EDDIE YANG

SPECIAL MAKE UP FX/ VISUAL DEVELOPMENT/ CONCEPT DESIGN/
SPECIALTY COSTUMES/ PRODUCTION DESIGN

www.deitycreative.com

2019

WHITE HORSE (Blizzard) : Construction of 6 foot statue
"POWER" (Disney): Character Design TV Series

2018

JAINA DISPLAY STATUE (Blizzard) : Construction of 6 foot statue
GABBY DURAN (Disney): Character Design aliens for TV Series
DIVISION 2 DISPLAY STATUE (Ubisoft): Designed booth for Ubisoft live stone carving and marble statue for E3 Display
DI-QIAO & KAI DISPLAY STATUES (Tencent): Created 2 10 foot tall statues for Honor of Kings Game.

2017

SYLVANAS DISPLAY STATUE (Blizzard) : Construction of 6 foot statue
ILLANG The Wolf Brigade (Lewis Pictures): Design and construction of 40 armor suits for Korean remake of Jin Roh
RABBIDS (Ubisoft Films): Design of Rabbis look for Live action feature film
REGENESIS WAR : Construction of 3 large scale figures for promotion
ARCHITECTURAL DESIGN (Riot) : Designed interior space of Riot's on campus museum
DIORAMA FIGURES (Blizzard) : created 2 in figures for Blizzard Diorama
CROWN (Clash of Kings) : created crown and cape for promotional give away
QUILL (Trade Group) : created (300) 3 inch tall mouse for promotional give aways

2016

ALTERED CARBON (Netflix) : Specialty Costume design
COLOSSAL COLLECTIBLES (Blizzard) : Construction of 3- 16 foot action figures transported to Busan, Paris, and Hollywood
BATMAN EARPHONES (Eventmakers) : Design and constructed batman ears to fit on existing earphones
FERAL (Blumhouse): Creature/character designs
ROGUE 1 (LMPE): Created X Wing and mechanized R2D2 for Korean premiere
GEARS OF WAR (Microsoft): Construction of 20 Unpainted JD Fenix torso armor suits
FINAL FANTASY SWORDS (Sq Enix): Construction of flexible throwing sword exhibit for convention
UNDERARMOR SHOE (Under Armor): Construction of athletic shoe for Under armor Commercial

2015

BLACK KNIGHT (Pepsi) : Production designer Eddie Yang
ARTHAS BRONZE (Blizzard) : Construction of 10 foot bronze statue
TRACER DISPLAY STATUE (Blizzard) : Construction of 6 foot statue with lighting FX
GAME OF WAR (Machine Zone): Costume design for commercial
HEARTHSTONE (Blizzard): Costume design for commercial
LUCIAN DISPLAY STATUE (Riot): Construction of 13 foot statue with lighting FX
SUPERGIRL PILOT (Warner Brothers): Design and construction of lifesize spacecraft and articulated crystal
FAR CRY MAMMOTH (Ubisoft): Design and construction of lifesize mechanical woolly mammoth
POLARIS CRYSTAL (Trade Group): Design and construction of lifesize crystal with lighting FX
WORLD OF TANKS (War Gaming): Design of walk around costumes

2014

GROM STATUE (Blizzard) : Construction of lifesize statue
PIXELS (Columbia Pictures): Conceptual Designer Costumes
SCREAM T.V. (Dimension Films): Conceptual Designer and fabrication of new scream mask
LEAGUE OF GODS (Chinastar Movie LTD): Conceptual Designer
ZIGGS DISPLAY STATUE (Riot Games): Design and construction of lifesize statue
TANK DISPLAY STAUTE (World of Tanks): Design and construction of lifesize tank
TIBBER & ANNIE (Riot Games): Design and construction of lifesize statue

2013

OUTPOST 37 (Newscope Ent.): Production Designer Eddie Yang, Special make up FX, Visual FX, Props
SPECTRAL (Legendary): Conceptual Designer
BOILERPLATE (Bad Robot): Conceptual Designer
MONKEY KING (Wanda Group): Conceptual Designer
WES BORLAND STAGE COSTUME (Riot Games): Conceptual Designer

2012

> **WISH** (Prana): Conceptual Designer/Pitch Artwork
> **THE HATCHET CLUB** (Prana): Conceptual Designer/Pitch Artwork
> **MOCKINGBIRD LANE** (Masters FX): Character Design
> **MORTAL KOMBAT** (Warner Bros): Specialty Costume Design

2011

> **ENDERS GAME** (Quantum Creations): Specialty Costume Design
> **ROBOCOP** (MGM): Robocop Conceptual Designer
> **MAN OF STEEL** (Warner Bros): Specialty Costume Design
> **AVENGERS** (Marvel): Specialty Costume Design
> **DARK KNIGHT RISES** (Warner Bros): Specialty Costume Design
> **R.I.P.D.** (Universal): Conceptual Designer
> **WANDERLUST** (Universal): Conceptual Designer
> **UFC3: UNDISPUTED VIDEO GAME** (THQ): Character Designer, Art Direction

2010

> **THE AMAZING SPIDERMAN** (Arad Productions): Specialty Costume Design
> **ALIEN BAND** (Vanguard): Conceptual Designer
> **SMACKDOWN vs. RAW 2011 VIDEO GAME** (THQ): Character Designer, Art Direction

2009

> **SPIDERMAN 4** (Frontline): Digital Costume Sculptor
> **BATTLESHIP** (Universal): Conceptual Designer
> **FOUNDATION** (Columbia Pictures): Conceptual Designer
> **UFC 2010 VIDEO GAME** (THQ): Character Designer, Art Direction
> **SMACKDOWN vs. RAW 2010 VIDEO GAME** (THQ): Character Designer, Art Direction
> **THOR** (Ironhead Studio): Character Designer, Digital Sculptor
> **TRON 2.0** (Disney): Digital Costume Sculptor
> **IRON MAN 2** (Legacy FX Group): Digital Sculptor
> **HSBC COMMERCIAL** (Digital Domain): Character Designer

2008

> **OLD NAVY COMMERCIAL** (Legacy FX Group): Character Designer, Digital Sculptor
> **TERMINATOR 4** (Legacy FX Group): Character Designer, Digital Sculptor
> **WWE LEGENDS VIDEO GAME** (THQ): Character Designer, Art Direction
> **ARMY OF THE DEAD** (Tinsley Prod): Character Designer
> **HEROES** (Optic Nerve): Character Designer
> **BUCKSTAR** (Cushing Prod): Character Designer
> **DARKFALL** (3VFilms): Character Designer

2007

> **CLASH OF THE TITANS** (Legendary Pictures): Character Designer
> **DRAGONBALL Z** (Ironhead Studio): Character Designer
> **INDIANA JONES** 4 (Stan Winston Studio): Digital Sculptor
> **RIBBIT** (Vanguard): Character/Production Design
> **SPEED DEMON** (Stan Winston Studio): Character Designer
> **THEY CAME FROM UPSTAIRS** (Fox): Character Designer
> **DEATHS OF IAN** (Stan Winston Digital): Visual FX artist
> **SPACECHIMPS** (Vanguard): Character Designer

2006

> **AVATAR** (Stan Winston Studio): Character Designer, Digital Sculptor
> **IRONMAN** (Stan Winston Digital): Digital Sculptor
> **NARNIA 2** (KNB EFX Group): Character Designer

2005

> **SUPERCUTS COMMERCIAL** (SW Digital): Character Designer
> **EIGHT BELOW** (Stan Winston Digital): Visual FX artist
> **SHAGGY DOG** (Stan Winston Digital): Visual FX artist
> **FANTASTIC FOUR** (Stan Winston Digital): Visual FX artist
> **WAR OF THE WORLDS** (Stan Winston Studio): Digital Sculptor
> **HUMMER COMMERCIAL** (Stan Winston Studio): Character Designer

2004

    CHARLOTTE'S WEB (Stan Winston Studio): Sculptor
    DOOM (Stan Winston Studio): Character Designer
    ZATHURA (Stan Winston Studio): Digital Sculptor
    SUPERMAN (Stan Winston Studio): Costume Design
    SKY CAPTAIN (PLF): Visual FX artist
    SUPERMAN (Kym Barret): Costume Design, Sculptor

2003

    CURSED (Rick Baker): Character Designer, Art Director, Painter
    THE HAUNTED MANSION (Rick Baker): Character Designer, Sculptor, Painter
    CAT IN THE HAT (Rick Baker): Character Designer, Sculptor, Painter

2002

    THE RING (Rick Baker): Character Designer, Art Director, Sculptor, Painter
    MEN IN BLACK 2 (Rick Baker): Character Designer, Sculptor, Painter, Art Direction

2001

    PLANET OF THE APES (Rick Baker): Character Designer, Sculptor, Painter

2000

    THE GRINCH (Rick Baker): Character Designer, Art Direction
    NUTTY PROFESSOR2: THE KLUMPS (Rick Baker): Character Designer, Art Direction, Sculptor, Painter, and Puppeteer,

1999

    WILD, WILD, WEST (Rick Baker): Character Designer, Art Direction, Sculptor

1998

    MIGHTY JOE YOUNG (Rick Baker): Art Direction, Project Supervisor

1997

    DEVIL'S ADVOCATE (Rick Baker): Project Supervisor, Character Designer,
    BATMAN AND ROBIN (Rick Baker): Art Direction, Project Supervisor
    MEN IN BLACK (Rick Baker): Character Designer, Art Direction, Project Supervisor , Sculptor, Painter

1995

    NUTTY PROFESSOR (Rick Baker): Makeup FX
    BATMAN FOREVER (Rick Baker): Sculptor

1994

    AMAZING PANDA ADVENTURE (Rick Baker): Puppeteer , Set Supervision

1993

    TREASURE ISLAND HOTEL/CASINO (Studio "C"): Project Supervisor, Sculptor
    BABY'S DAY OUT (Rick Baker): Painter
    IN THE MOUTH OF MADNESS- (KNB EFX GROUP): Painter
    SONY TV COMMERCIAL FOR THAILAND (Rick Baker): Puppeteer , Set Supervision

1992

    LIFE INSURANCE COMMERCIAL FOR JAPAN (Rick Baker): Makeup FX
    REX (Rick Baker): Character Designer, Sculptor, Painter
    ISOBAR (Rick Baker): Character Designer

1991

    THE GUYVER (Steve Wang): Project Supervisor, Character Designer, Art Director, Sculptor, Painter
    THE KUNG-FU RASCALS (Steve Wang): Character Designer, Sculptor , Painter
    POST WATER COMMERCIAL FOR JAPAN (Rick Baker): Sculptor, Painter

1990

    GREMLINS 2 (Doug Beswick Prod.): Painter
    GREMLINS 2 (Rick Baker): FX Designer, Painter

1989

    SWEET HOME (Make-up Dimensions Japan): Character Designer, Sculptor , Painter

1988

    RETURN OF THE SWAMP THING (Todd Masters FX): Character Designer, Sculptor , Painter
    DEEP SIX (Mark Shostrom Studio): Painter

1987

    BEETLEJUICE (Little Buddy Prod.): Sculptor , Painter
    PREDATOR (Stan Winston Studio): Fabrication