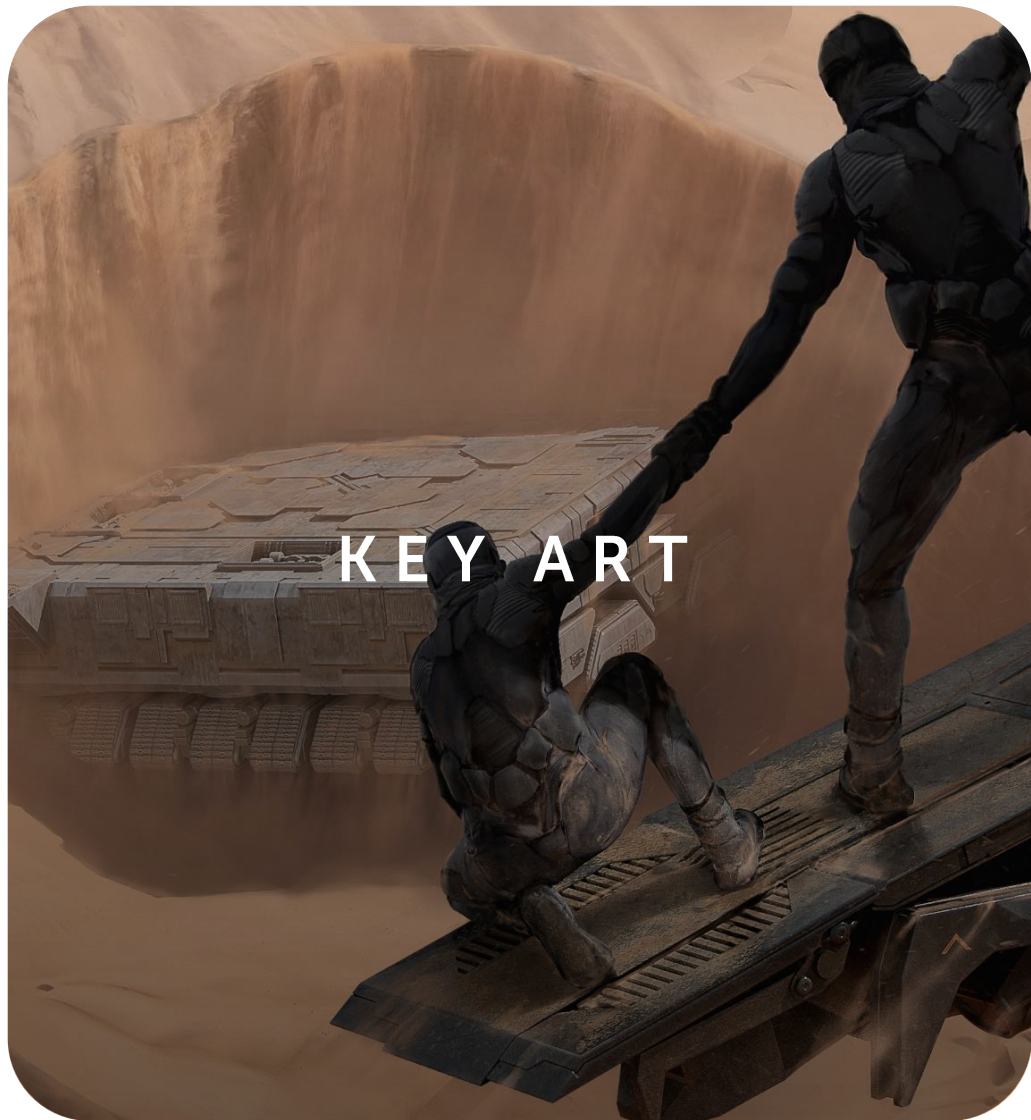
CREATIVE DEVELOPMENT

3D KNIGHTS



KEY ART





KEY ART



ENVIRONMENTS



PROPS



VEHICLES



CHARACTERS &
COSTUMES



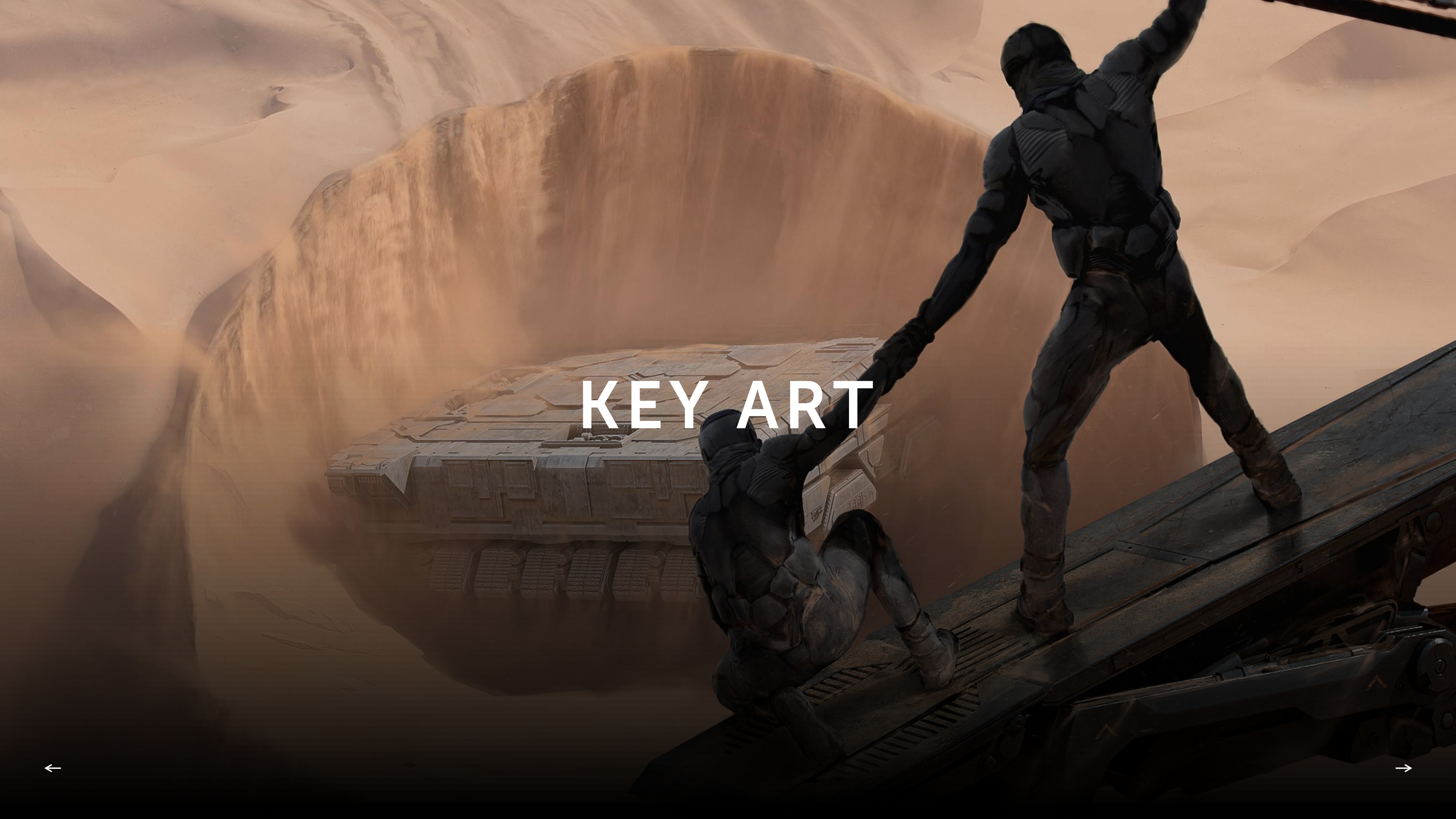
CREATURES &
ROBOTS



SKINS &
GRAPHICS



VFX & MOTION
STUDIES

A cinematic key art illustration featuring Iron Man and War Machine in a vast, arid desert canyon. Iron Man is positioned on the right, standing on a dark, metallic ledge and reaching out towards War Machine. War Machine is on the left, crouched on the same ledge and looking towards a large, ancient stone structure in the distance. The structure is partially obscured by a massive, cascading waterfall of sand. The scene is bathed in a warm, golden light, creating a sense of mystery and adventure. The text "KEY ART" is centered in the middle of the image in a bold, white, sans-serif font.

KEY ART





GODZILLA
KING OF THE MONSTERS





OPEN

Tales of the Shire

A THE LORD OF THE RINGS™ GAME





← AVATAR →
THE WAY OF WATER

A detailed, painterly illustration of a fantastical landscape. In the foreground, a winding river flows through terraced fields. In the middle ground, a large, ornate temple structure with a golden dome sits on a small island. In the background, a massive, floating city with intricate architecture and a large circular opening is visible. The scene is set against a backdrop of steep, rocky cliffs and a hazy, golden sky. The word "ENVIRONMENTS" is centered in the middle of the image in a large, white, sans-serif font.

ENVIRONMENTS





GODZILLA
KING OF THE MONSTERS





**BLADE
RUNNER
2049**





THE WAR of the
ROHIRRIM





Tales
of the Shire

SAINT 20



SKIMBERT 2.1

Tales
of the Shire







+ ———— ✦ ———— +
ASTEROID BOY

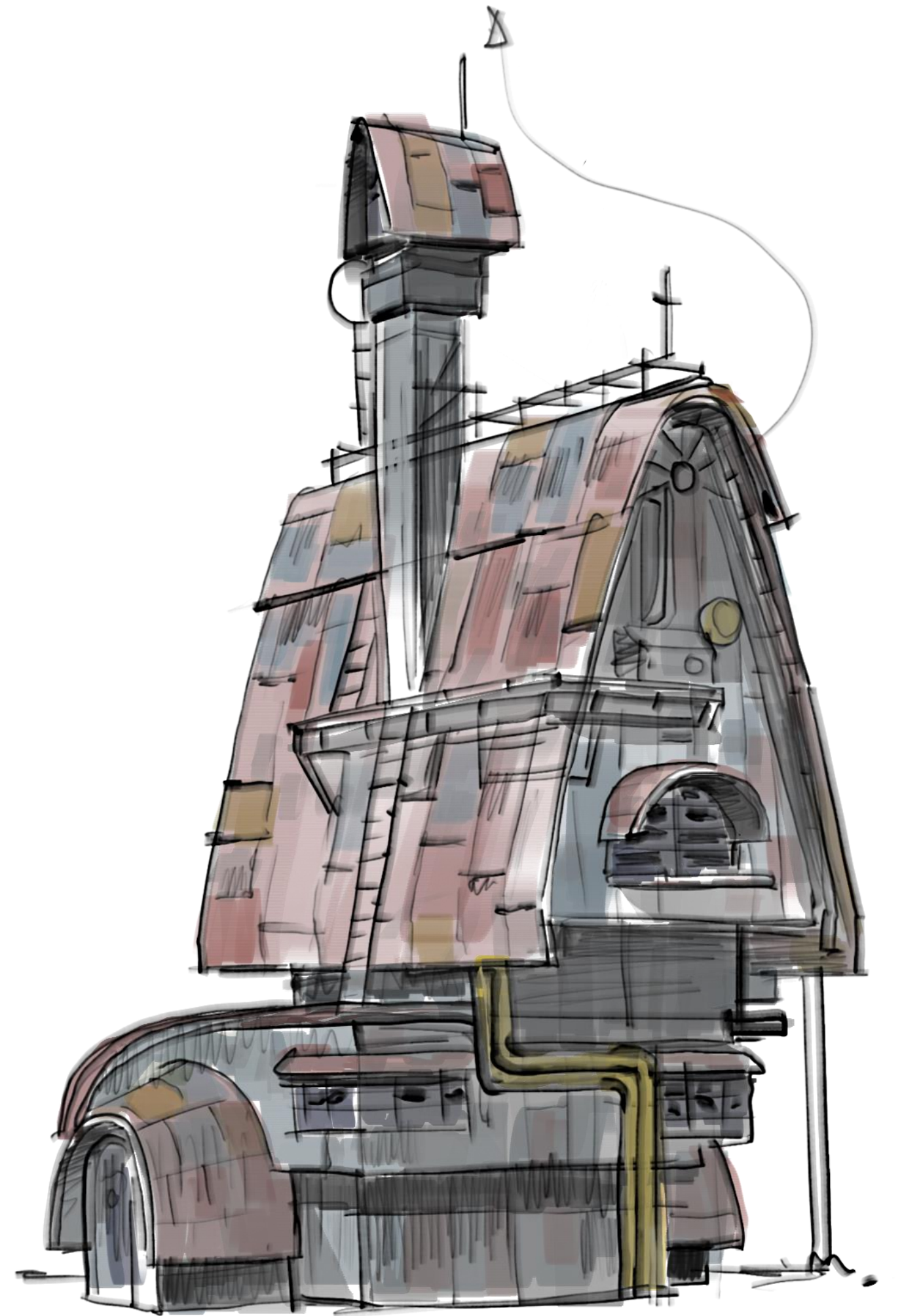
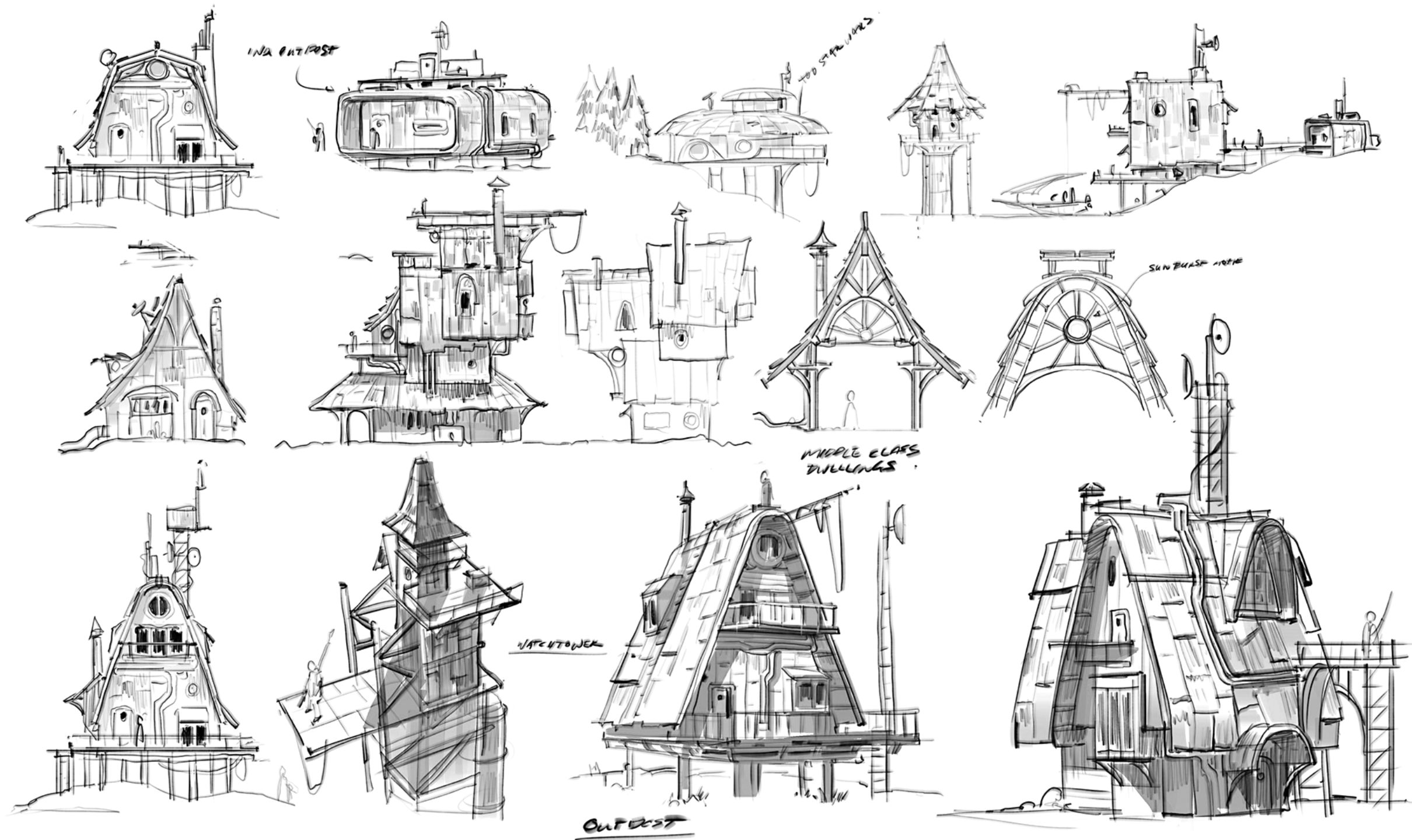




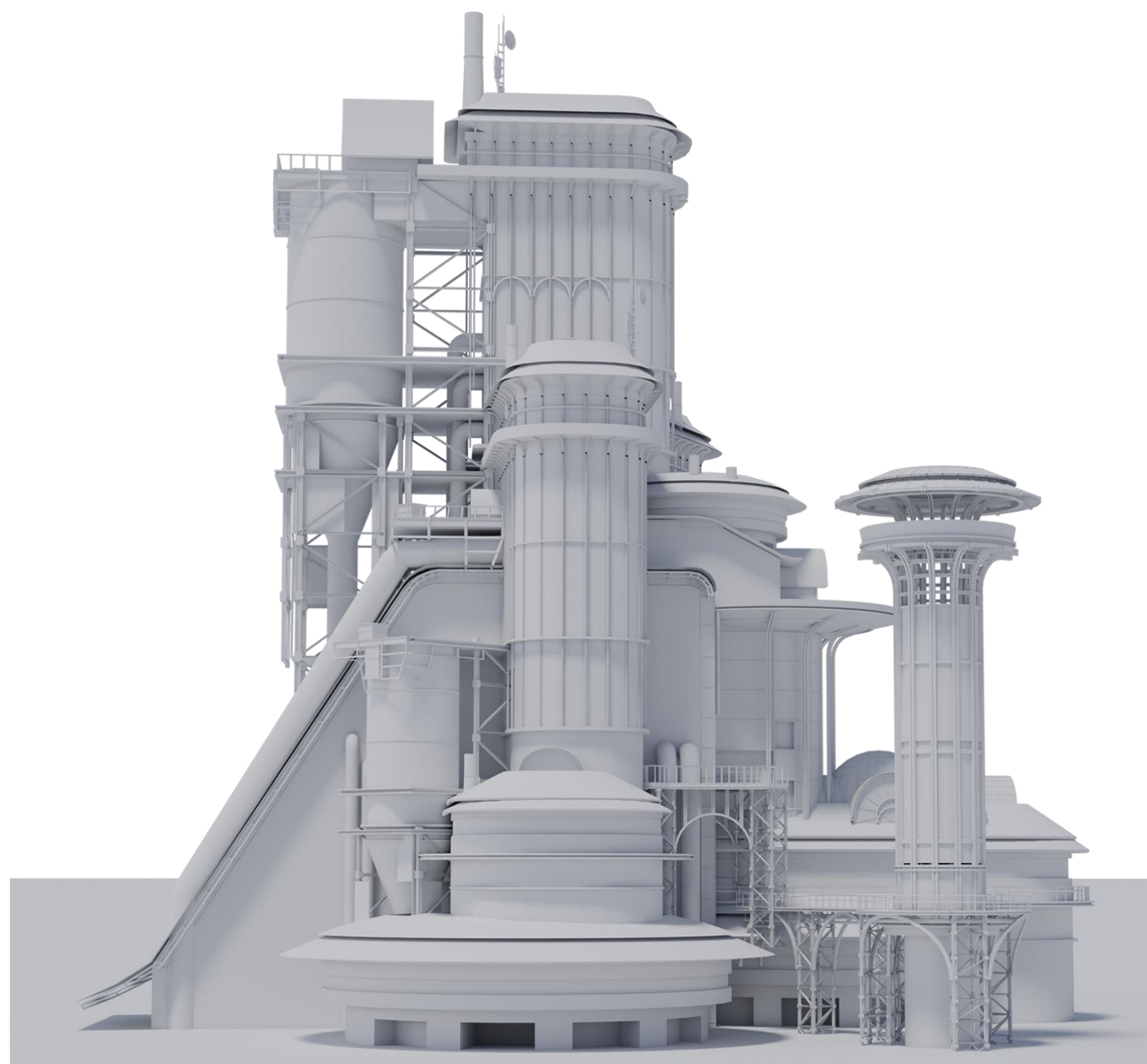
FATA
MORGANA



FATA MORGANA



FATA MORGANA





CHARACTERS





THE WAR of the ROHIRRIM

SOLDIER



SOLDIER



SOLDIER



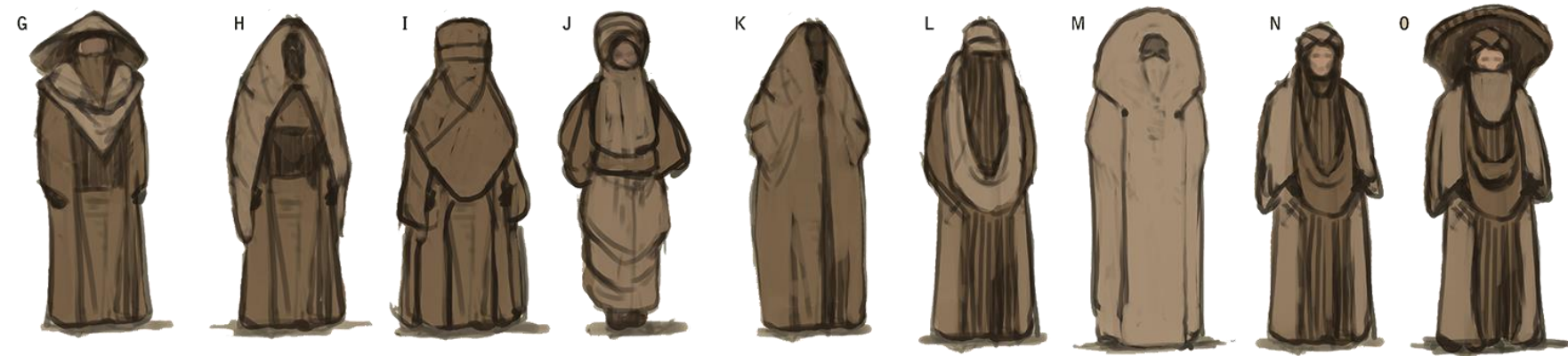
COMMANDER



MUMAKIL PILOT



د U n e





← **AVATAR**
THE WAY OF WATER →



FOUNDATION



← **THE
CREATOR** →

THE CREATOR



SNIPER

EXPLOSIVES EXPERT

SCOUT

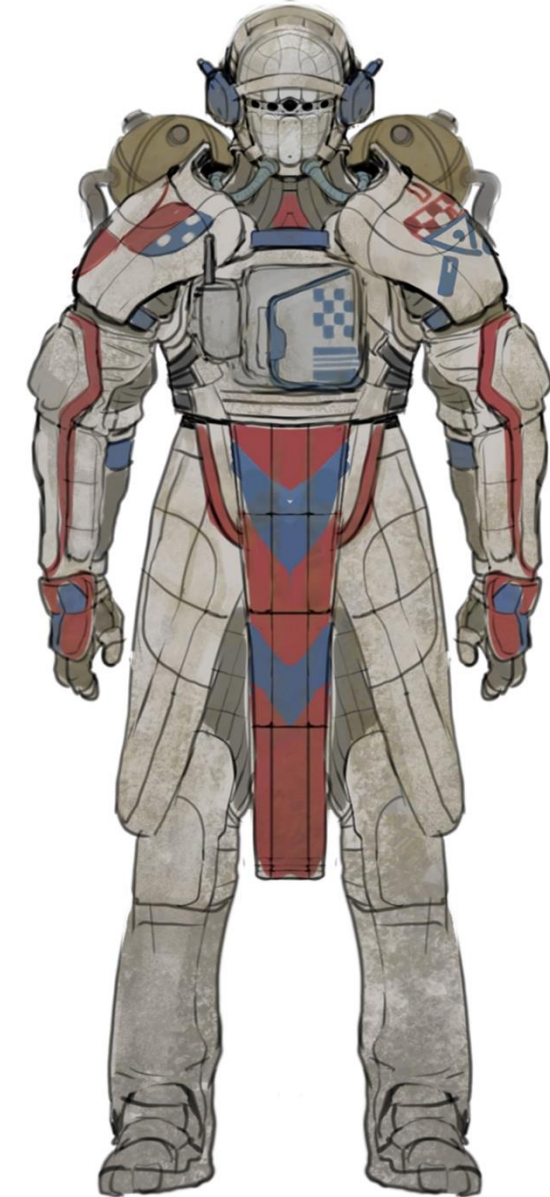


SQUAD LEAD

BREACHER



FATA MORGANA



FATA MORGANA

THE HIERARCHY OF TINTAGEL



ROYALTY
King & Queen



LORD OF THE GUILDS
Oversees all Labour & Trade.



CHIEF JUSTICE
Oversees Civil servants & Judicial system.



LORD PROTECTOR
Oversees defence of the Kingdom.



BARRONS & GUILDMASTERS



NOBILITY & CLERGY



KNIGHTS & ROYAL MAGES



MERCHANTS & GUILD MEMBERS



CLERKS & TAX COLLECTORS



COURT MAGES & GUARDS & SQUIRES



FARMERS / PEASANTS & NON-GUILD ARTISANS & PRACTITIONERS



APPRENTICES / PAGES

A flying dinosaur, possibly a Coelacanth, is shown in profile, flying towards the left. It has a long neck, a small head, and large, dark wings with prominent yellow and black wavy stripes. The background is a dramatic, stormy sky with dark, heavy clouds and several bright, jagged lightning bolts striking down. The word "CREATURES" is written in large, white, sans-serif capital letters across the center of the image, partially overlapping the dinosaur's wings and the lightning. At the bottom left corner, there is a small white left-pointing arrow, and at the bottom right corner, there is a small white right-pointing arrow.

CREATURES





ALTERED
CARBON



MIDDLE-EARTH
SHADOW
OF MORDOR





HANGING DORMANT,
AWAITING STIMULUS

SLATE

METAL

TENDON

BONE





JUMANJI
THE NEXT LEVEL





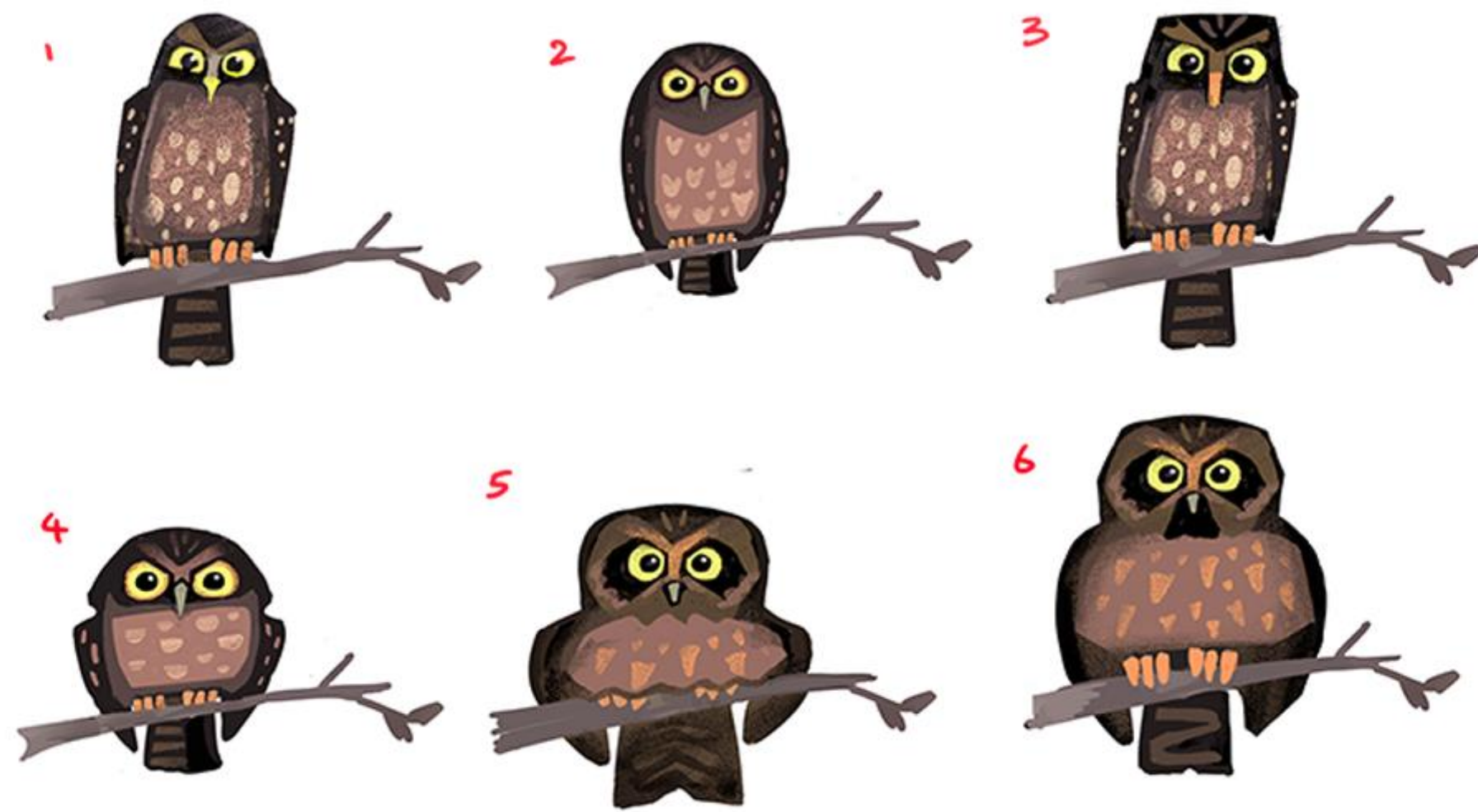
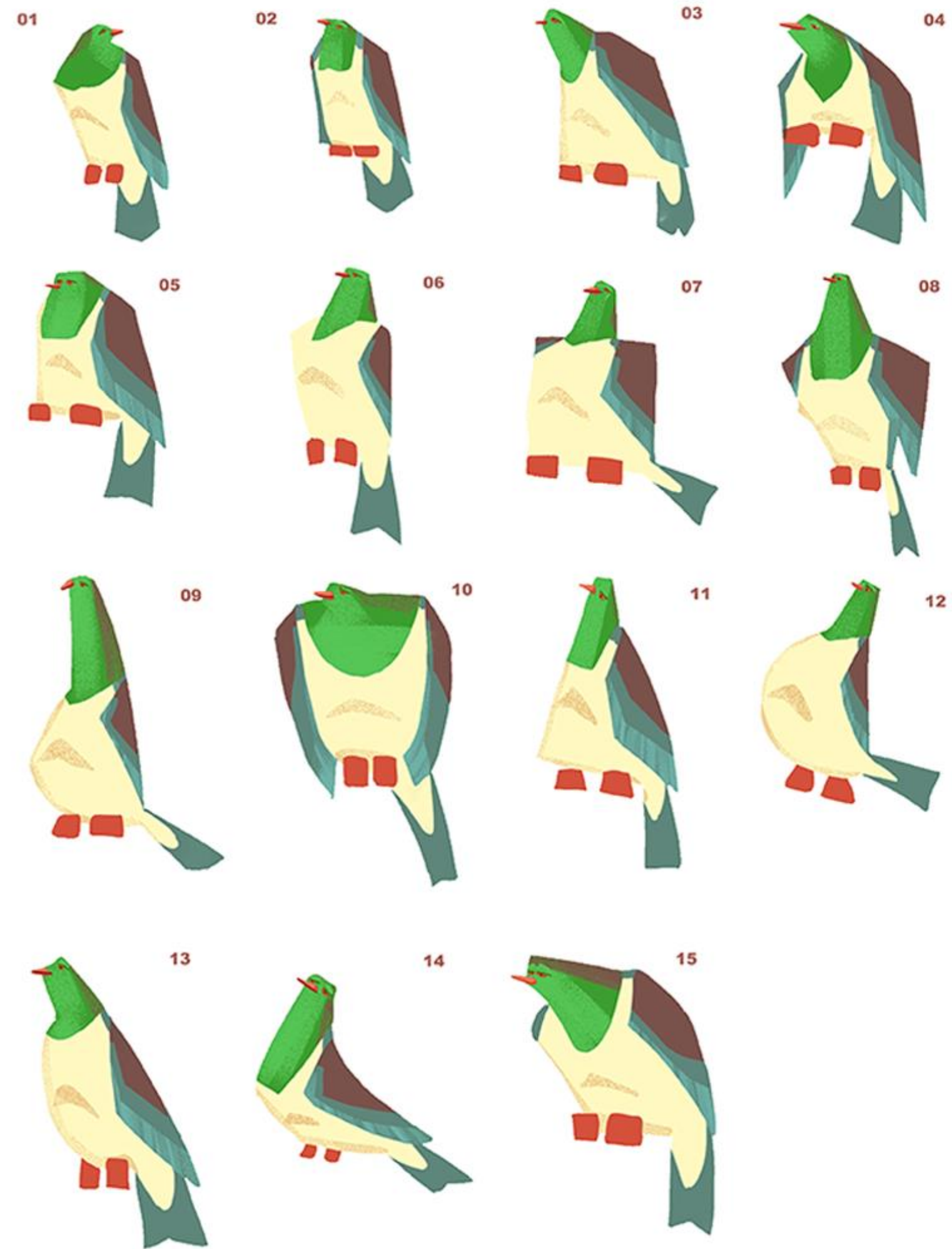
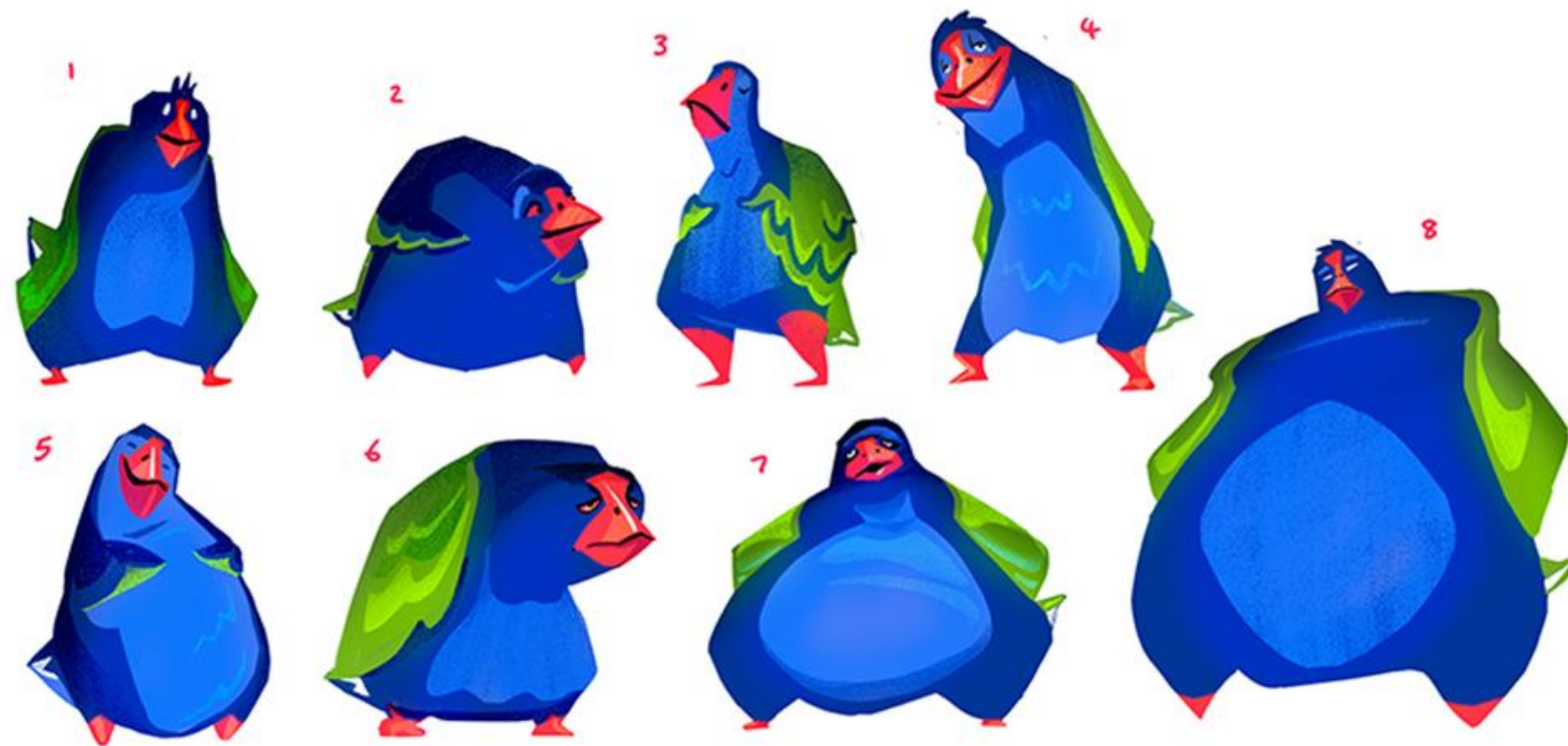
JUMANJI
THE NEXT LEVEL



GODZILLA*KONG
THE NEW EMPIRE



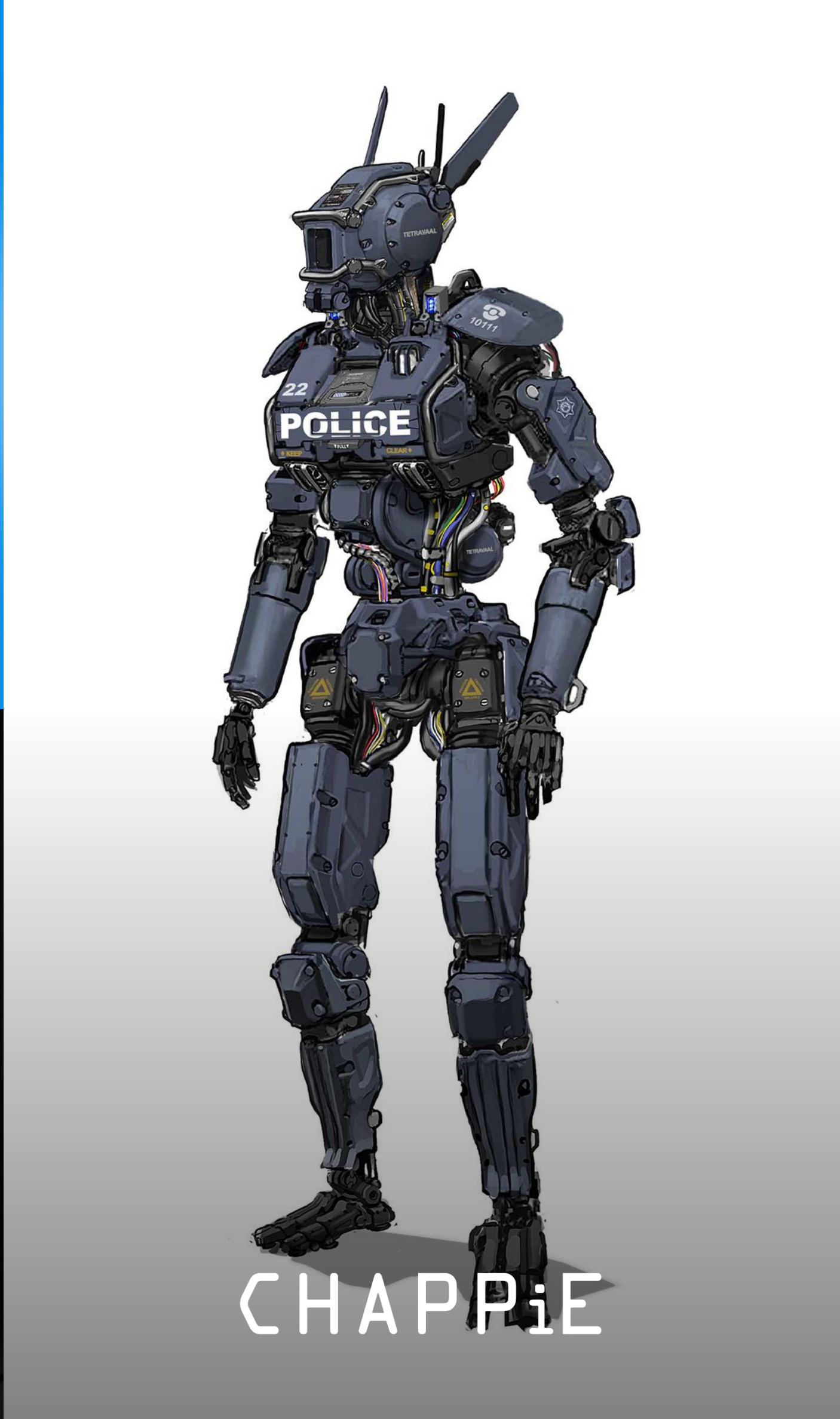
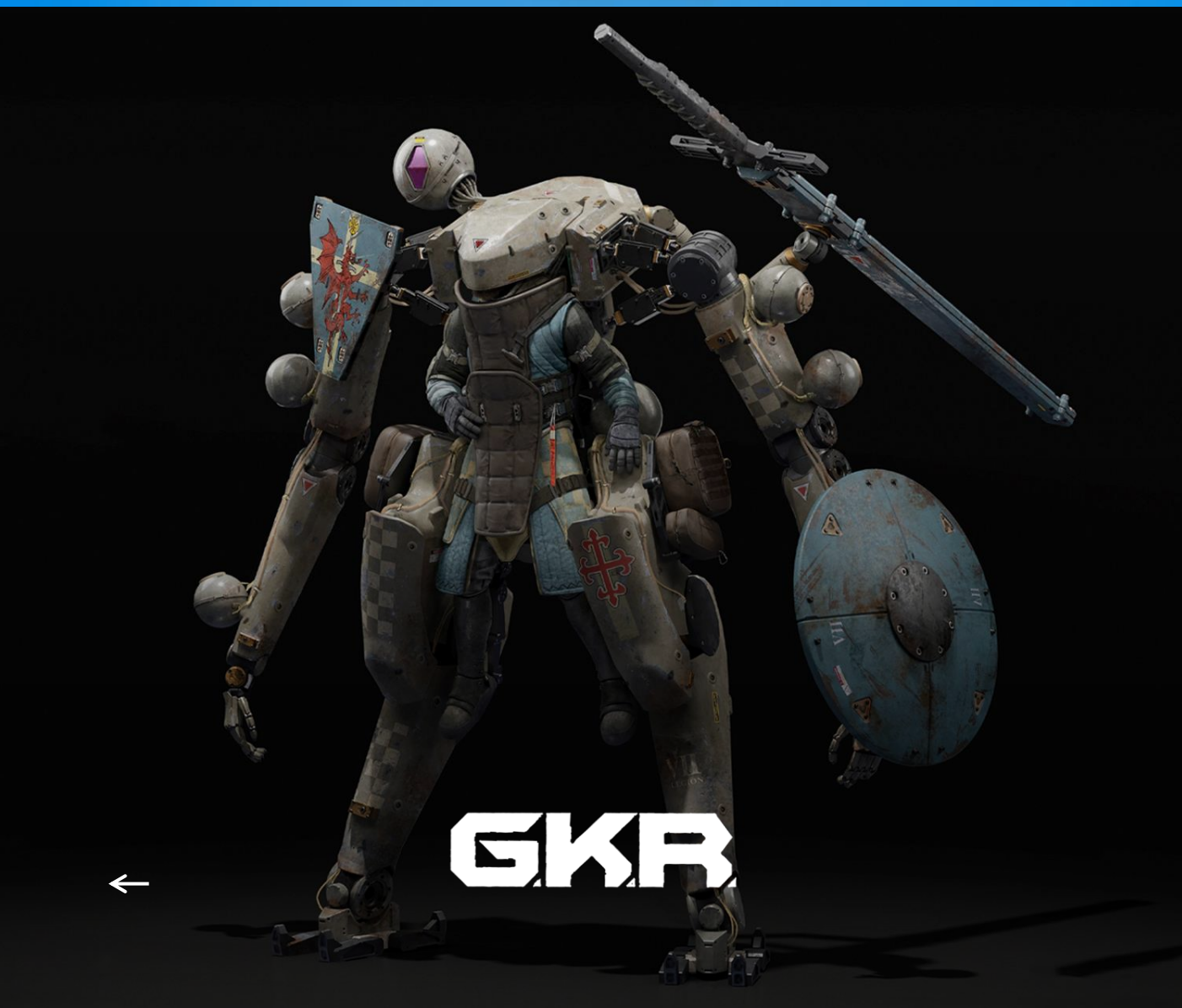






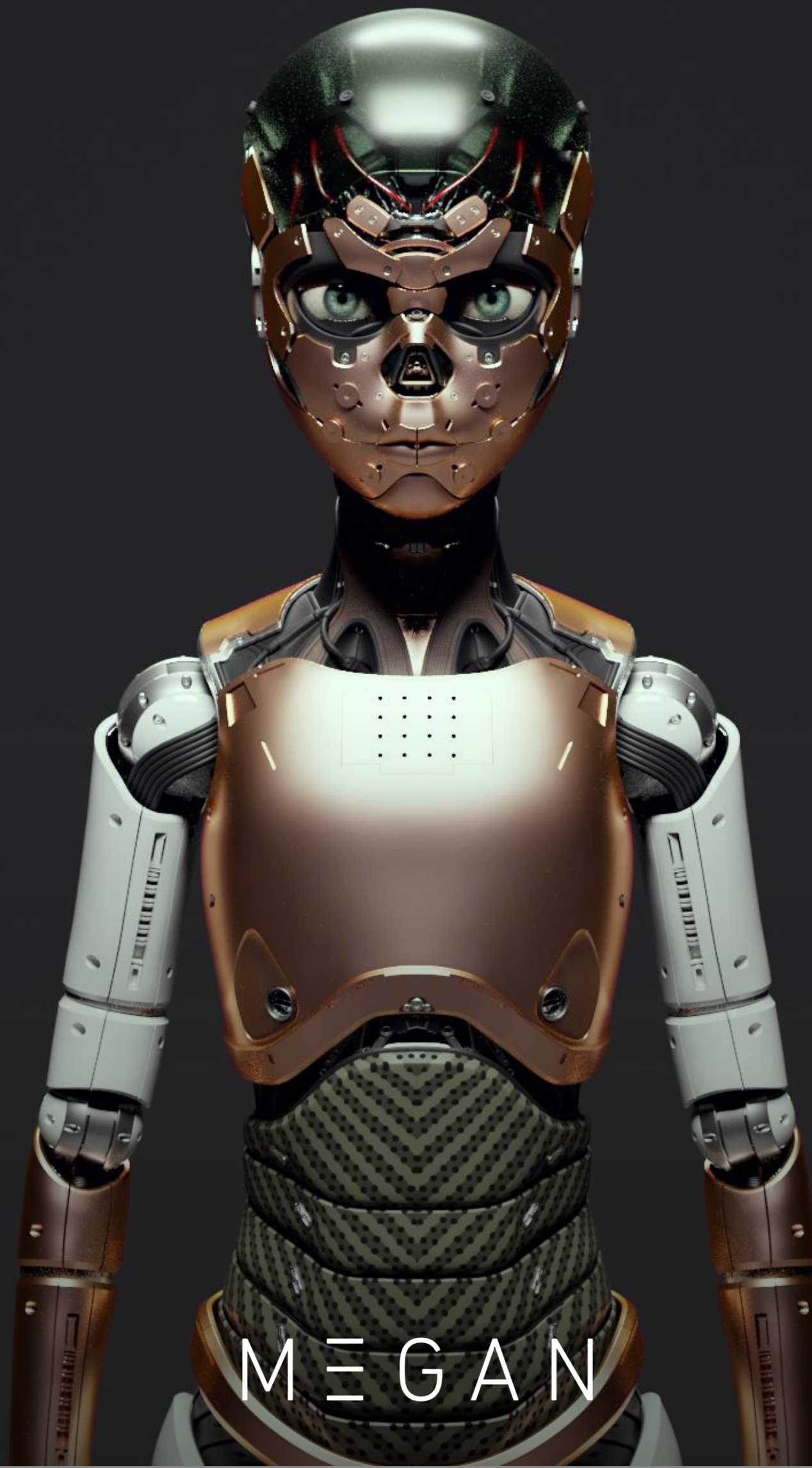
ROBOTS





I A M M O T H E R

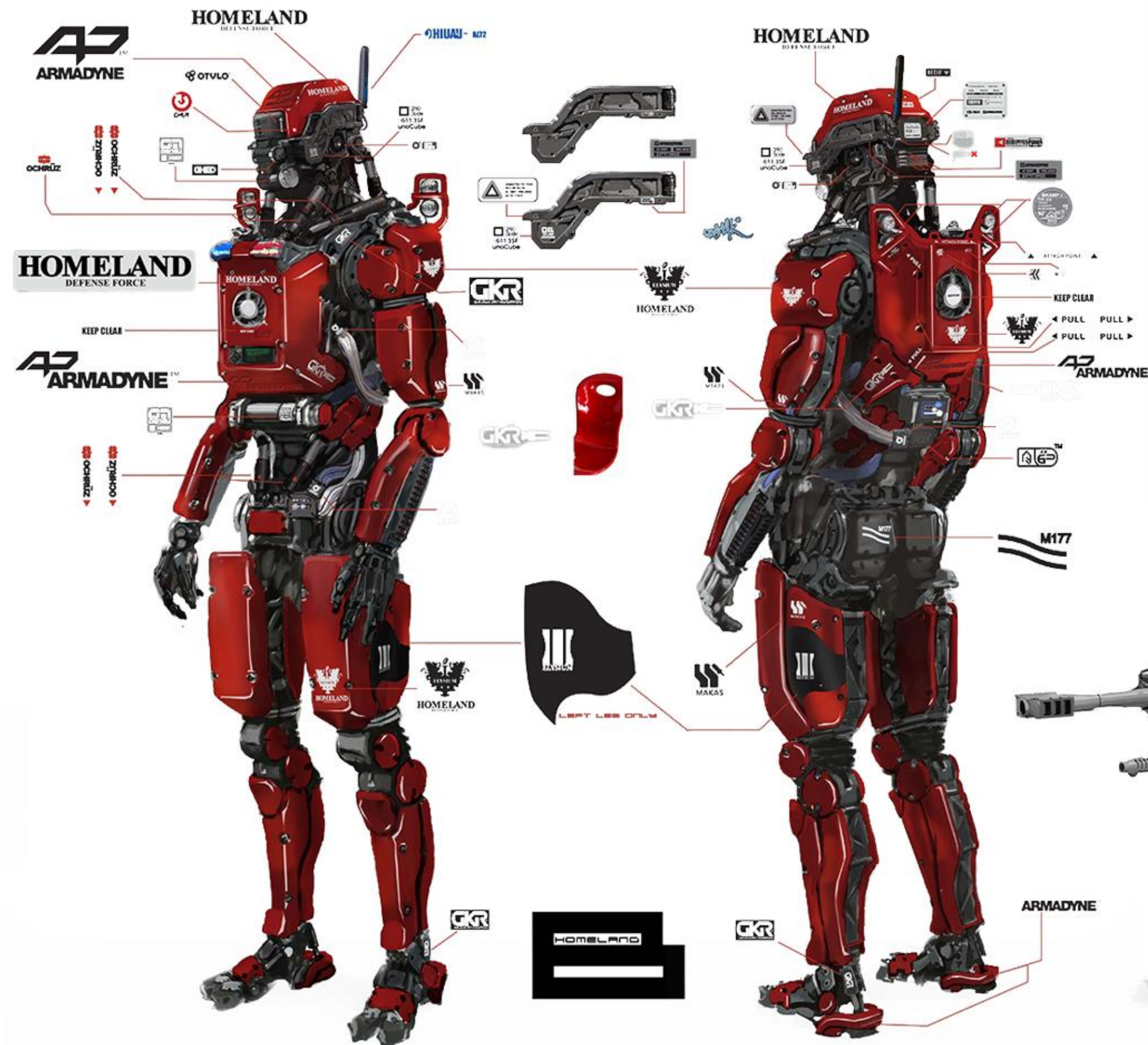


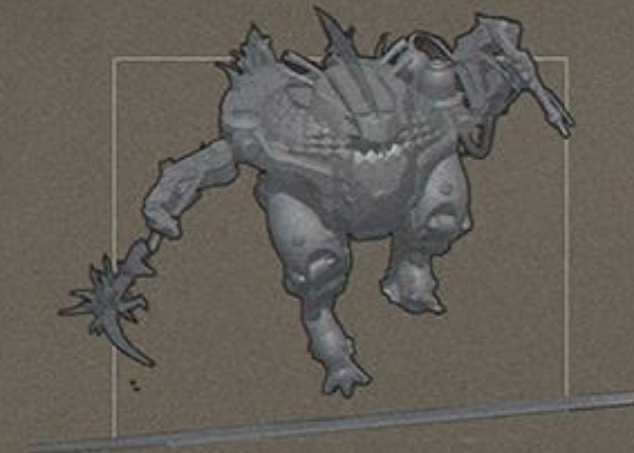
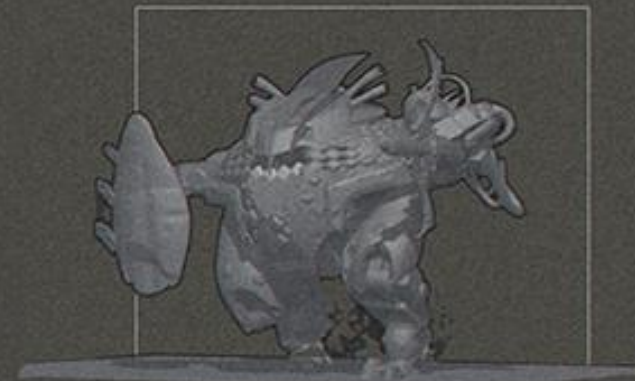


M E G A N









FATA
MORGANA





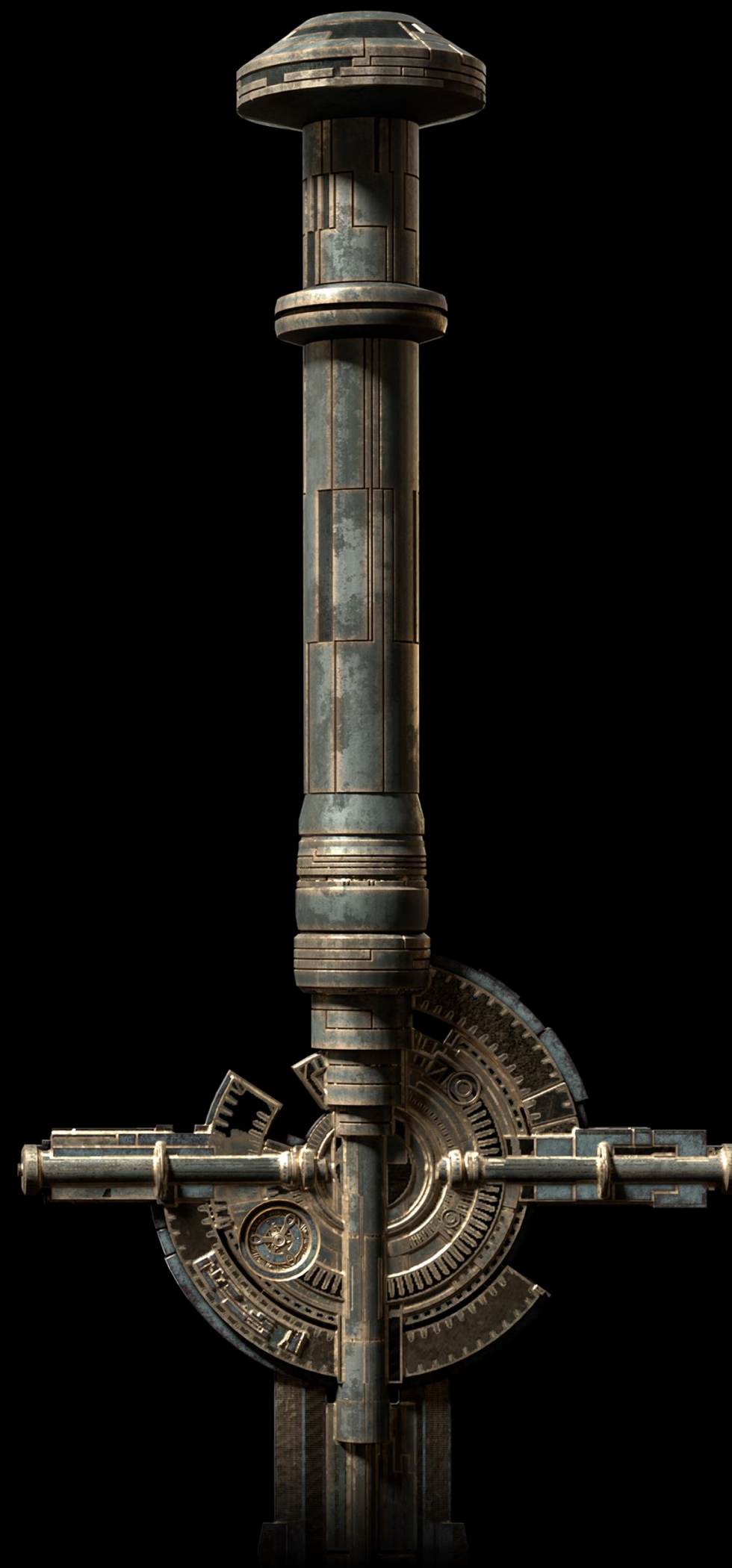
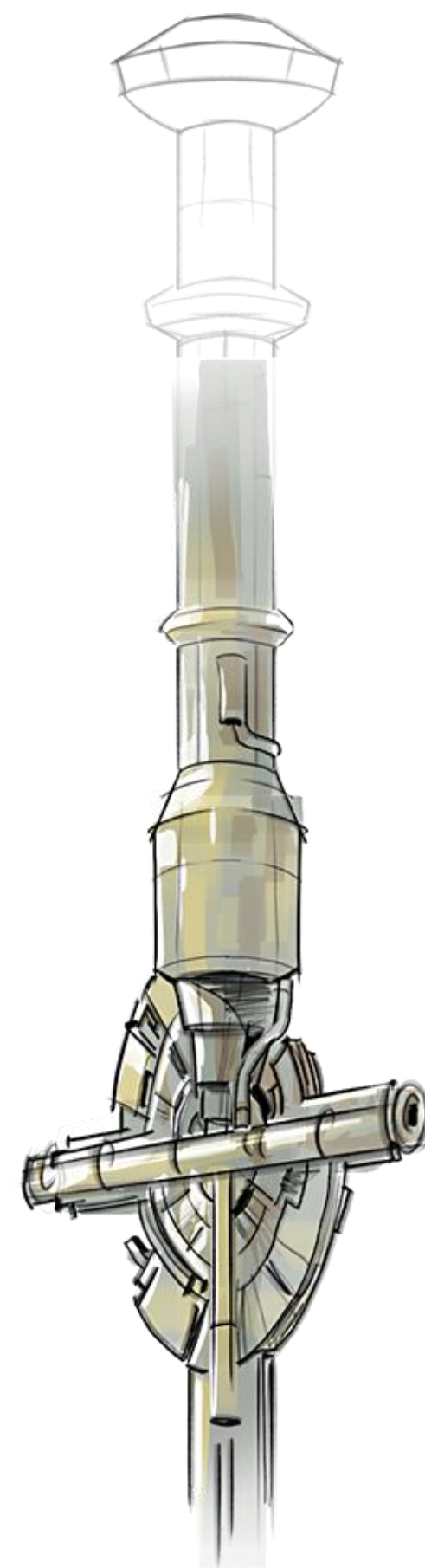
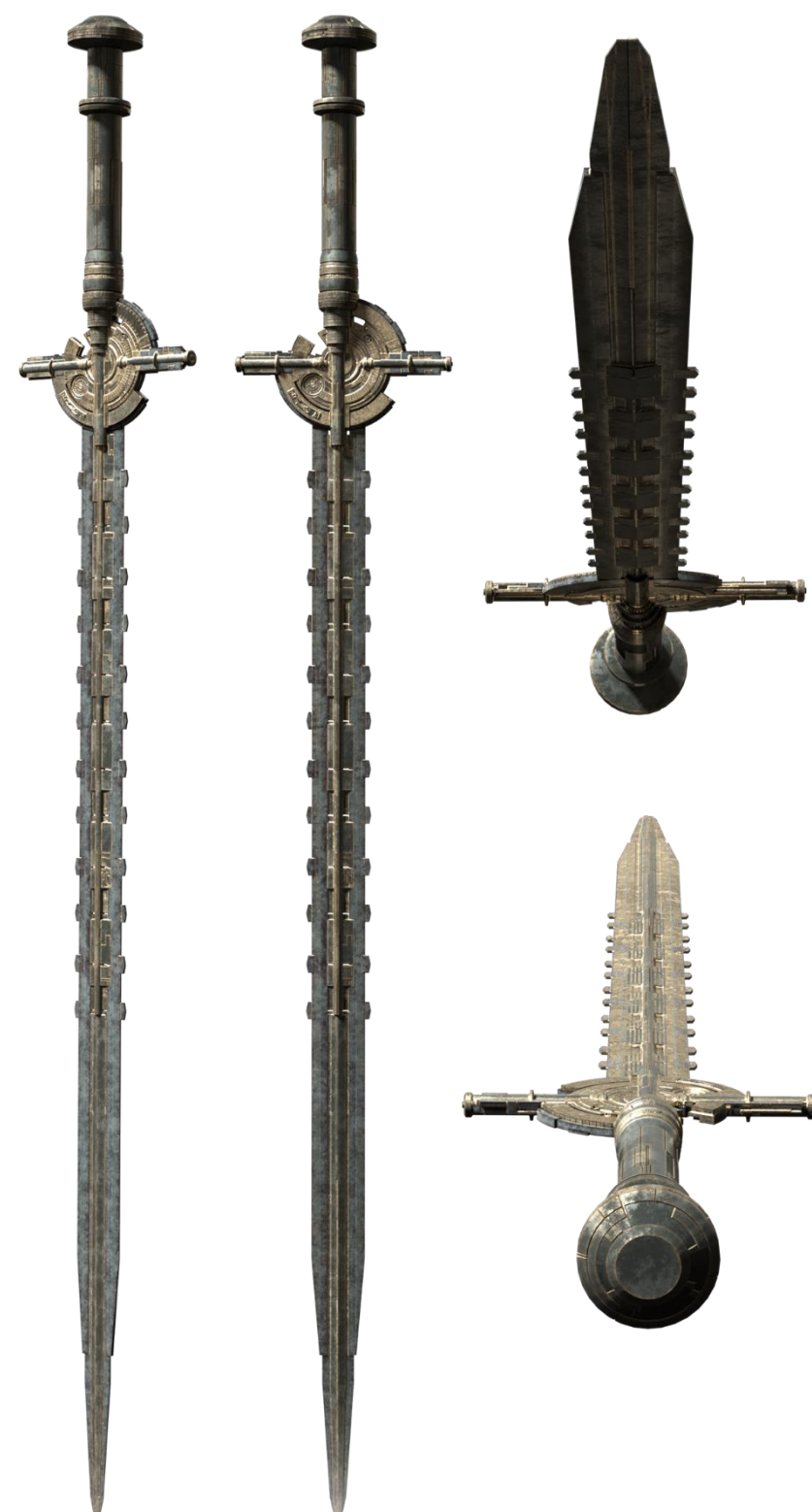
PROPS



-THE CHRONICLES OF-
NARNIA



FATA MORGANA





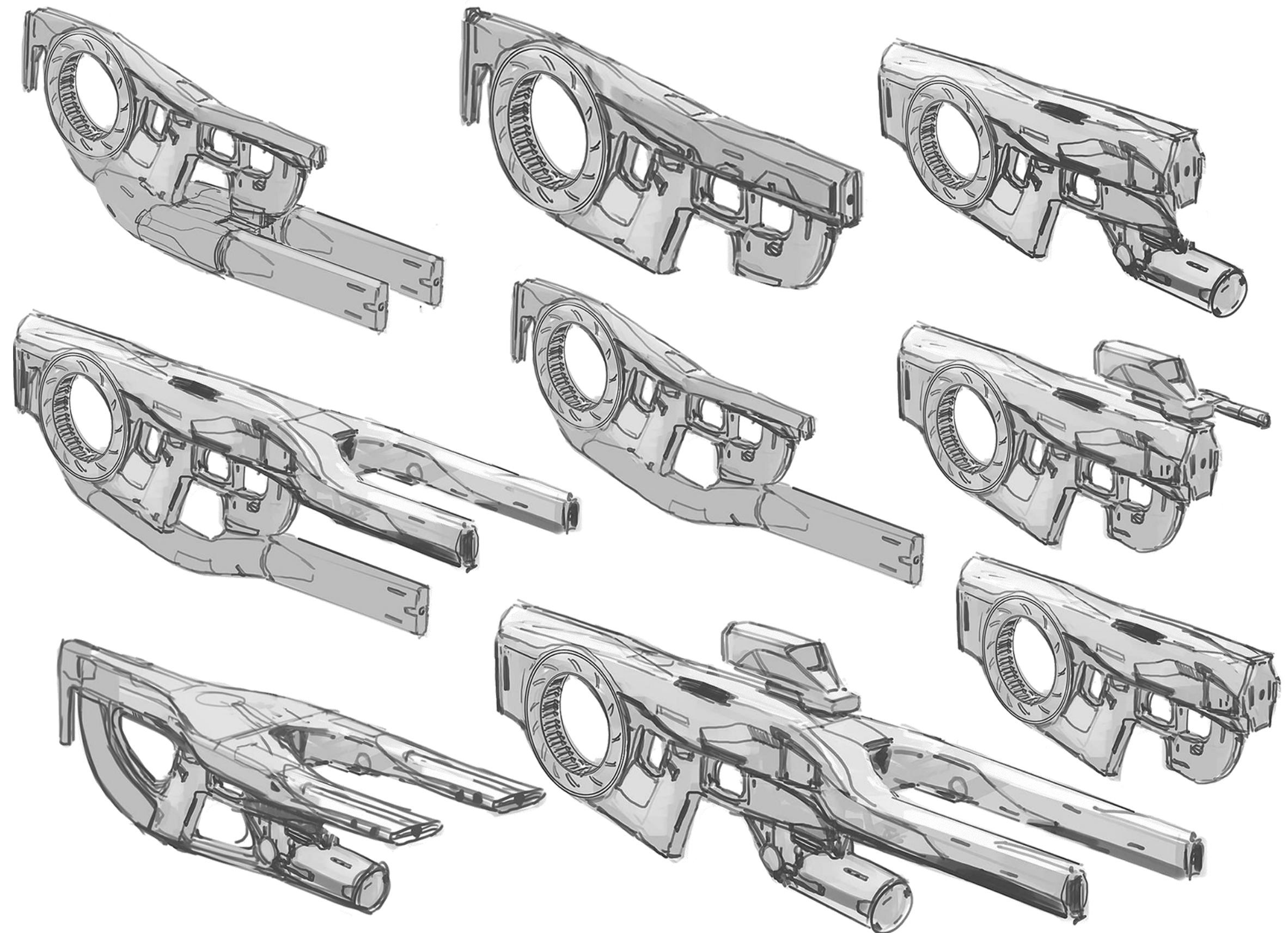
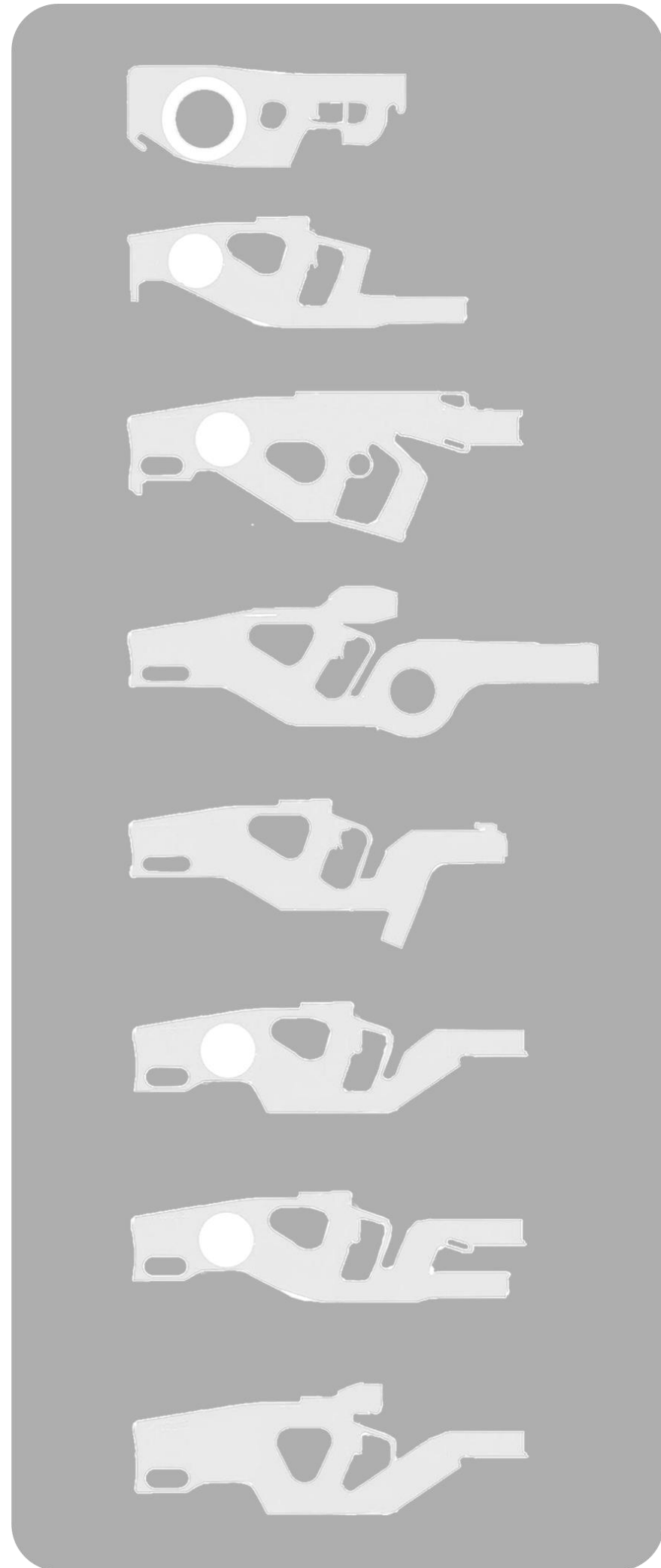
THE LORD OF THE RINGS
THE
RINGS
OF
POWER



THE
HOBBIT



THE CREATOR









VEHICLES





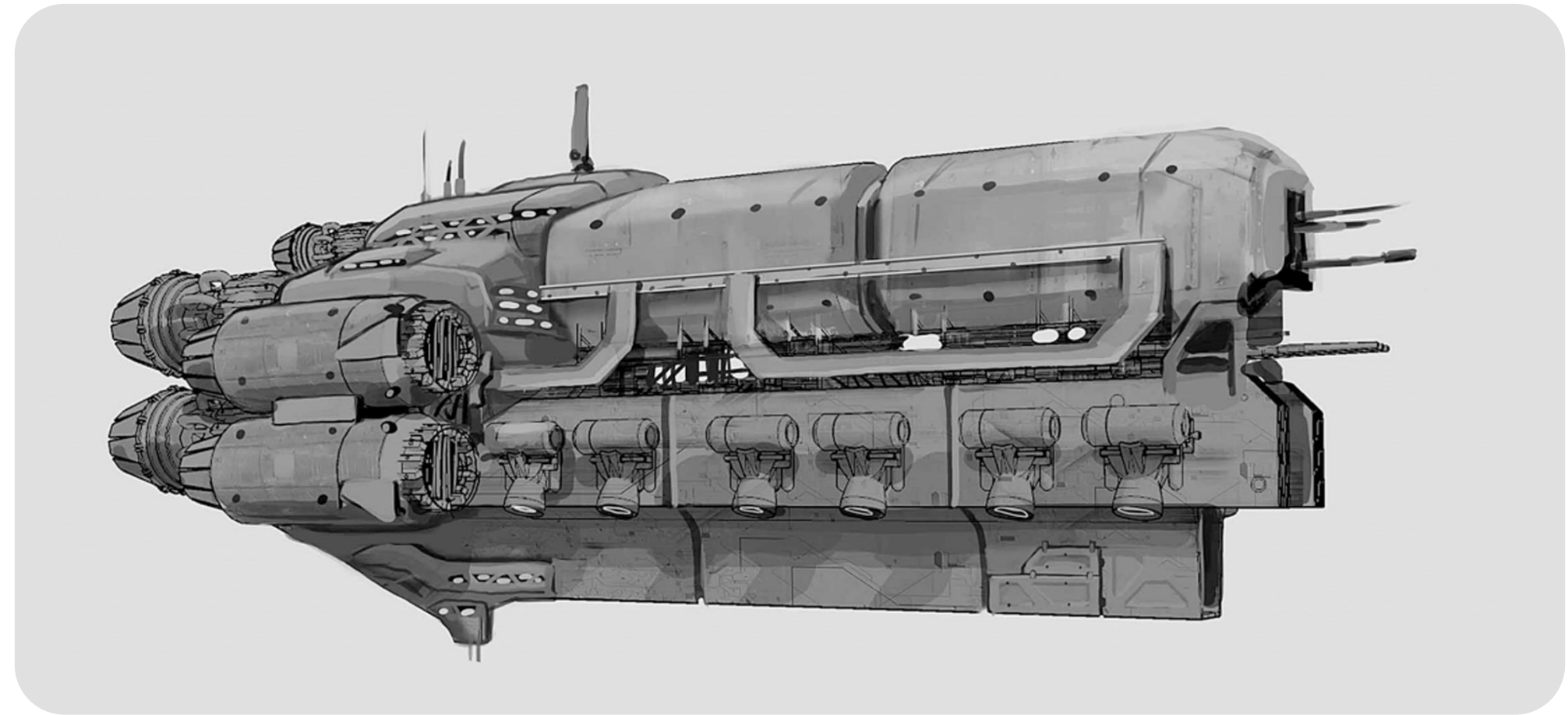
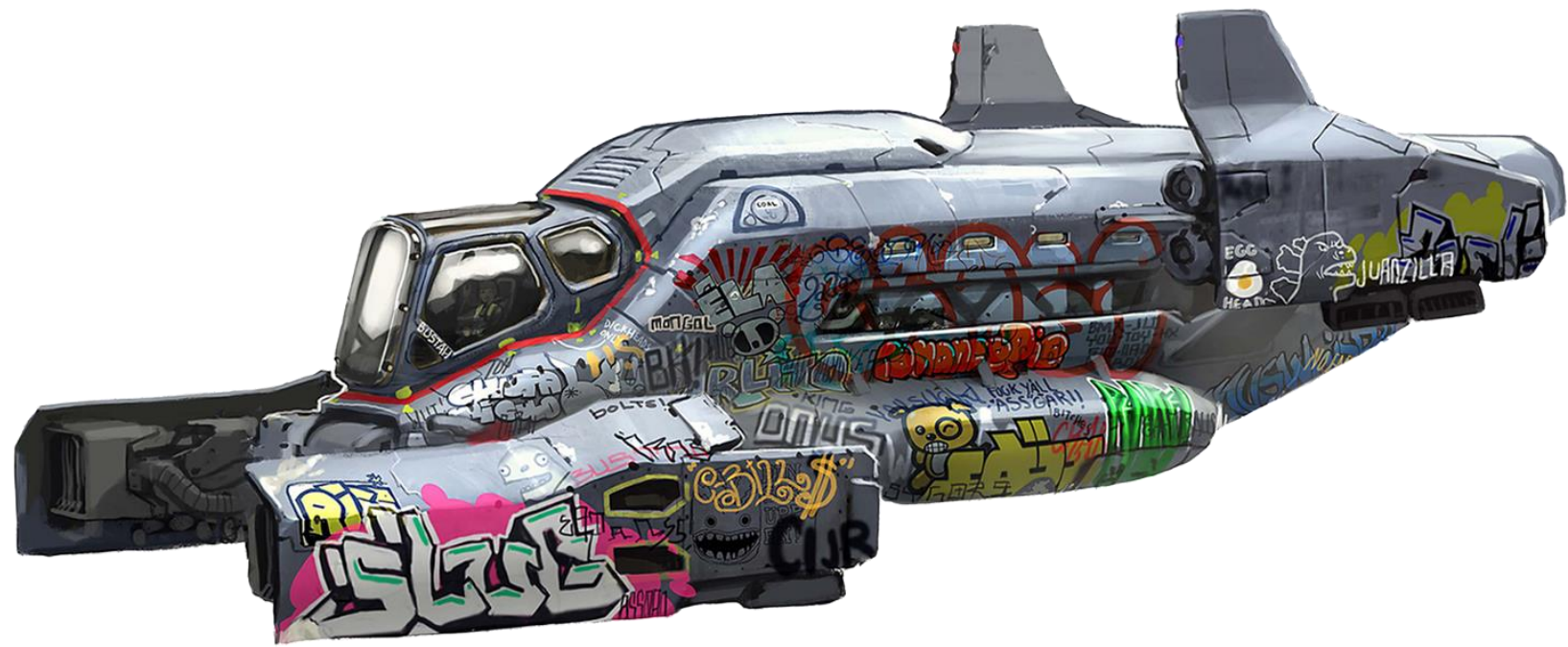
INTER-POL





+ ———— +
↑
ASTEROID BOY
—————





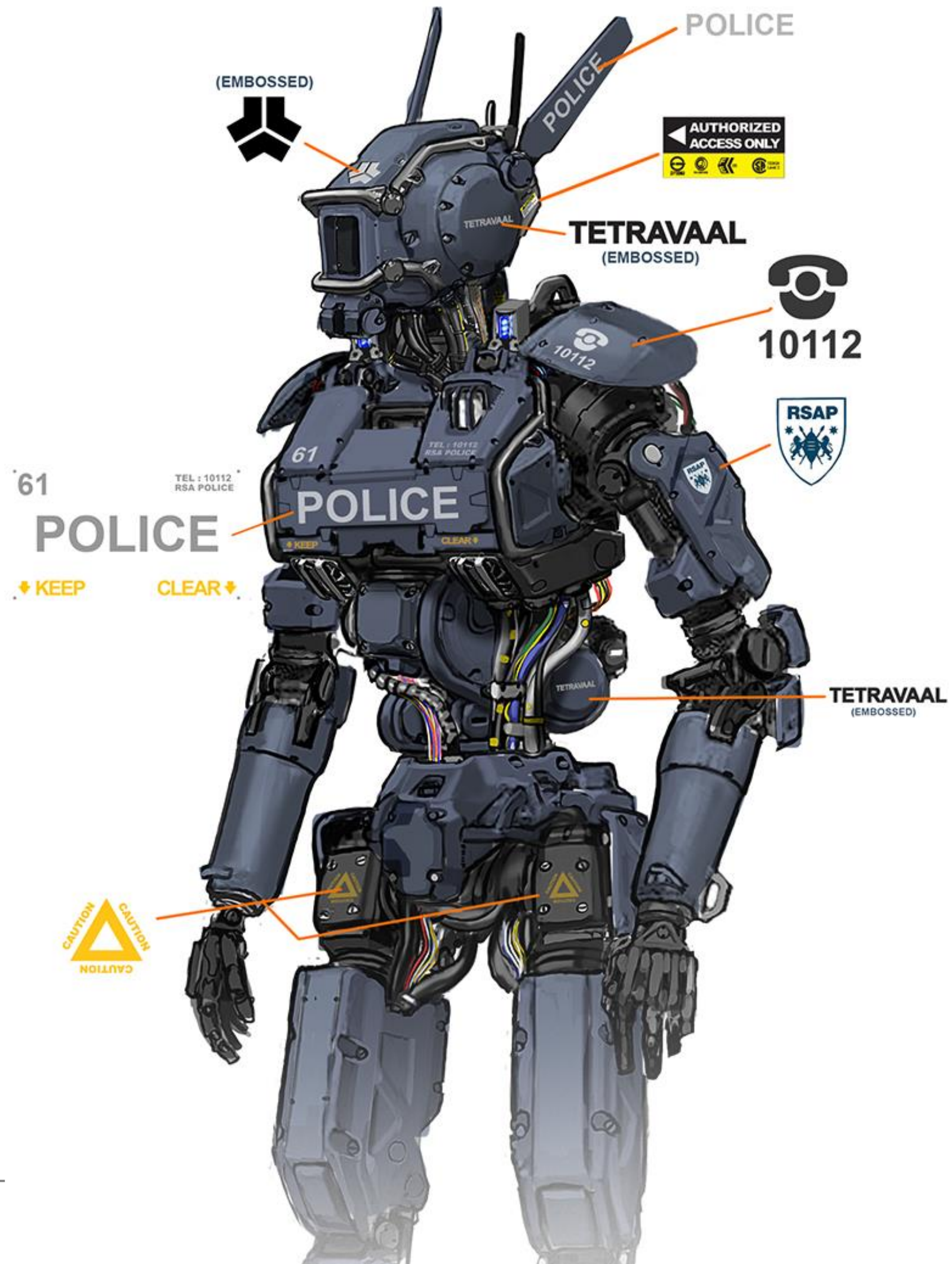
SKINS, GRAPHICS + BUILD FOR GAME





CALL OF DUTY
MODERN
WARFARE
III







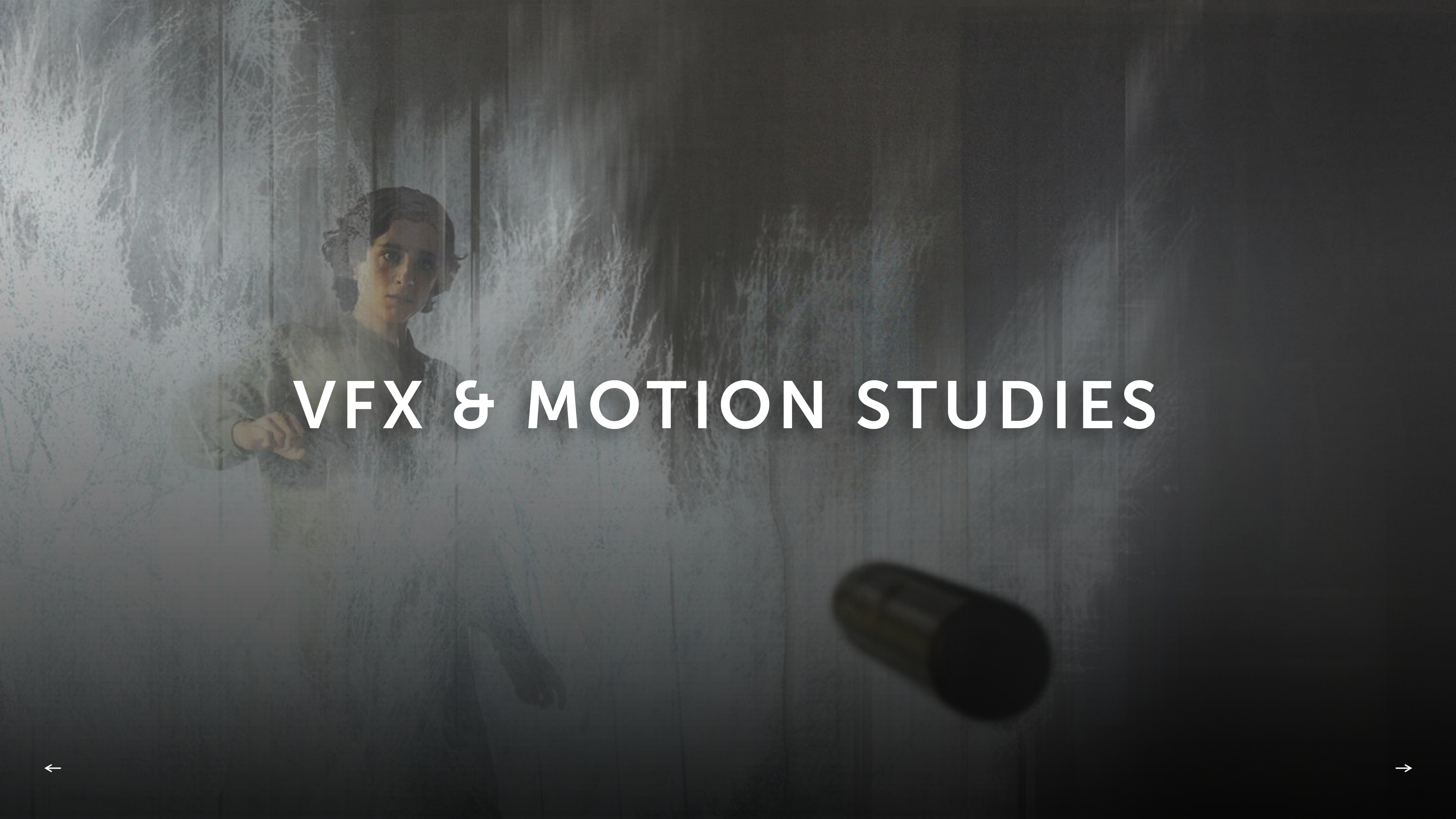
1. 2D Art



2. Manufacture

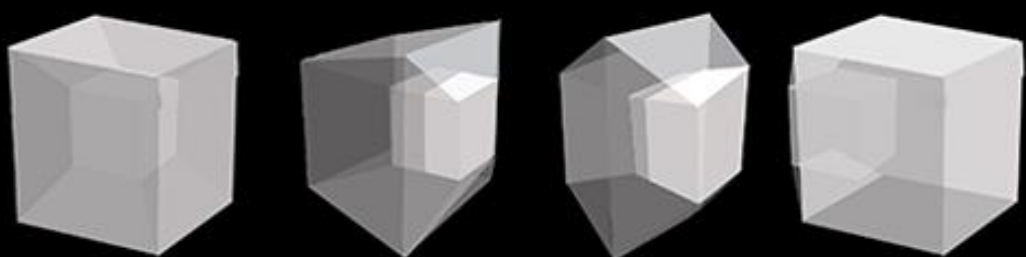
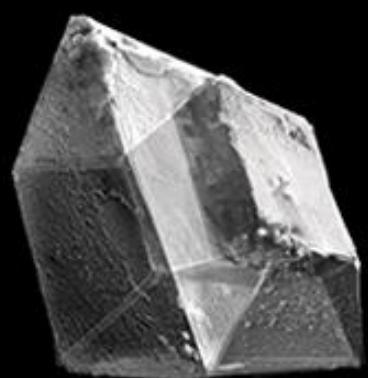


3. In-Game 3D

A woman in a white lab coat stands in a dark, rainy environment. She is looking towards the camera. The background is filled with vertical streaks of rain. In the foreground, a blurred object, possibly a microphone, is visible. The overall mood is mysterious and cinematic.

VFX & MOTION STUDIES





PERHAPS SPICE COULD HAVE A SLIGHTLY UNUSUAL ENERGY TO IT'S FORM. ALMOST UNNOTICEABLE AT FIRST. A SLOW AND STEADY TESSERACTING QUALITY BETRAYS IT'S UNIQUE QUALITIES.



FROM PAUL'S P.O.V



D U N E

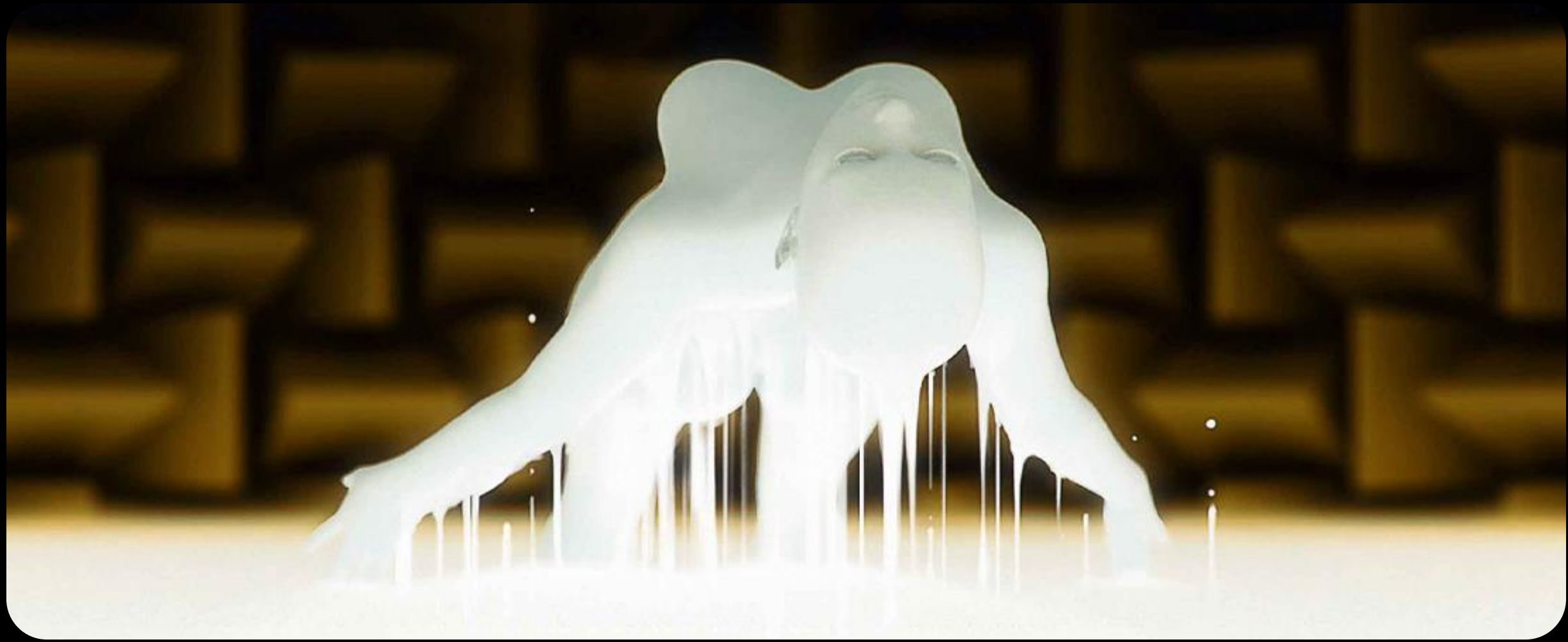




INVASION







GHOST  SHELL



We work to **your** budget

We collaborate to bring your vision to life—on time, on budget, and on brand.

We can approach costs in different ways:

- quoting on specific deliverables or,
- providing a breakdown of x artists for x weeks

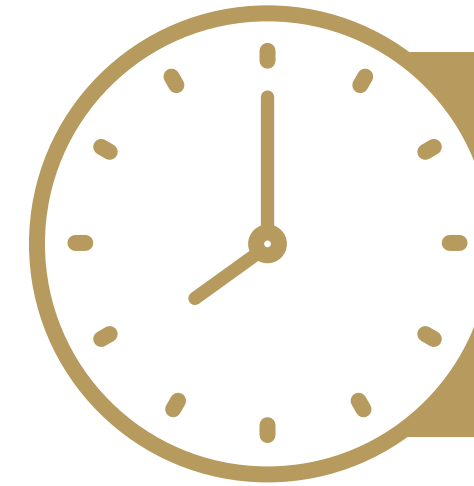
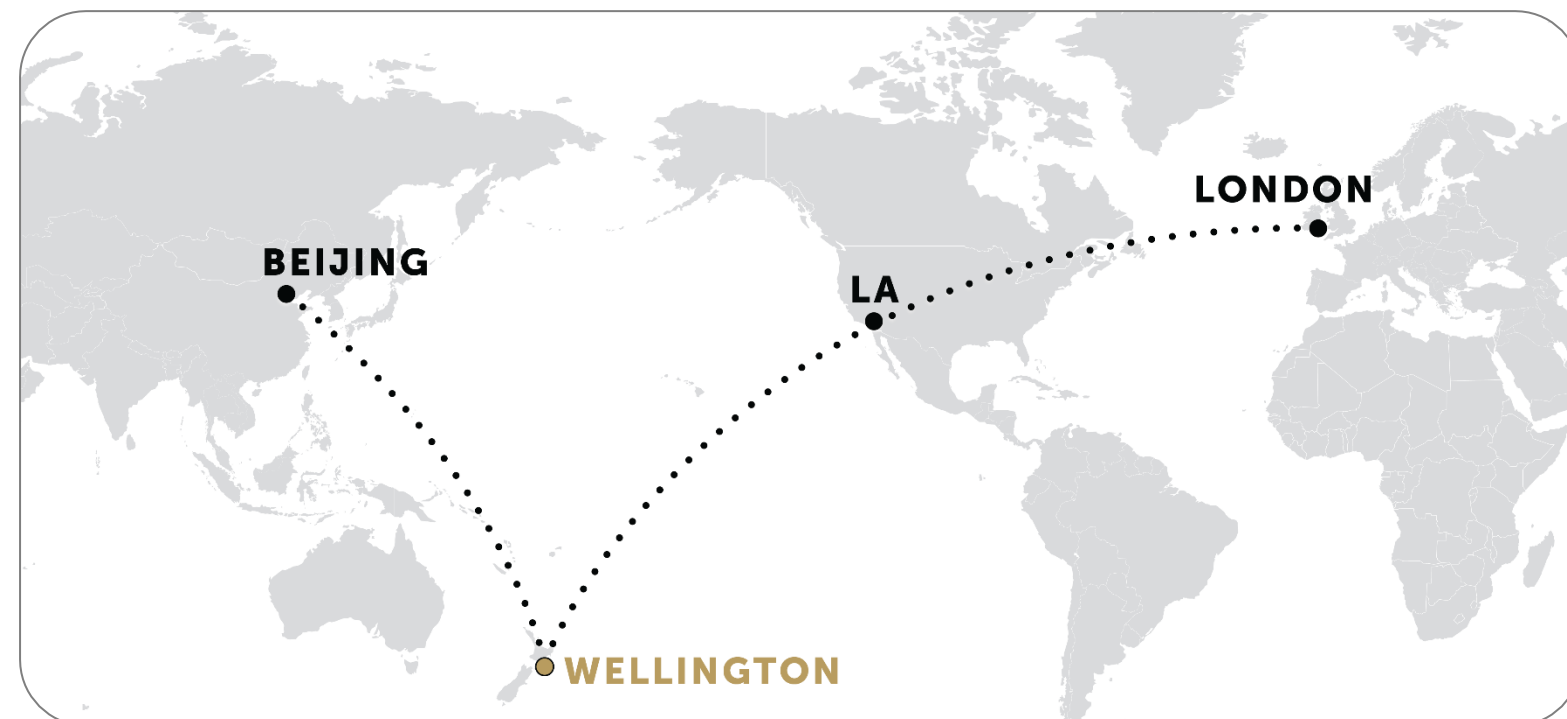
Daily studio rate from **USD 791**

Monthly studio rate from **USD 15,820**

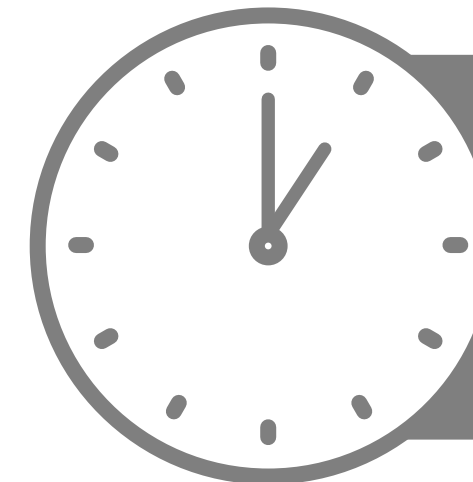


Time Zones

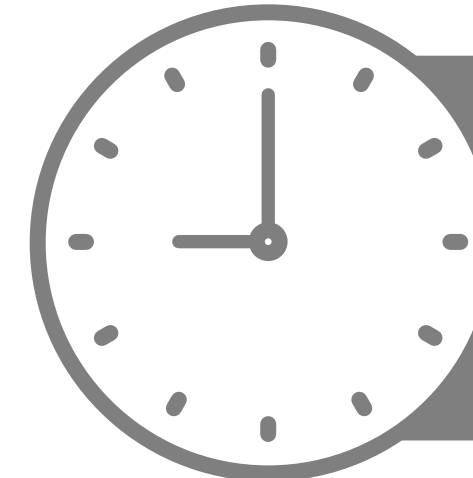
Based in Wellington, we collaborate smoothly across time zones. Wherever you are, *we're just a call or email away.*



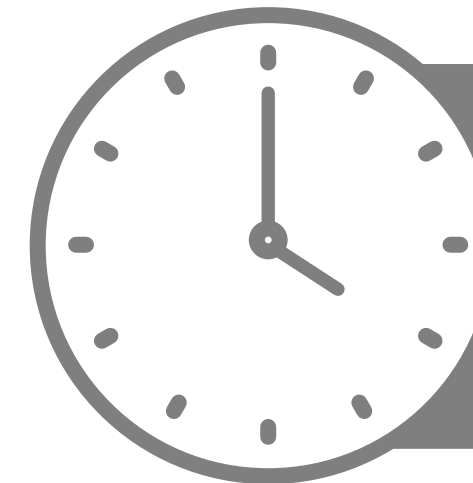
Wellington, NZ
8:00 AM



Los Angeles
1:00 PM



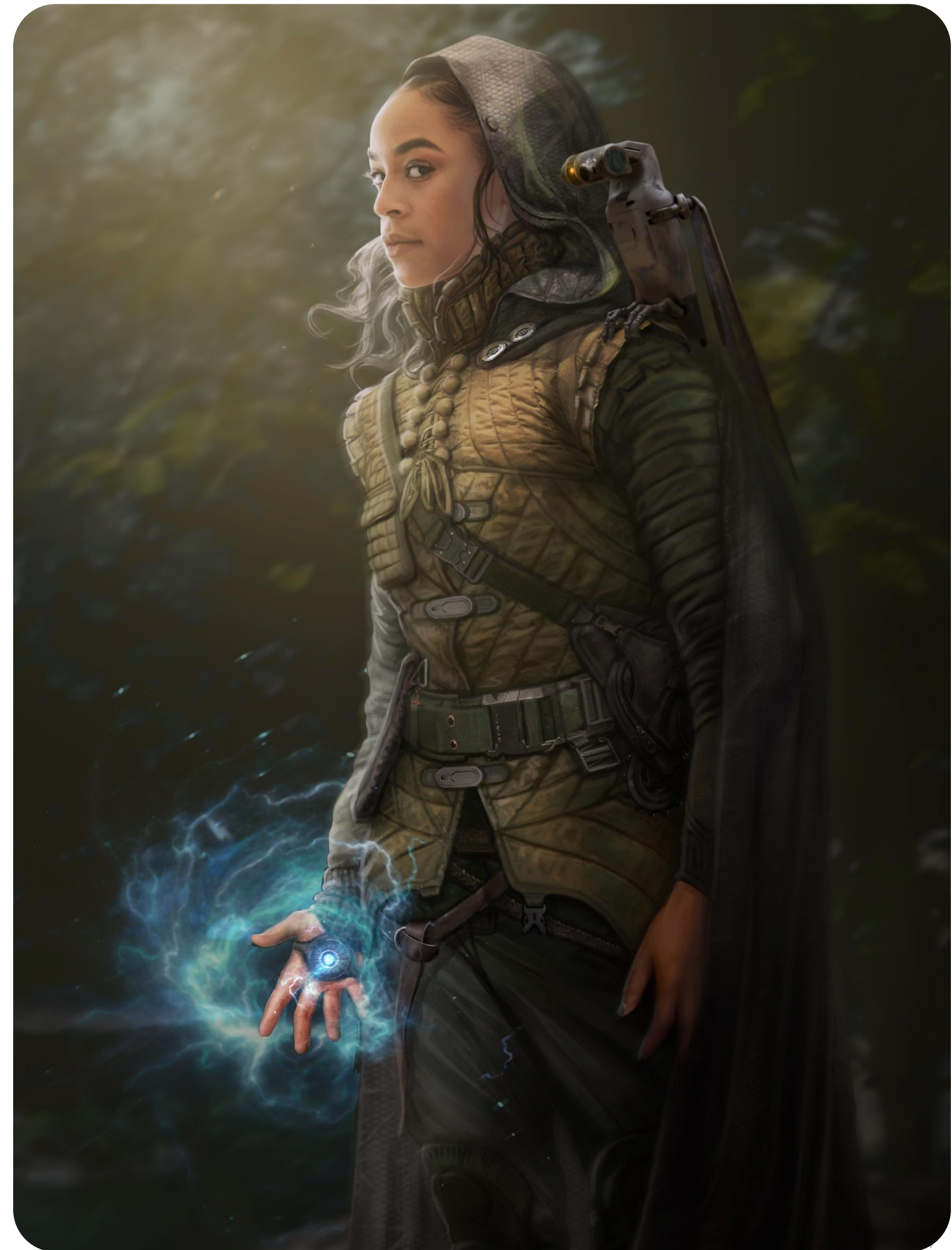
London
9:00 PM



New York
4:00 PM

Your vision, our expertise

- Creative development and art for games at any stage of a project
- Scalable, flexible in-house team that caters to the needs of each project.
- We draw on our long-term experience in the entertainment industry to deliver world class design for AAA + Indie games.



Thank you

For more information
please contact our team:

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Consumer Products

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Talei Searell

Supervising Production Manager | Design Studio

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