

Kevin Hunter

CONCEPT DESIGNER

London, UK

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With nearly 30 years of experience, supplying ideas and concepts, designs, visualisation and storyboards for feature films, TV, Music Promos, Theme Parks and commercials. I have tried to compile as much as I can find on this site. Unfortunately, a lot of my work is still under NDA, as I often work on developing projects and pitches with writers and directors.

I use photoshop, zBrush, SketchUp, as well as good old pencil!

http://www.imdb.com/name/nm0402908/?ref=ttfc_fc_cr483

Honorary RA - Life Drawing 2006

Experience

Education

Comments

I have worked with Kevin Hunter on several projects. He has proved to be a uniquely talented conceptualist. What sets Kevin's talent apart from others is his true ability to create original concepts that are in no way derivative of other artists' work. In my experience, this is a very rare skill.

He is capable of generating large amounts of work on a short time frame. Plainly speaking, he is one of the most creative and imaginative people I have ever worked with.

Sincerely,
Brian Henson

[Kevin's] a great collaborator, who understood briefs quickly, and always brought his own ideas to the table; frequently the images he created excelled the brief. His work was always very high quality, making images that had atmosphere as well as information.

I'd recommend him and his work.

Richard Bridgland
Production Designer

I had the pleasure of meeting Kevin Hunter in 1998 on Farscape in Sydney where I was working in the Art Department. I was immediately struck by his talent to visualise all manner of environments from the earthbound to the fantastic and other worldly.

Kevin's illustration skills are best described as exceptional. I would not hesitate to recommend Kevin as a designer across any spectrum of creative projects from advertising to feature film.

sincerely
Damien Drew
Art Director - The Great Gatsby, Star Wars (Episodes II and III), Matrix (Reloaded and Revolutions).

As an award winning writer and director, I feel beyond fortunate to have stumbled upon the extraordinarily talented concept artist and story maker Kevin Hunter. My British wife raved about him, having hired him back in London a decade ago. I have watched Kevin's development of our company's trans media sci-fi action adventure 'Darklight' with awe. I am deeply

impressed with his ability to take a script and not only bring to life the creatures, weapons, landscapes and visual overview of entirely new worlds, but also to inject story ideas that are strokes of innovative genius. I intend to utilize Kevin's unique and rare skill set for all of my creative projects ongoing.

- writer/director J.Mackye Gruber
The Butterfly Effect, Final Destination 2, Kyle XY

I am writing to heartily endorse Kevin Hunter as a creative artist. In the years 2000 to 2001, I produced the Henson/CBS production of "Jack and the Beanstalk." It was a two-night American mini-series produced in London (four hours of broadcast TV time.) The show involved scores of new creatures. Kevin was a key creature and environment designer and conceptual artist for the show. He worked directly and closely with our director, Brian Henson, in these imaginative inventions. He was energetic, fast working and brought a feeling of optimism to the whole production.

I have worked with and supervised hundreds of creative artists during my career in film. For six years (1979 to 1985) I ran George Lucas' INDUSTRIAL LIGHT AND MAGIC where I oversaw the production of feature film visual effects. Kevin is the kind of artist we would have loved to have working with us there. He would have fit in perfectly in that creative environment.

Sincerely,
Thomas G. Smith
General Manager ILM, and author "INDUSTRIAL LIGHT AND MAGIC - THE ART OF SPECIAL EFFECTS".

I have known Kevin Hunter for many years and during that time I have had the pleasure to work with him at the Jim Henson company. More recently he designed and directed the "2100" promotional trailer, which I produced.

Kevin has proved to be extremely innovative with his ideas and has an excellent eye for detail. His venture into directing has proved that he is very capable at translating these ideas to media.

He is a tremendously talented individual, who I look forward to working with again and I wish him well for the future.

Julian Parry
Production Executive
Warner Bros/Village Roadshow Pictures

To Whom it may concern,

I was an admirer of Kevin Hunter's work long before I knew his name as his concept art had caught my eye a number of times over the years.

I eventually began to work with Kevin several years ago and found him to be a terrific concept artist. His creativity seems to know no bounds and while he can take direction wonderfully and interoperate notes with ease and good humour he also, somehow, manages to turn your head to new and interesting ideas without ever losing sight of the original brief.

Kevin Hunter is a great artist, ally and ideas man and he's a real asset to every project we do.

Neill Gorton
CEO Millennium FX Ltd.

Kevin worked in my Art Department on Mutant Chronicles. Brought in initially to conceptualize and design steam-punk battle vehicles and space craft, his sphere of influence and inspiration soon spread to other areas of the Art Department, including getting hands-on and making the prop 'Chronicles' of the title from scratch.

I found him collaborative and incredibly generous with his ideas. He can be relied on to have inspirational flights of fancy, and equally to buy into a Design concept that is already under way.

Caroline Greville Morris
Production Designer

KEVIN HUNTER worked with me on the first series of the television series FARSCAPE.

Kevin's conceptual design work was an integral part of the original designs which created the show. As well as this foundation work for the series, he contributed to the conceptual design for all 22 episodes.

In addition to the specific designs for FARSCAPE, Kevin created wonderful backstory histories to characters. Kevin's history of the character Moya is another series of its own.

He is more than just an extremely talented Concept Designer - he brings a sense of story and direction to a production.

During the course of FARSCAPE I got to know Kevin personally and I believe he is an extremely talented filmmaker.

yours sincerely,
Matt Carroll O.B.E.
Producer

RE: FARSCAPE: "In terms of the physical appearance, I worked very closely with Brian and the entire team of twisted geniuses at the JH Creature Shop in London. A big shout out to KEVIN HUNTER, conceptual artist extraordinaire, who had a terrific influence over many of the designs from the earliest days."

Rockne S. O'Bannon

Kevin Hunter has worked for The Jim Henson Company and Creature Shop in the design department. He has been involved in creature, environment, set and prop design. He also has production experience.

His design style is original, unique and highly imaginative. He is extremely capable and works at a high tempo with an empathic output. He has the temperament to both take direction and work solo. However, he is undoubtable a designer with his own style who strives for innovative and fresh design and creative solutions.

The Jim Henson Company.

I have worked with Kevin for many years and have no hesitation in highly recommending him as an extraordinary creative talent. He came to Hensons as an illustrator but it soon became apparent that although his drawing, painting, and photoshop skills were amazing, he was being underused and had more to offer as a designer and conceptualist. He has extraordinary ideas and is passionate and generous with his work. He works well in a team and can fire the imagination of those around him. I look forward to working with him again.....

Regards
John Stephenson O.B.E
Creative Director. The Jim Henson Creature Shop

Kevin Hunter

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