

Nick Farrantello

A talented artist with a wide range of design expertise in various entertainment industries along with experience at all levels of production, from scenic painter all the way up to blue sky concept artist, achieving a broad perspective on projects and bringing innovative solutions to unique situations.

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Areas of Expertise

- Show Set Design
- Hand sketching & Drafting
- Prop and Model Making

Technical Skills

- Sketchup
- Photoshop
- PowerPoint
- Illustrator

Awards

In 2020 THEA presented Universal Studios with an award for outstanding achievement for Hagrid's Magical Creatures Motorbike Adventure in which Nick Farrantello sculpted the cave model.

Extensive experience in designing theme park shows and attractions for the last 16 years, as well as managing construction and installations for large industry conventions. Created presentations for proposed theme park attractions using hand sketching and drafting combined with Photoshop, Sketchup, and PowerPoint.

From working in the film industry, has also obtained a broad knowledge of all aspects of the creative process as an art director, show producer, set designer, set dresser, scenic painter and prop maker.

Worked in CorelDRAW, Illustrator, Rhino, and has sculpted in clay, created models from scratch as well as using an Ultimaker 3D printer.

Theme Park Experience

Show Set Designer/Model Shop Supervisor, Creative Department | 2016 to 2020
Universal Studios, Orlando, FL.

For the last four years has had the opportunity to work as a supervisor in Universal Studios Model Shop, as well as, continuing to work as a Show Set Designer.

- As a member of Creative Studios, contributed directly to blue sky conceptualizing of new rides and attraction at Universal Studios. Often participated in brainstorming sessions at the very beginning of the design process to help develop ideas for new lands in Shanghai, and Beijing, as well as, expansion projects in the existing parks here in Orlando.
- Contributed story ideas and illustrations for proposed special effects on the new Harry Potter Ride in Epic Universe.
- As a supervisor in the Model Shop built and managed teams, created white models and art director models needed for their upcoming projects. This included models for attractions in Universal Studios: Orlando, Hollywood, Beijing, Osaka, and Shanghai.
- While in the Models Shop, contributed directly to the design of new parks and attractions in their early stages of design, often proposing new concept, elements and configurations for the proposed attractions.
- Was championed for sculpting the model for the cave portion of Hagrid's Ride here in Orlando which was then scanned to create full sized sections for the ride.
- Among many large-scale models, managed a team of 20 craftsmen to create a \$400K art director's model for the new Nintendo Land in Osaka, Japan. The head of Universal, Mark Woodberry, said the model "set a new standard for the speed and detail in which the model was made."
- Supervised the creation of a 1/8" white model for the entire Epic Universe park, which was more than 24' x 24' which included all the lands and hotel. Mark Woodberry attributed that model to the approval by Comcast of Universal's multi-million-dollar Epic Universe project.

Films

- *CSI: Miami* - Asst. Art Director Miami, TV series 1st season
- *SeaQuest* – Set Designer TV series, 34 episodes
- *From Justin to Kelly* – Art Director, film.
- *Ali* -Asst. Art Director Miami,
- *There's Something About Mary* – Set Designer, film.
- *Stuck on You* – Set Designer, film starring Matt Damon.
- *Bad Boys II* – Set Designer, film starring Will Smith.
- *Dolphin Tail* – Set Designer, film, starring Harry Connick Jr
- *Matinee* – Set Dresser, film starring John Goodman
- *Parenthood* – On set Dresser, film, starring Steve Martin.
- *Slime Time Live* – Art Director, TV series.
- *Double Dare 2000* – Asst. Art Director, TV series. 67 episodes
- *Maximum Bob* – Art Director, TV series, 7 episodes
- *The Cape* – Asst. Art Director, TV series 10 episodes.

Show Set Designer, Art & Design | 2004 to 2016

Freelance Universal, Disney, Nickelodeon Studios, and SeaWorld, Orlando, Fl.

- Scenic Designer for 10 Halloween Horror Nights (HHN), designing and draft elevations for 3 haunted houses per year. HHN's schedule was very tight, 2.5 weeks to hand draw every elevation for house. Each consisted of 12 rooms and twisting hallways. This was especially challenging since the houses always included heavy texture and molding details, in addition to special effects rigs.
- Designed sets and décor for Shaw Flooring's 2016 convention (2800+ attendance). Held at the Rosen Hotel. Was tasked with filling their 400' x 200' hall (along with 2 other smaller halls) with décor. The convention took place 3+ days. Dressing for each of the spaces had to be changed out multiple times a day. Created and managed a schedule that oversaw construction companies, multiple prop rental houses, stage and lighting facilities along with Universal's lighting, sound and video departments.
- Designing the barges for Universal's Cinematic Spectacular Lagoon show, sets for Grinchmas Commercial, Shrek Meet and Greet, and 4 Bill and Ted Halloween shows.
- Designed attractions for Nickelodeon Studios, including the entrance of a waterpark in Indonesia, and rides in Mall of Americas in Minnesota.
- Designed and fabricated 10' Mir Space Station and Hubble Telescope model for Guinness World Record Attraction on I-drive.
- Designed and built props for Tatooine Traders at Disney, along with designing the Scotland Food Kiosk for EPCOT's Food and Wine Festival.
- Designed the entrance Statement for SeaWorld's 50th Anniversary Celebration.

Film Experience

Art Director, Set Designer, Scenic Artist | 1982 to 2004

Freelance, Miami, Orlando, Pittsburg, Baltimore.

Learned to work with extremely tight schedules in the film industry while also getting the highest impact out of small budgets.

Additional Entertainment Experience

1995 - 1999 founded Prof. Saturn's Atomic Sci Fi Theater Comp. The Group performed at various venues, including The Orlando Fringe Festival, Manhattan South in Orlando, the Tampa Bay Performing Arts Center, and The Radisson Hotel in Cocoa Beach. As Producer conceptualized five productions, while writing two of them.

- *Episode 26* – A Flash Gordon parody performed at the Orlando Fringe Festival and at the Tampa Bay Performing Arts Center.
- *Star Trek the Musical* - performed at Manhattan South on Mills Ave
- *Apollo 13 the Comedy* – performed at Manhattan South & the Radisson Hotel

Education

Bachelor of Science in Communication with a major in Film and a minor in Sculpture

University of Miami, Miami, Fl

Community Involvement

In 2001, taught Introduction to Special Effects at Full Sail University in Orlando, Fl. Each month, created and filmed a new scene consisting of multiple effects shots which would illustrate the techniques of miniature construction, blue screen photography and digital compositing.