

VFX Artist

Joe Wehmeyer

Visual Effects (VFX) Supervisor

WORLD BUILDING THE FUTURE



“IT’S A BEAUTIFUL THING TO BE ABLE TO WORK IN AN INDUSTRY WHERE WE CAN EXPRESS WHAT WE WOULD LIKE TO SEE IN THE FUTURE. HOW WE CAN TAKE THINGS IN VISUAL EFFECTS TO CREATE THIS WORLD TO EVOKE THINGS OUT OF AN AUDIENCE. THERE’S SO MANY THINGS ABOUT FILMMAKING I ENJOY: LOOKING INTO THE FUTURE, THE THOUGHT OF WHAT WE CAN DO AS HUMAN BEINGS TO EXPRESS AND TO CREATE SPACES FOR PEOPLE TO BE CREATIVE.”

Joe Wehmeyer is an Emmy-winning Visual Effects (VFX) Supervisor for movies, commercials and TV. His latest project was the third season of HBO’s *Westworld* and his body of work includes *Jurassic World*, *Blade Runner 2049*, *Inception*, *Interstellar*, *The Dark Knight Rises*, *The Hunger Games: Catching Fire* and many more. The things he finds most inspiring are a set of good headphones, a great song and a walk around to observe an environment.

Video #1: Personal Background (1:50)

What is a visual effects (VFX) artist? / Joe’s start as Production Assistant / Music Videos

Video #2: Breaking into VFX (1:42)

I Am Legend / Creating a dystopian New York City

Video #3: New York to Los Angeles (1:32)

Inception / Previs: Script to screen / Working with Christopher Nolan: *Interstellar*, *Dark Knight Rises*, *Dunkirk*

Video #4: Building a Future LA (3:13)

Blade Runner 2049 / Working with Set Designers / *Westworld*

Video #5: Power of Visual Storytelling (3:38)

Creating Mood / Architecture as visual expression / Collaborative process

STUDENT VIDEO REFLECTION