

# Scott Boardman

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Scott is an experienced costume, armour, and props technician working across film, television, and exhibition projects. He has contributed to major productions with Wētā Workshop at Kumeu Film Studios and for GSR Productions. Bringing a high level of craftsmanship and practical expertise to every build.

## **Film and Television.**

### **Mulan (2020)**

#### **Wētā Workshop | Costume department | Costume & Leatherwork**

Was part of a crew, manufacturing all the armour and helmets for the general army. Working with leather, casted pieces, RED lace and various other materials, to create around 300 suits of armour. Including chest pieces and pauldrons for both shoulders and for the sides of the helmets. Made possible using many techniques, developed at Wētā, along with other various materials.

### **Avatar: The Way of Water (2022)**

#### **Wētā Workshop | Props department.**

Worked alongside other technicians to cast hundreds of gas/life support masks ( Exopack - To filter toxins from the Pandoran air) worn on the costumes and on the faces by actors/ background actors onset.

### **The Lord of The Rings: The Rings of Power (2022)**

#### **Wētā Workshop | Costume department.**

Tasked with applying durable vinyl straps, to the prosthetic legs and arms, so that onset technicians could fit them easily to the actors, playing the orcs. Was then tasked to precisely glue magnets to the toes of costume socks, to allow easy magnetism when the

actors feet were inserted into the prosthetic feet. This was to create a more organic look while the actor walks.

### **GSR productions | Armour Fabricator.**

Worked on speciality armour pieces for the character "Galadriel". Also casted out flexible soles for the speciality footwear worn by the actors.

## **Immersive experiences.**

### **Alif: The Mobility Pavilion Expo (2020) Dubai.**

#### **Wētā Workshop | Hair and Media department.**

For this project, I initially started out in the media department. Helping to capture highly detailed photography, to be used by the sculptors as reference material. Allowing them to add incredible realistic detail into each individual face, for each main character. Then I was mainly put to task with processing material, in particular fishing line and 3D print filament. To be manufactured (through various processes) into realistic looking hair, for all of the beards, eye lashes and hand hair for the large scale figures. Using various methods to create realistic curls, for inserting (by Dremel) into the massive faces and hands.

### **TCM Cultural Experience Center. Traditional Chinese Medicine, Zhuhai, China.**

#### **Wētā Workshop | Casting department.**

Another exhibition involving large scale figures, required thousands of artificial leaves to be manufactured. Whilst working in the casting department, I was tasked to create hundreds of leaves. Using multiple different moulds, to ultimately cast around 3,000 artificial leaves. All different shapes, different sizes. They needed to be casted out of a durable, flexible material - slightly tinted (green) and then left in a curved bucket, overnight in a massive warm oven, creating a natural curve. To then be finished by sander and painted. Then draped onto the character. Shown below I believe are the figures with the leaves, however, I think the leaves must of been reshaped.



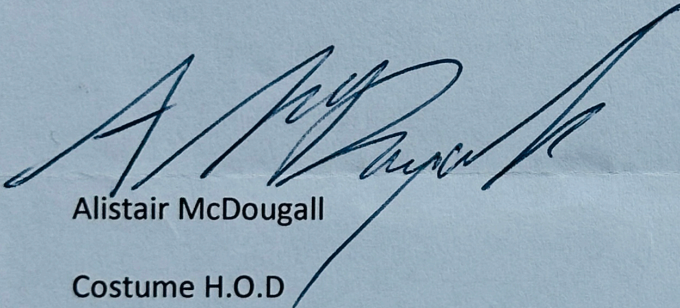
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**MAKING IMAGINARY WORLDS A REALITY**

31/08/2018

To whom it may concern.

I have had the great pleasure to have employed Scott Boardman on a major film project for the last 5 months. Scott was involved in many aspects of assembling a large army of period armour, this required many skills to be used from leather work to paint finishes. He was able to take instruction on many jobs and carry these out with the minimum of supervision, which was a great help with such a large and busy project. I have no hesitation in recommending him for future costume prop work and, I will be happy to have him back on my team.



Alistair McDougall  
Costume H.O.D