

COREY HOUSEHOLDER

ART AND FABRICATION PORTFOLIO

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WILDWOOD

FEATURE FILM



Public Image Property of Laika Studios

Since the start of 2021, I've been working as a Rapid Prototype (RP) Fabrication Generalist at Laika Studios, helping to bring *Wildwood* to life. My hands have touched all areas of the production pipeline, from early build development to full-throttle stage production – and even assisting in marketing. While in my Senior role, I've made it a personal goal to bridge the gap between the puppets, rapid prototype, and stage teams by leading very detail-oriented animation testing work for shot specific stunts. I've become a central voice across departments not only because of my extensive feedback, but because of my focus on stage efficiency. In RP, I worked closely with the design leads to fabricate printed character heads and deliver practical revisions to our CG modeling team – taking objects from an ideal CG space to something functional for stop-motion. On the shoot floor, I continued to support central production as a vocal lead in theater dailies.

Some of my work here includes developing and fabricating rat whiskers out of fine hair fibers (as well as creating the method in which to remove and replace them for bespoke facial animation), getting three eyelids to perform in a single eye mechanism (for the General, featured in the picture above), and running point on RP related stunts where characters are eating meat, donuts, etc. – all while retaining smooth, 24 frames-a-second facial performance.

THE ONION HOUSE

SHORT FILM

Responsible for Direction, Concept Art, Principle Puppet Fabrication (including character mechanicals, sculpts, molds, hair work, additional costuming, paint work) and Animation, Set Dressing, Lighting and Cinematography, Editing, and Sound Design

Full film is available to watch on my website:
<https://www.coreyhouseholder.com/the-onion-house>



Chanel Character Ideation



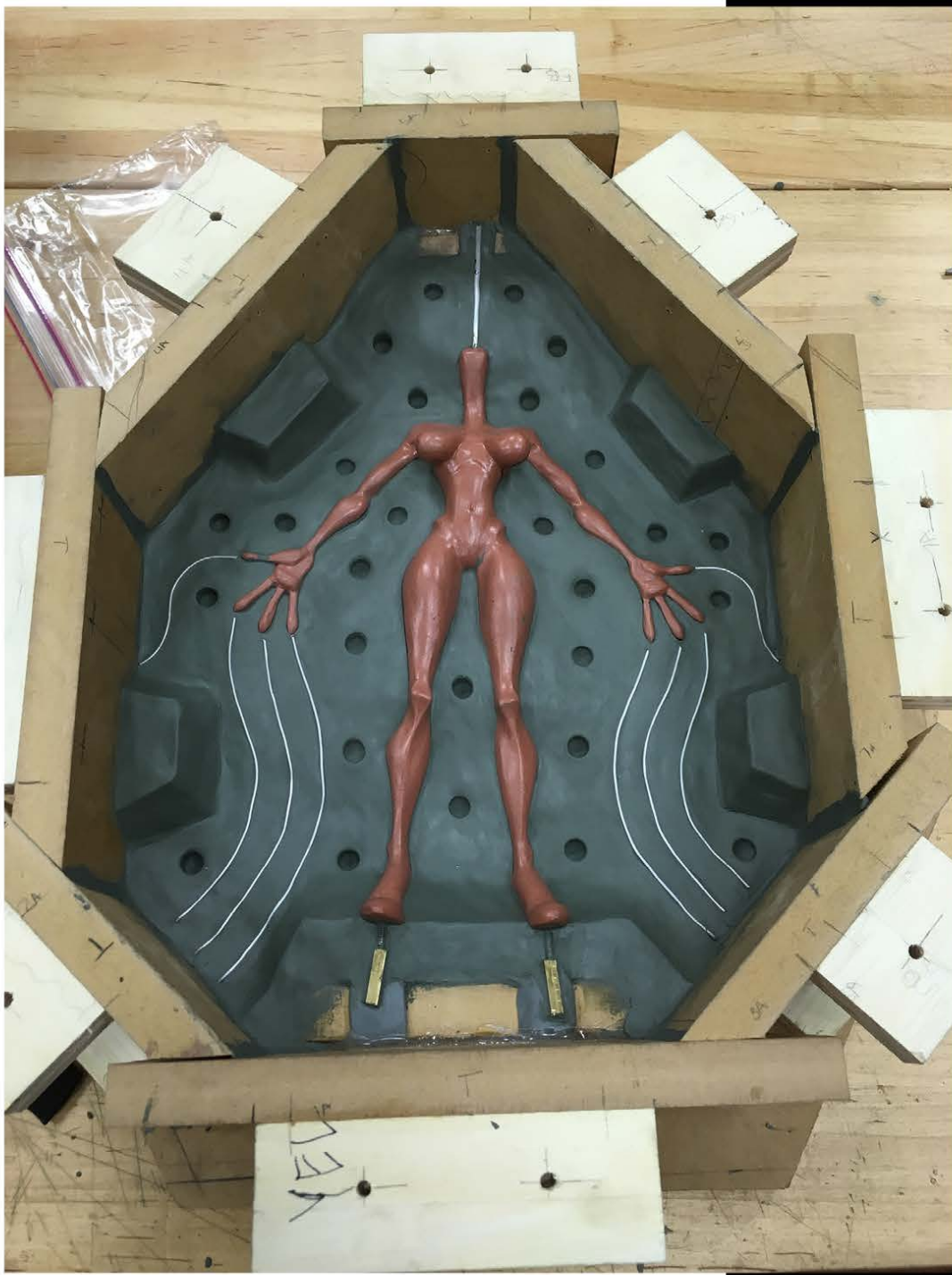
(Left) Chanel final puppet (responsible for design, sculpt, costume, and hair)

(Right) Chanel performance test costume

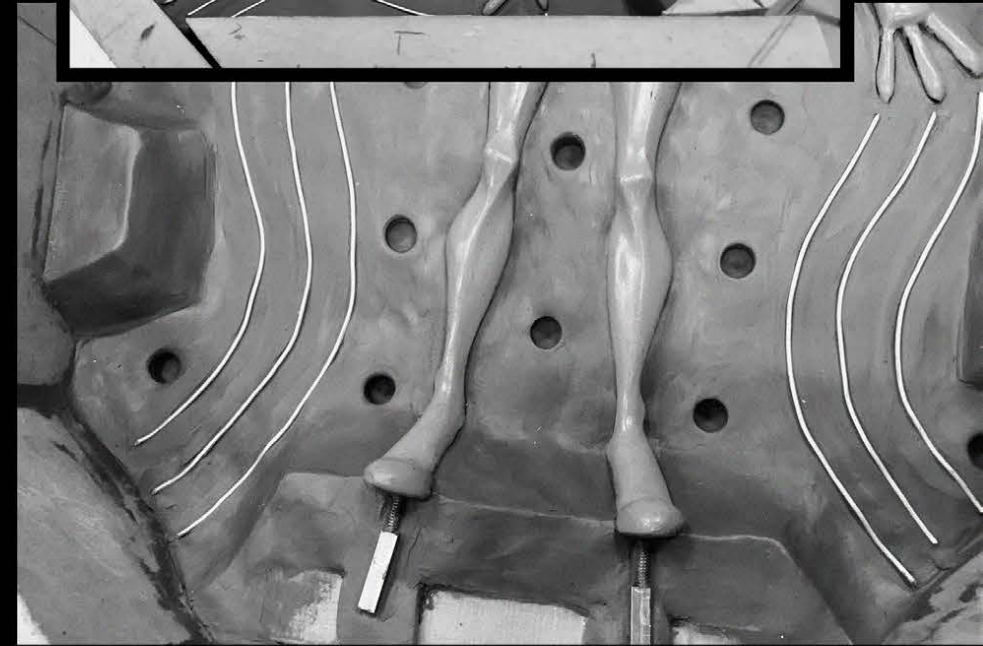
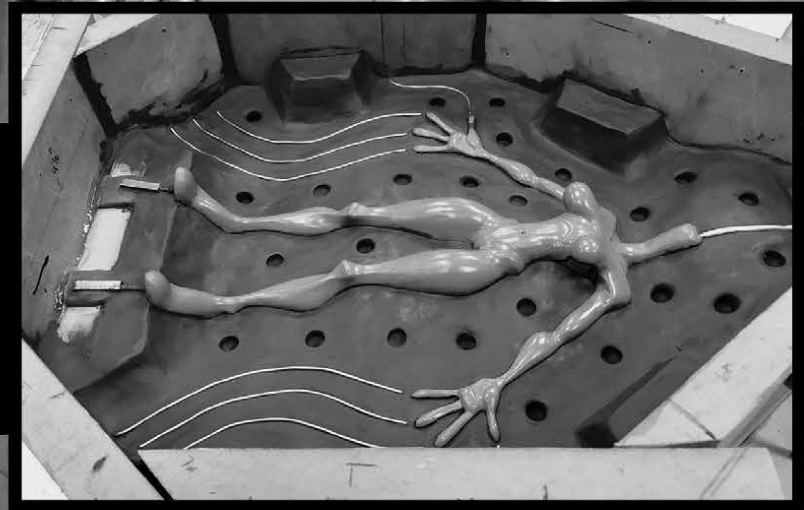
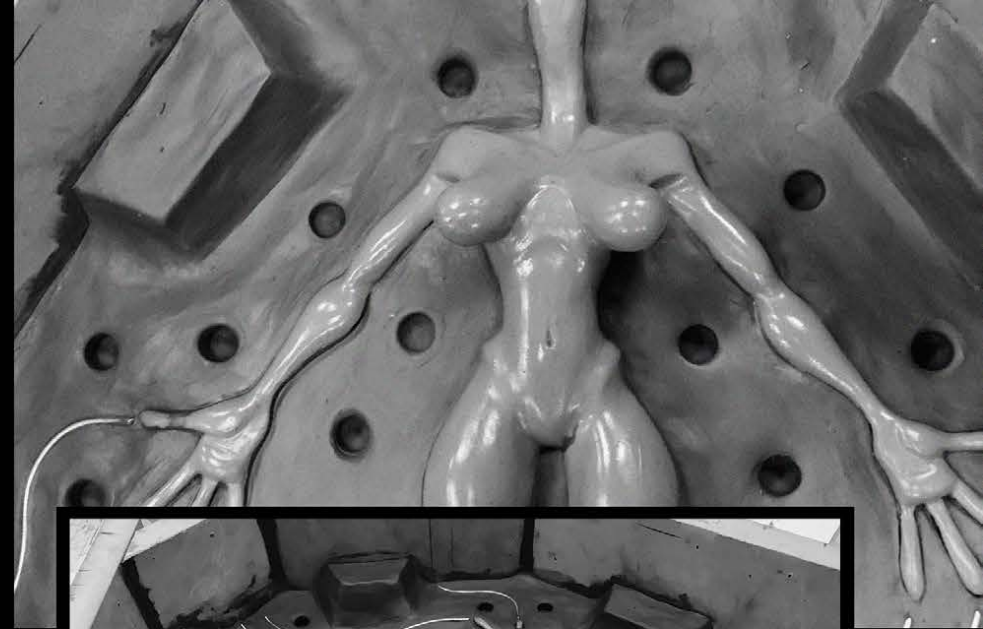


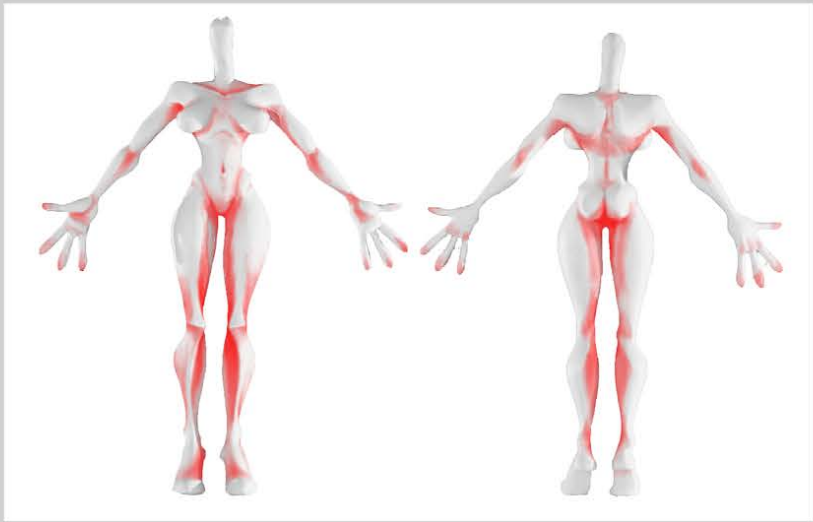


Chanel final body sculpt

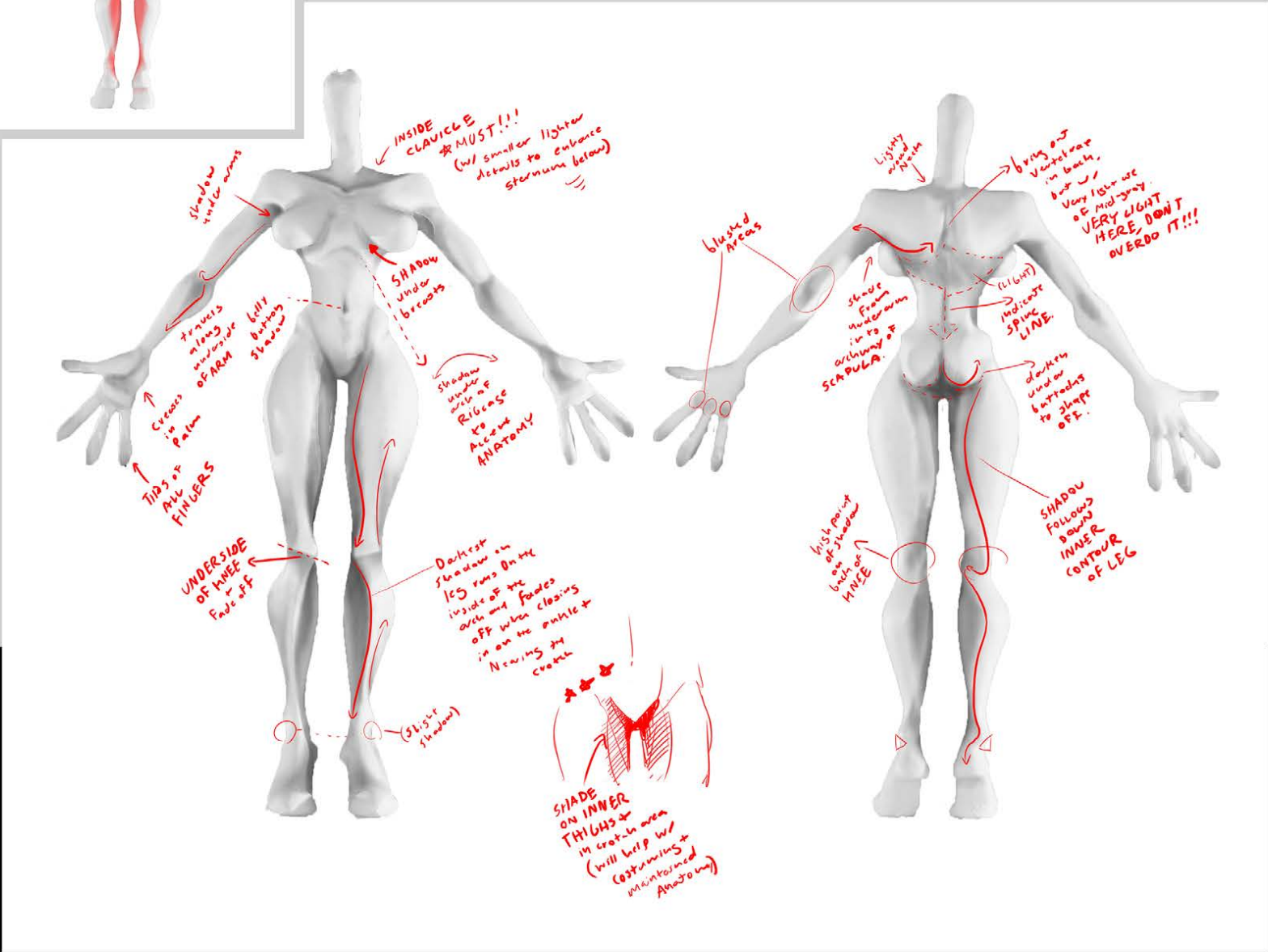


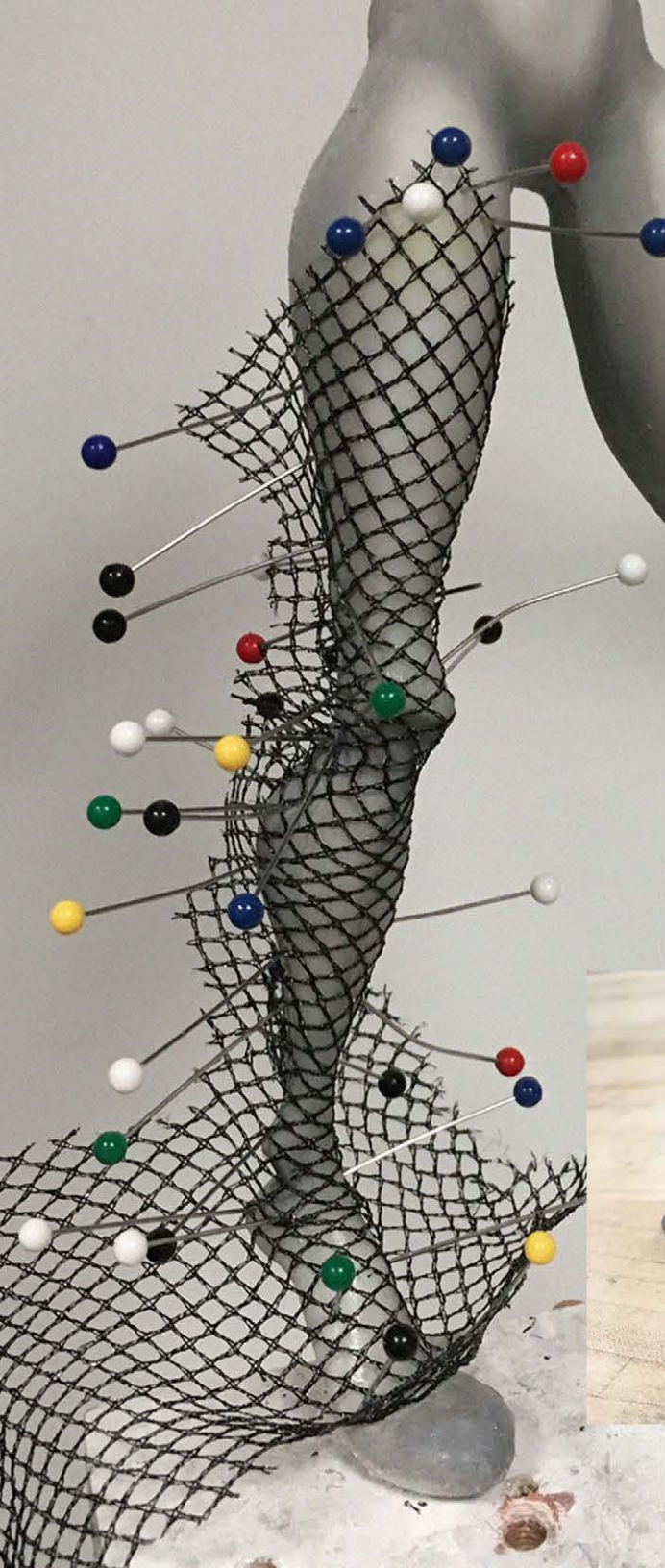
Chanel body mold (responsible for clay-up)





Chanel body paint design guidelines





(Left) Fishnets progress photo
(Right) Chanel final assets, deconstructed

(Center Left) Bronze heel casts
(responsible for sculpt only)

(Center Right) Wax heel sculpt



Chanel face production

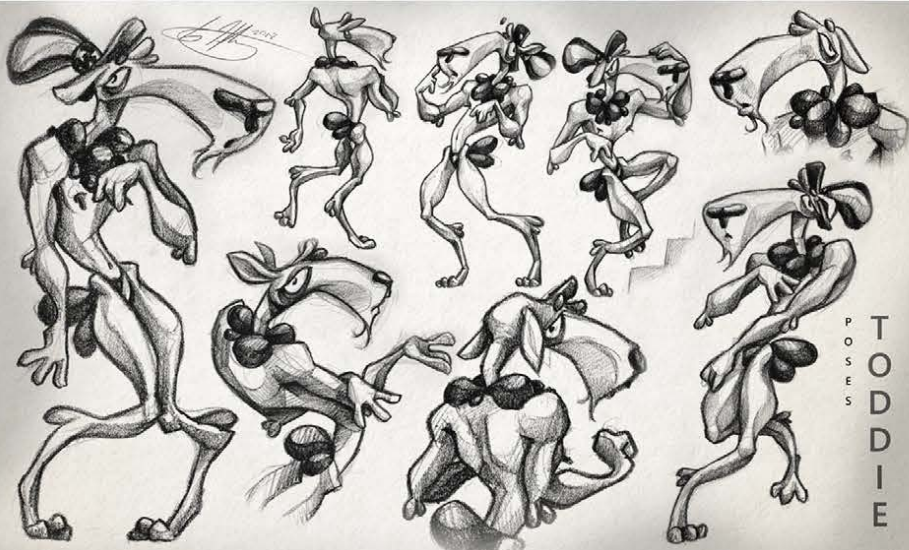
(Top, left) Vacuform eye piece

(Top, right) Production face

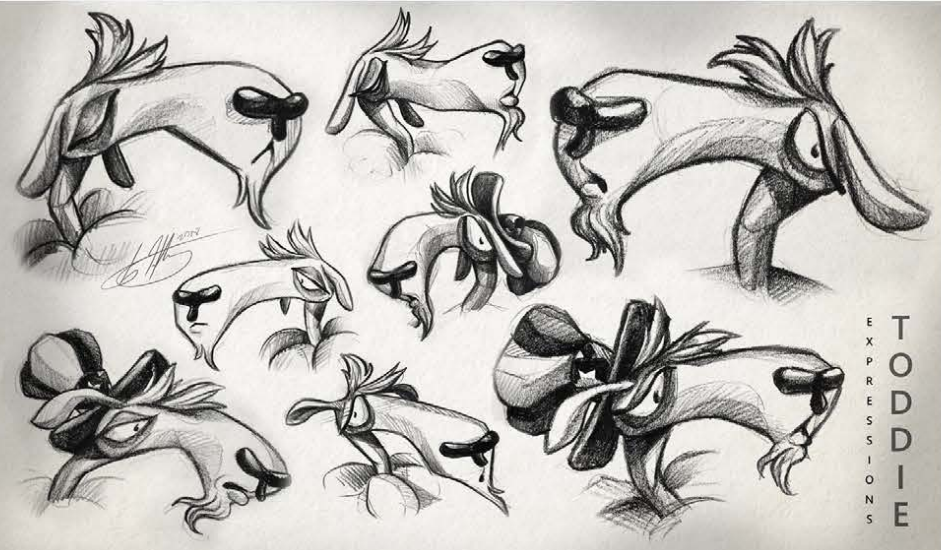
(Bottom, left) Expression assembly line



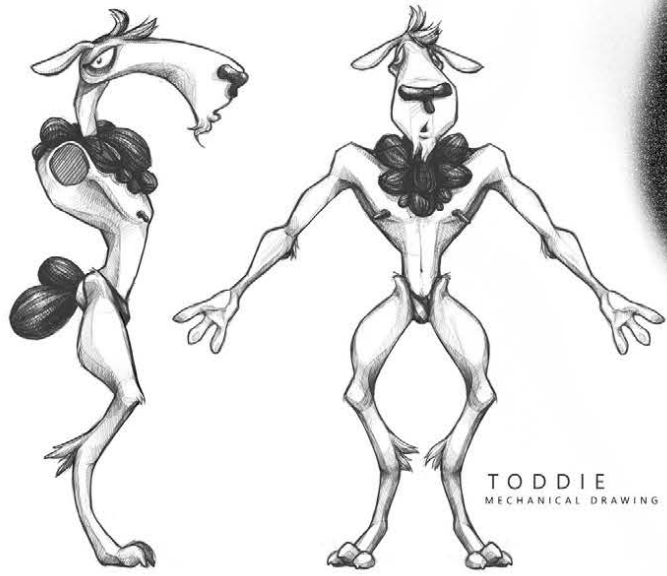
TODDIE CHARACTER IDEATION



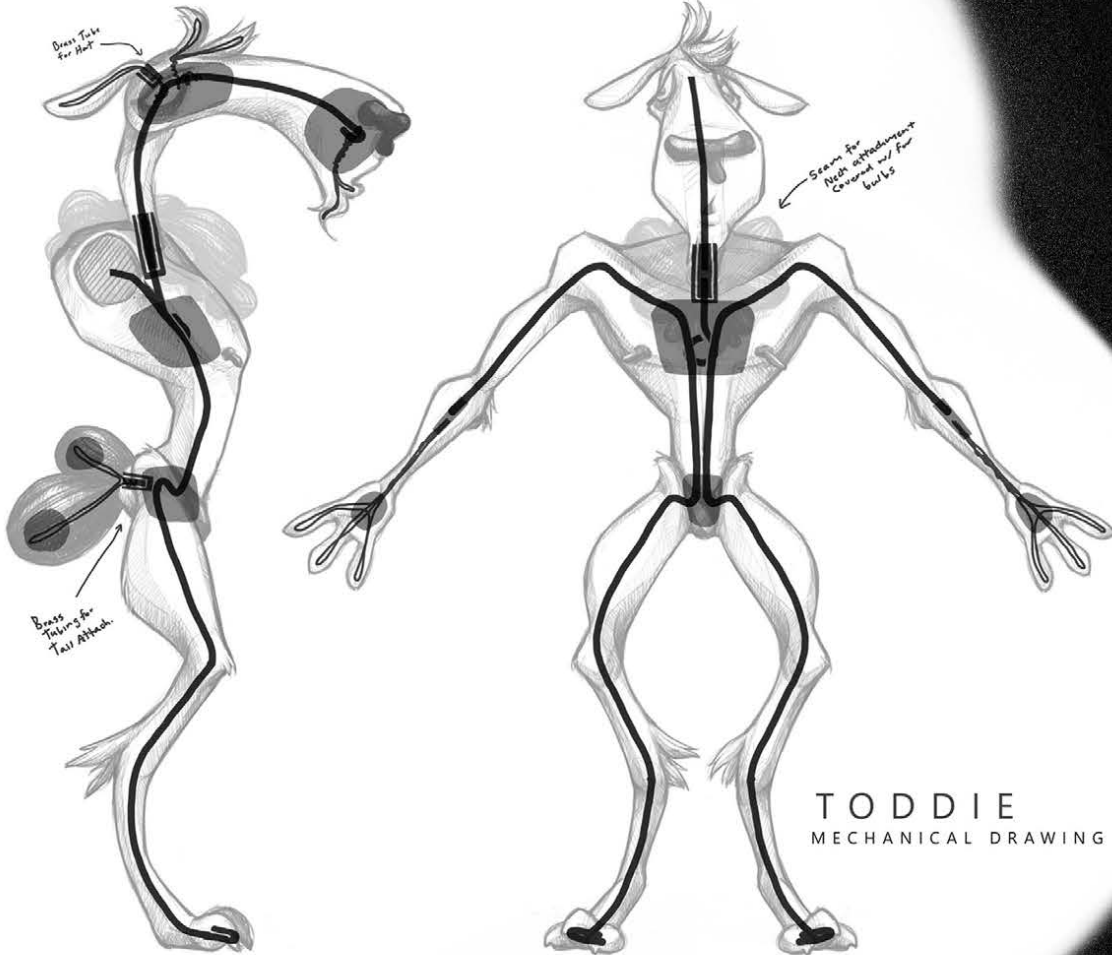
TODDIE
POSES



TODDIE
EXPRESSIONS



TODDIE
MECHANICAL DRAWING



TODDIE
MECHANICAL DRAWING





(Above) Toddie replacement eye

(Left) Toddie head mold
(responsible for all)

(Right) Onionhead face clay-up

(Below) Toddie replacement
mouth-piece cast, sculpt, sand,
and final paint





STARRY MARX CHARACTER IDEATION



CHITA OLE CHARACTER IDEATION

(Right) Starry Marx final puppet
(responsible for entire costume, prop, hair, design, and sculpt)

(Left, top) Starry Marx asset box
(Left, center) Starry Marx costume application
(Left, bottom) Starry Marx boot progress





(Top) Final Hound paint on MDF

(Bottom) Cardboard test Hound and test paint

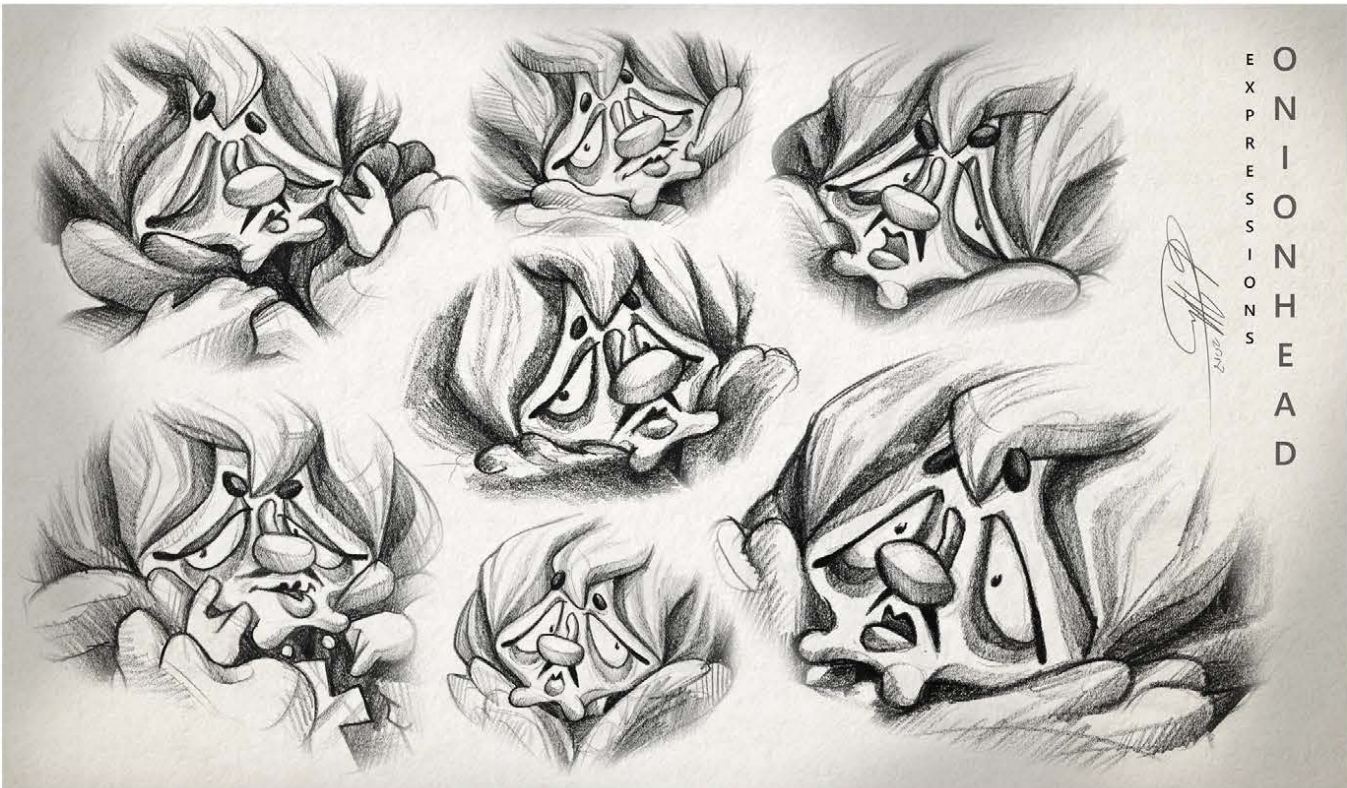


Onionhead Character Ideation



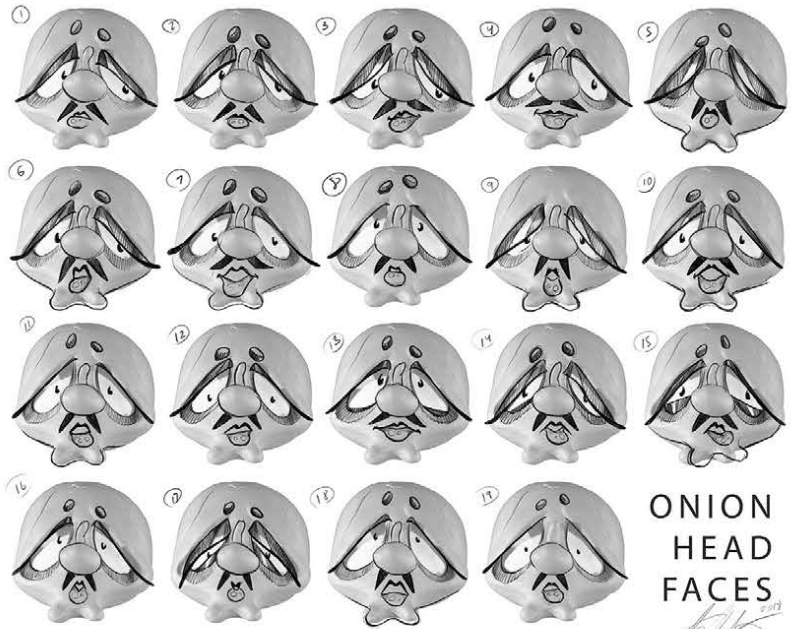
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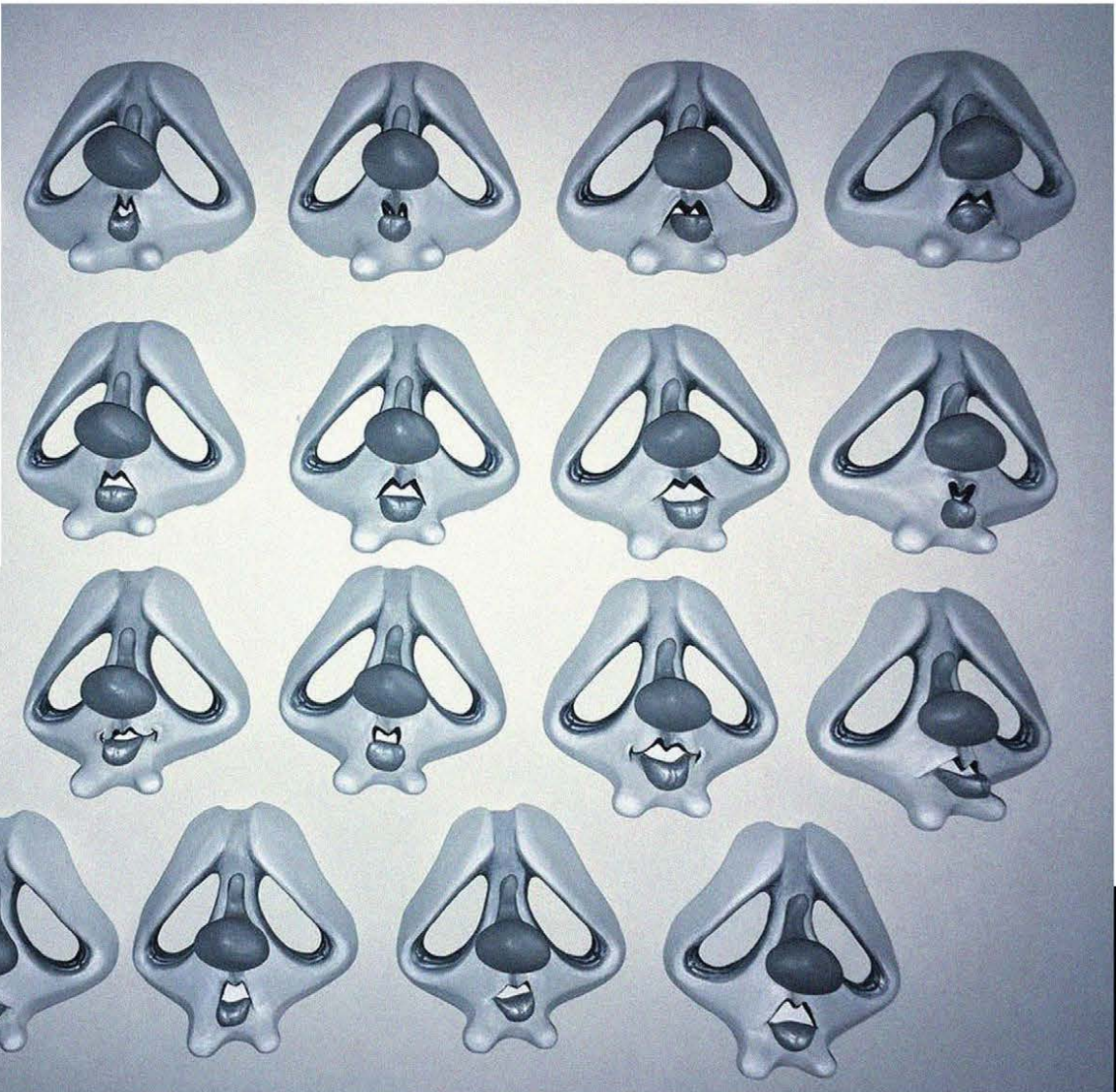
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ONION
HEAD
FACES

6/16



Onionhead expression designs and final paint



Onionhead bloody paint job and distress pass
(faces and costume)

Onionhead hair sculpt



Onionhead hair sculpt
(broken apart for molding)



Onionhead final hair paint, in show lighting



- "100 MPH" - Ceiling
- "I Pink I Can" - back / front walls
- "No More Drama" - side walls
- "Abiscus Flower" - Tile 1
- "Dark Crimson" - Tile 2 + Doors
- Mix with 1/3 "Blackout" for TRIM!!!
- Extreme glow + 1/2 "Dark" FRAME



(top left) Color map of bathroom set.

(top right) Final set in camera with practical effects.

(bottom center) Production photo with puppets on set.

Responsible for design, partial puppet fabrication, and lighting / cinematography





Production photos on set.





2019



Final Film Still

THE RETURN OF THE BOURGEOISIE, PART II

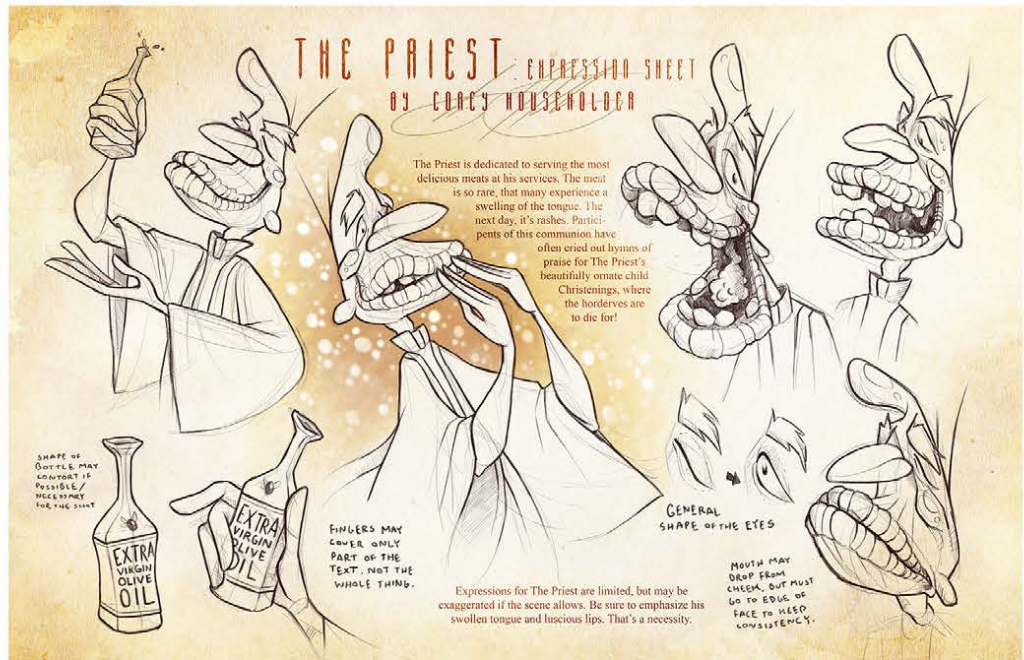
SHORT BUMPER

Responsible for All

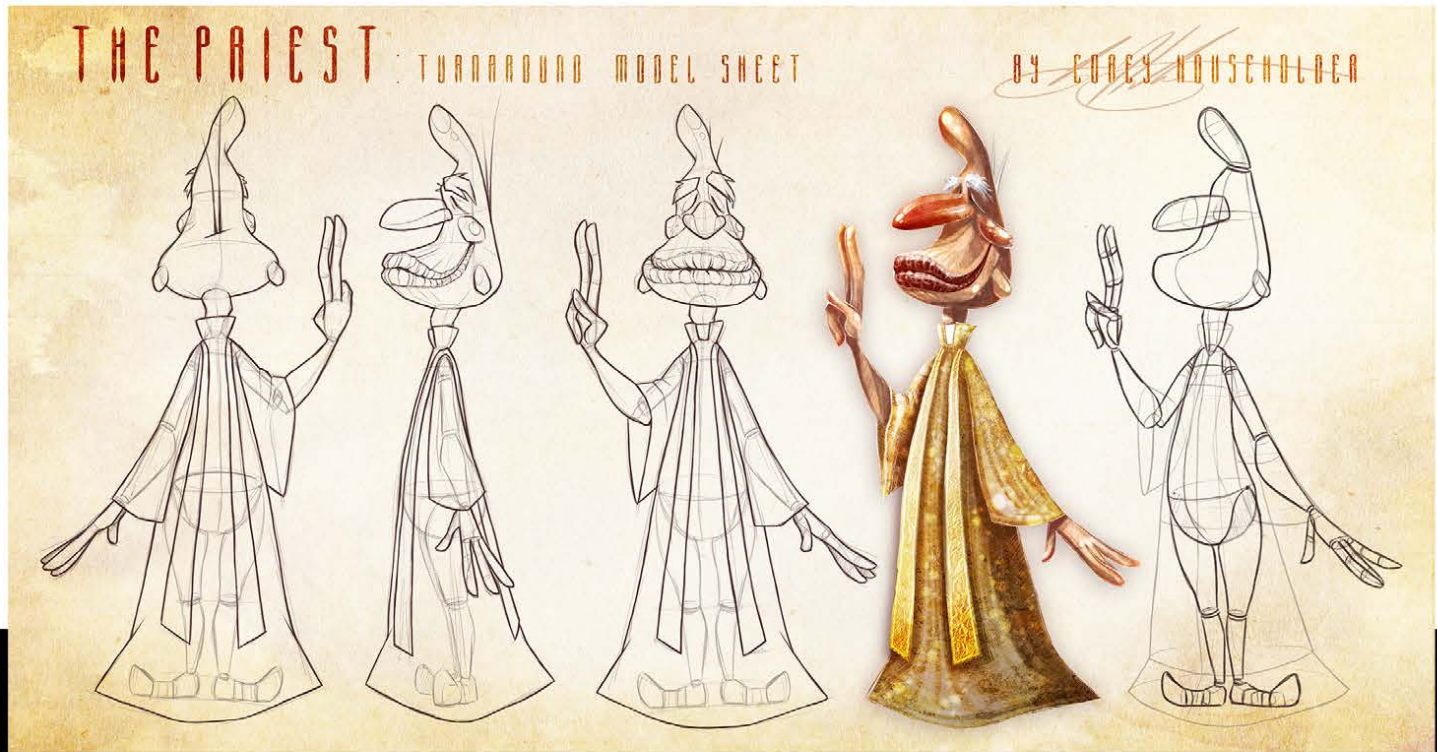


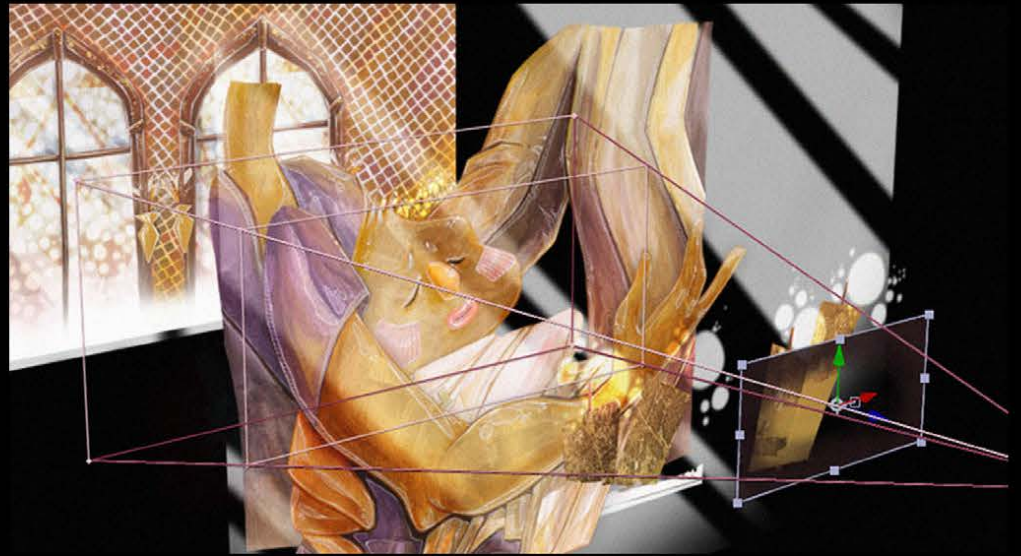
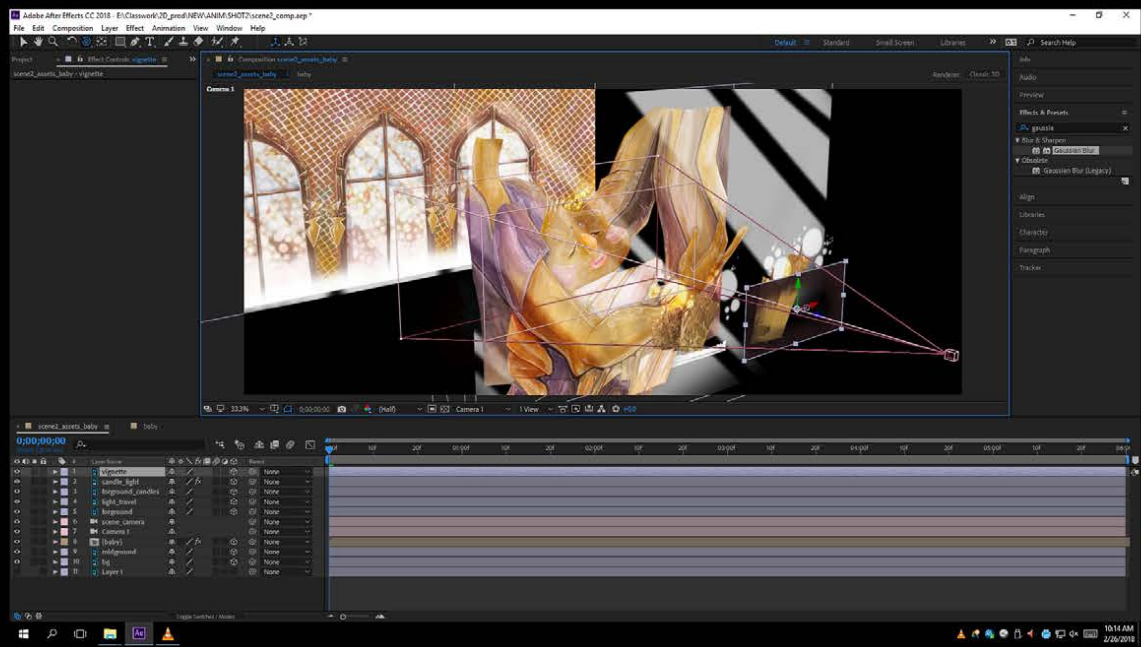
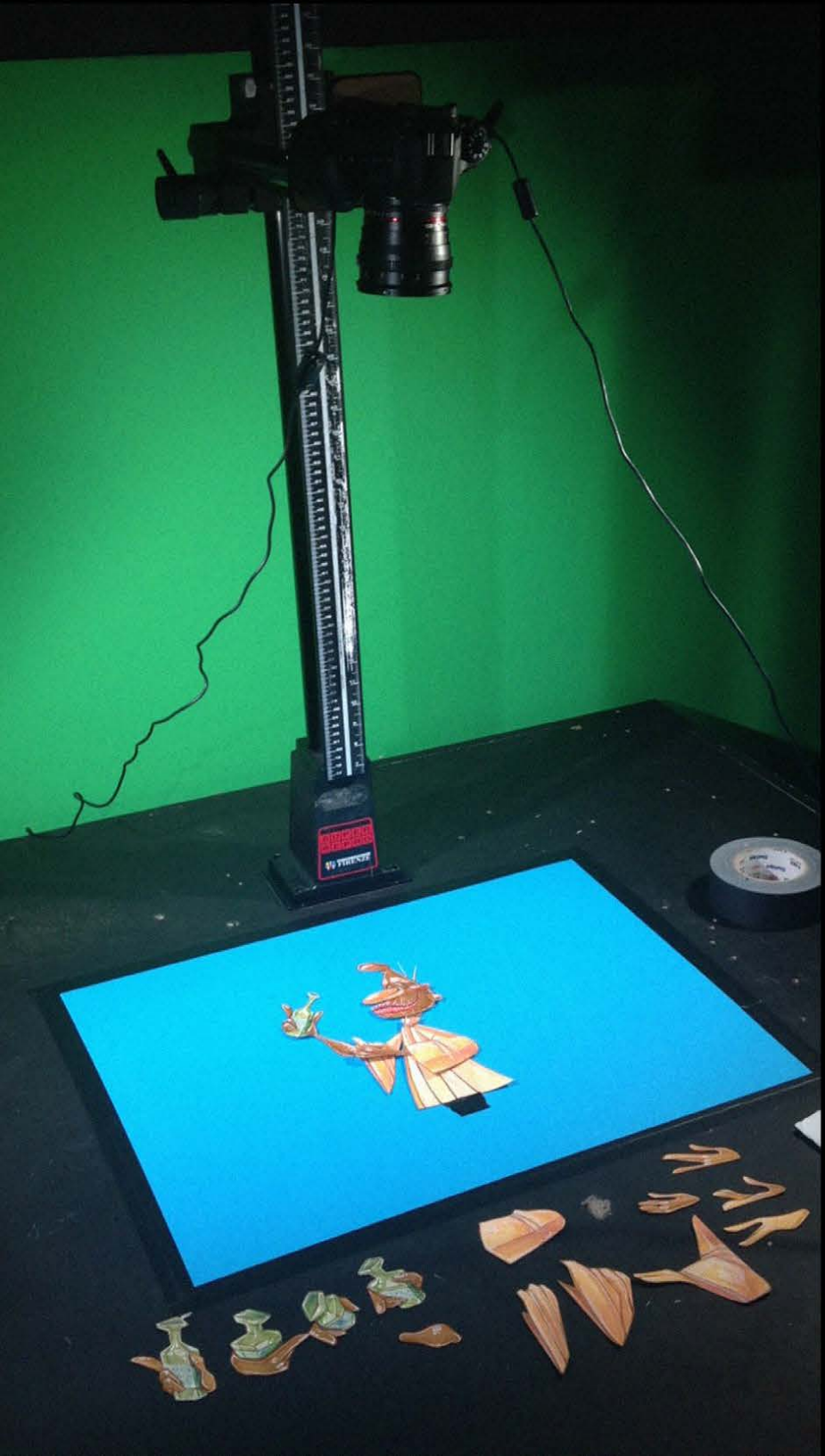
Practical background and asset fabrication / illustrations





Character Design Model Sheets and Renders for the Child and the Priest





(Left) Downshooter of practical puppets / assets

(Above) After Effects composition window showcasing digital lighting and effects







FINE ART



Scrying Mirror, Gouache on Wood Panel, 5.5" Square



*Pope 2, Sequel to a Study of Francis Bacon's Study of Pope Innocent X,
Gouache on Panel, 8"x10"*



*Cold Dead Hands,
Gouache on Panel, 11"x14"*



ESCAPE! or, My Little Freedom, Mixed Media Sculpture, 12" x 5" x 8"



Progress Photos



ESCAPE! or, My Little Freedom (Details)



ESCAPE! or, My Little Freedom (Detail)

THE MUTILATION OF BELLMER

SPEC FEATURE CONCEPT ART

Responsible for All



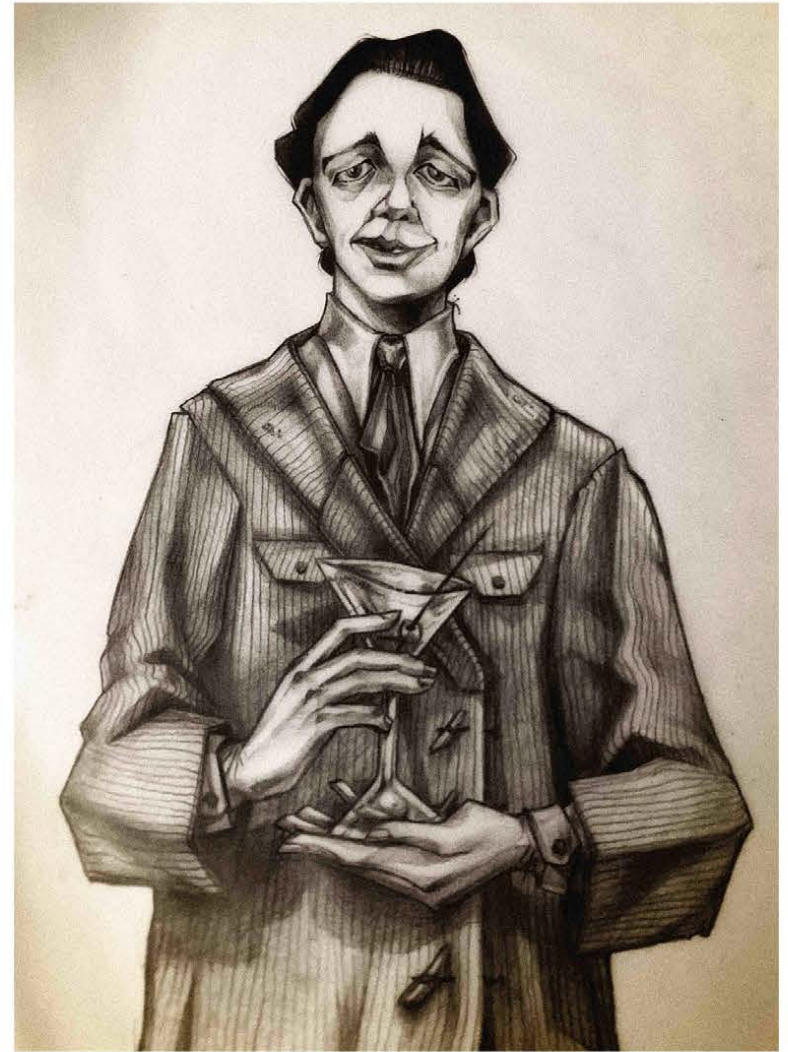
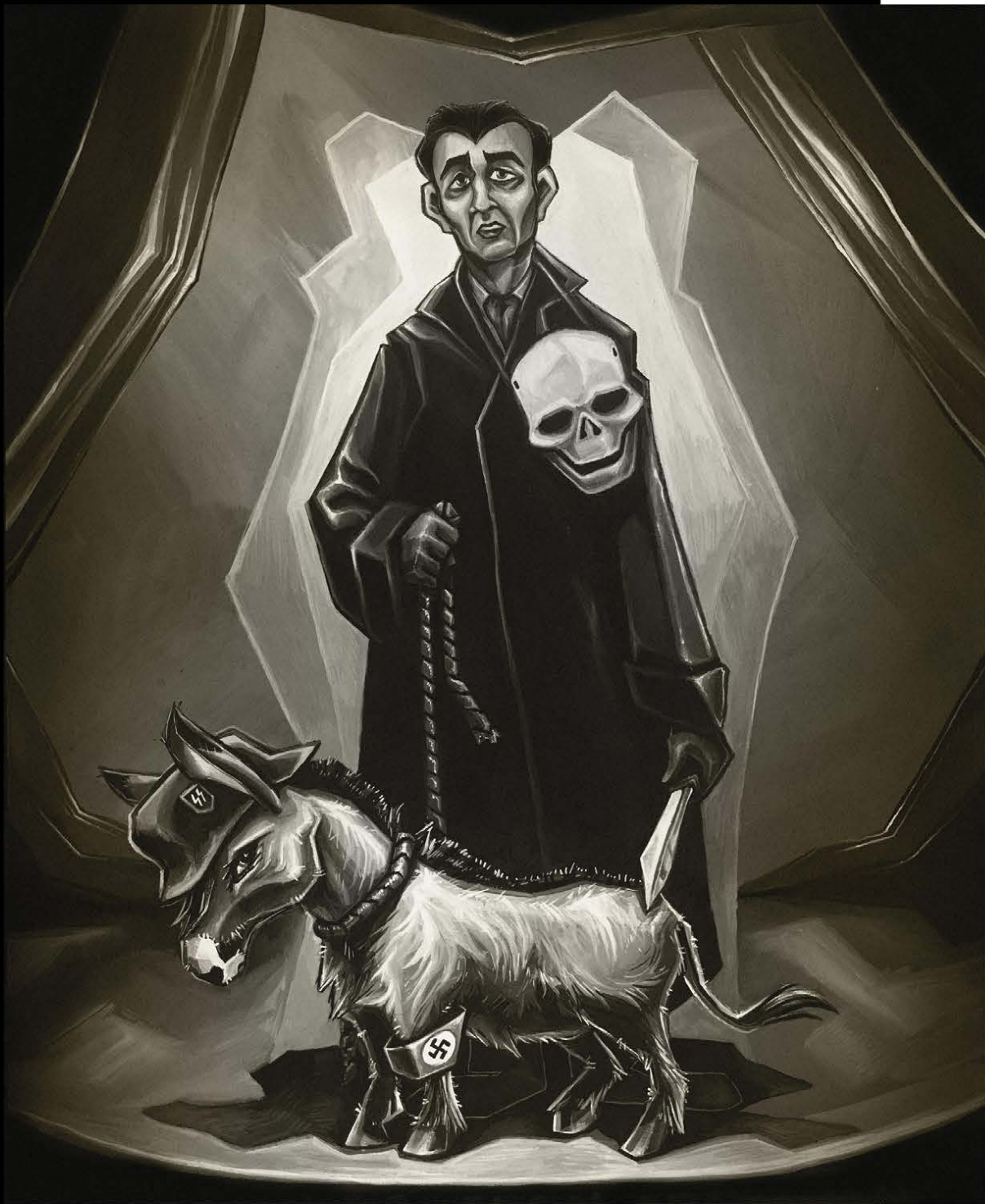
THE MUTILATION *of* BELLMER
A FANTASY OF TRUE EVENTS *by* COREY HOUSEHOLDER





Hans and Fritz, for Act I



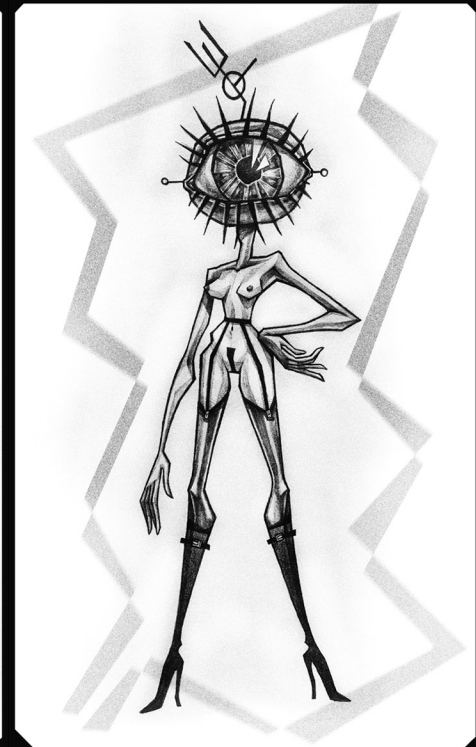
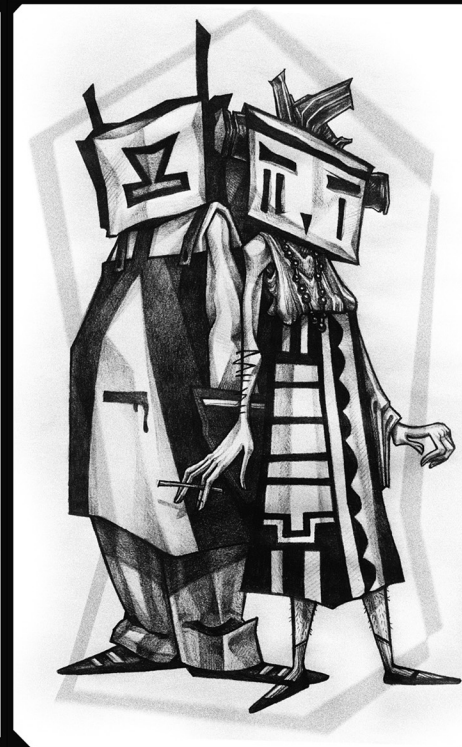
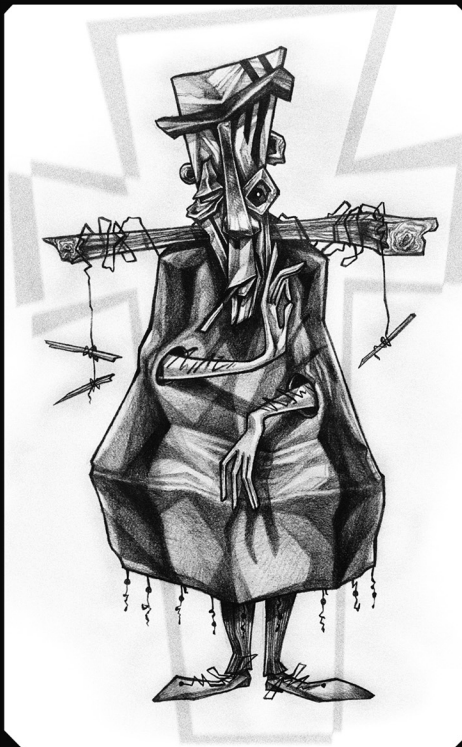


(Above) *Study of Andre Breton*

(Left) *George Grosz as Dada Death*



Grosz with Mannequins





Hans and Margarete

(Left) Hans Bellmer
(Center) Otto Dix
(Right) Unica Zürn





(Above) *Hans and Unica*

(Right) Photo of Hans Bellmer and Unica
Zürn with the Second Doll





(Left) *Unica Binds Herself*
(Right) *Hans Finds Unica*
(Below) *Visions of Unica*







"We'll Meet Again" Kickline



The Mutilation of Bellmer (detail)

OPPOSABLE THUMBS

SPEC FEATURE CONCEPT ART

Responsible for All



Opposable Thumbs



An Animated Thriller
by COREY HOUSEHOLDER



THE CAST of OPPOSABLE THUMBS

2: INT. IAN'S APARTMENT - NIGHT



IAN: "I can't even update my portfolio..."
SFX: FAN BLADES OSCILLATING, "COO. COO -"



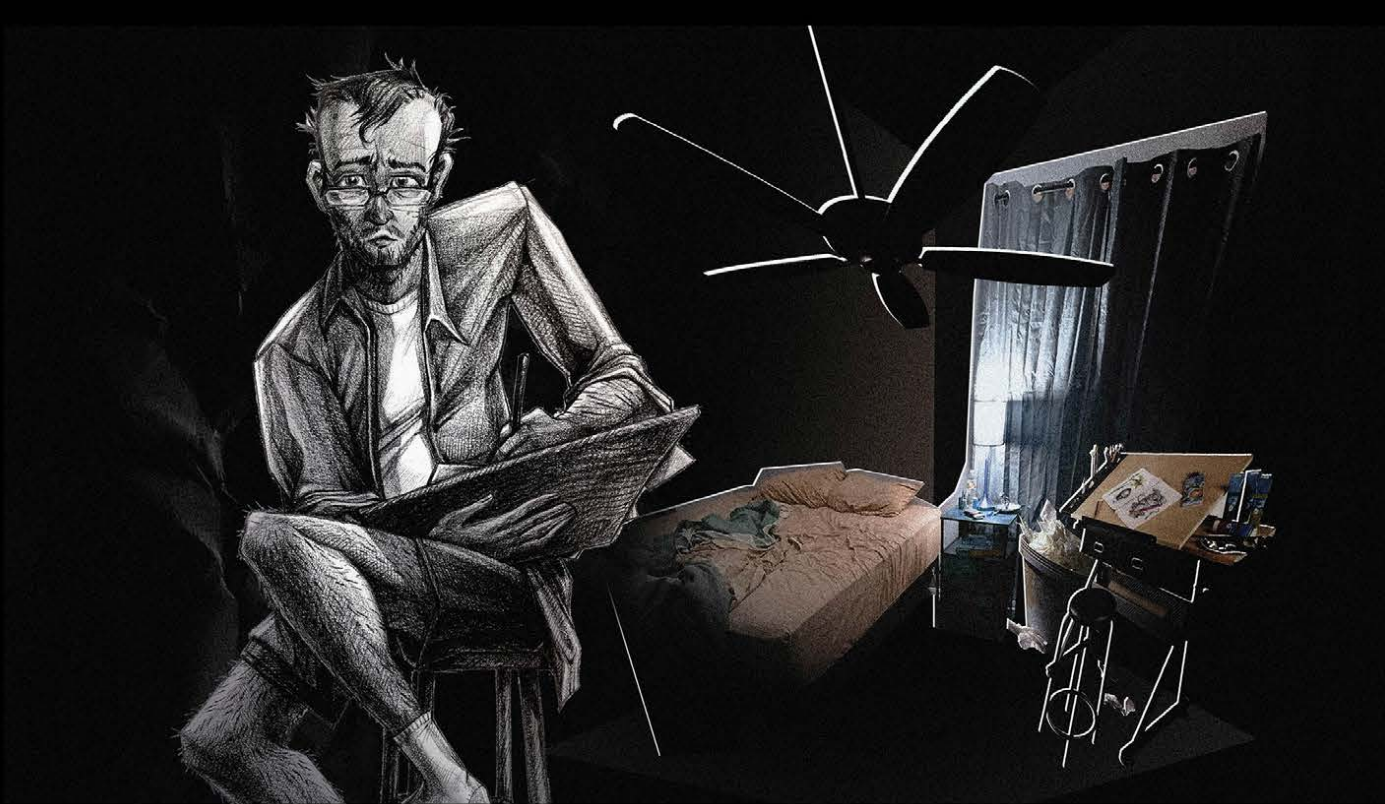
IAN'S MOM (V.O.): "Maybe you could come home for a while?"



JENNY CIAO CHARACTER DESIGN



IAN POWELL CHARACTER DESIGN



IAN + JENNY
CHARACTER AND
ENVIRONMENT
IDEATION



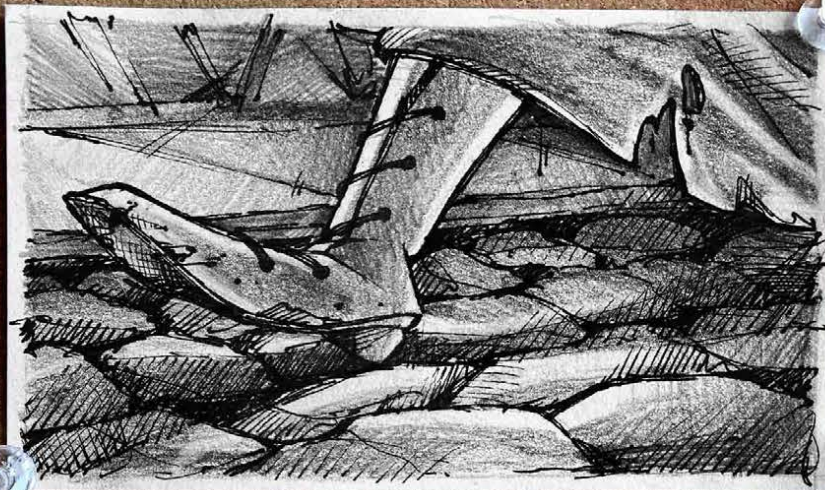
GAS STATION LOCATION COLLAGE

8E: EXT. JENNY'S BACKYARD - CONTINUOUS



JENNY: "You know, I could use some extra help
with my 'hobby'..."

— DITSY SONG CONTINUES —



SFX: HEELS CLACK -
- RINGING!

MALE VOICE (V.O.):
"Okay, CUT! -"

27B: INT. 'GLASS BAUDAIR' SOUNDSTAGE



MALE VOICE (CONT): "That's our daily
wrap! Break -"



AVA AND KALI



MONKEY CHARACTER DESIGNS

CARLOS



BENJI



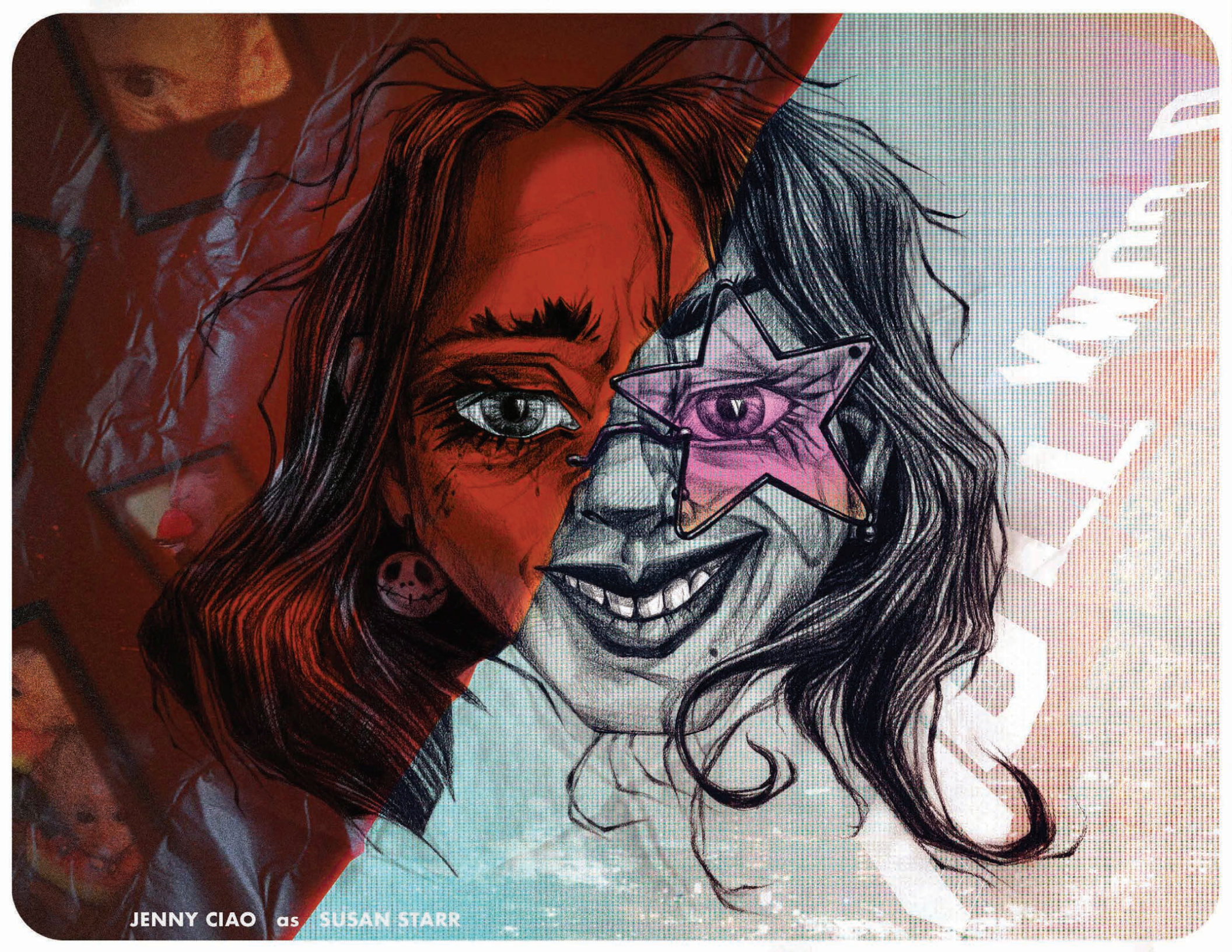
DAE

MONKEY CHARACTER DESIGNS

28: INT. DRESSING ROOM - SOME TIME LATER



AVA (cont'd): "I want this so bad, Carlos. So bad. It's all I ever wanted, and I feel so much pressure to do everything right while she just... Coasts by."



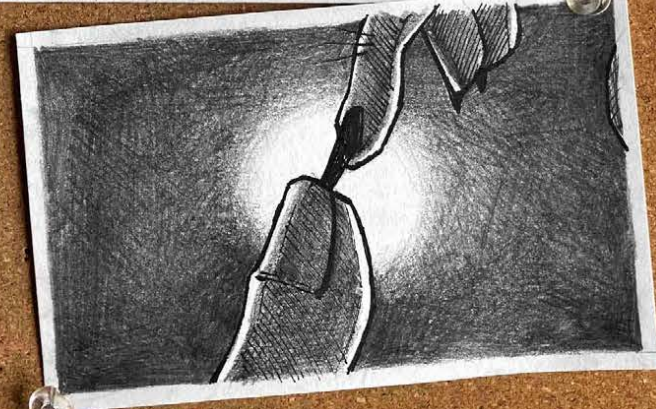
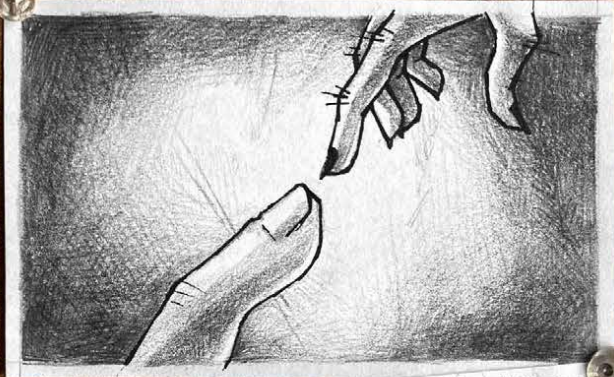
JENNY CIAO as SUSAN STARR

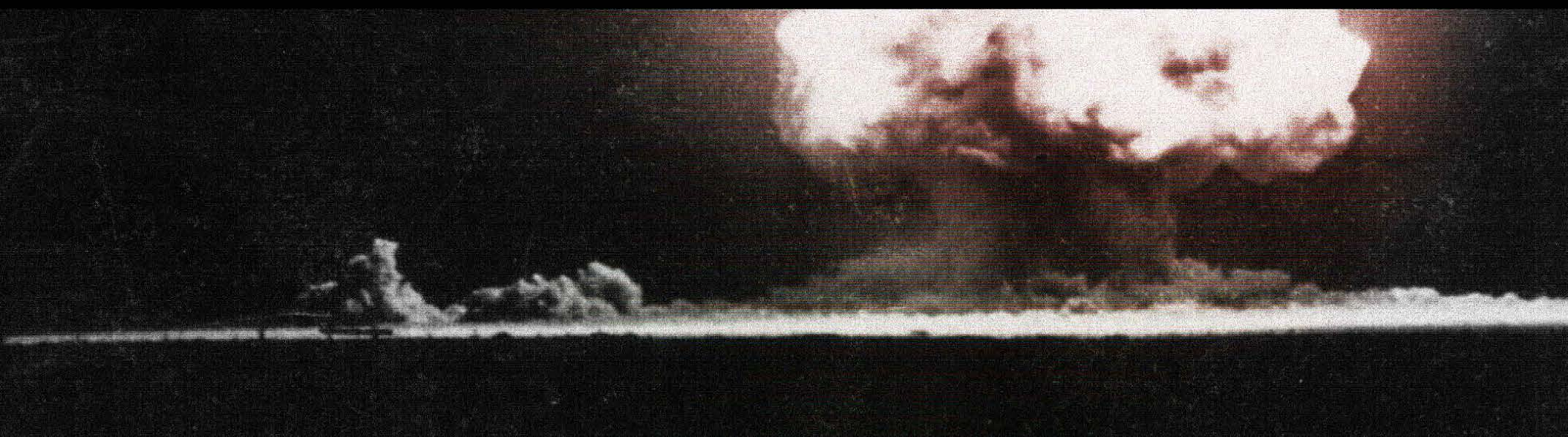
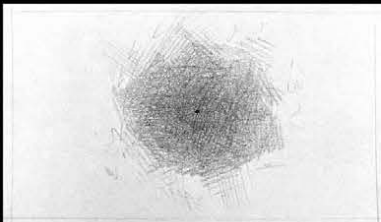
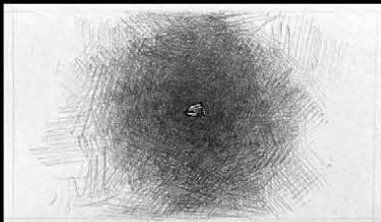
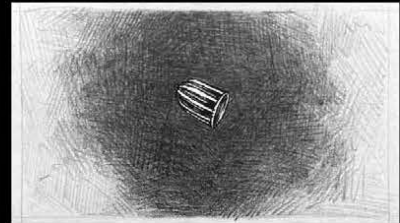
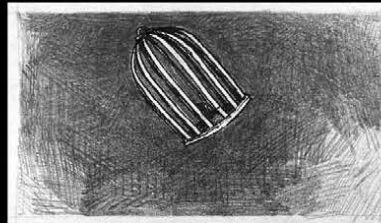
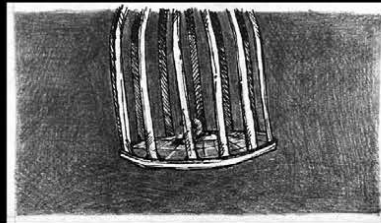
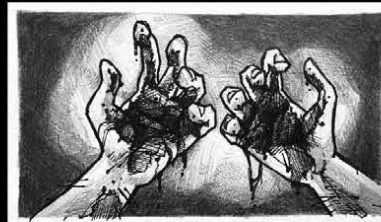
41B: INT: SUSAN STARR'S OFFICE

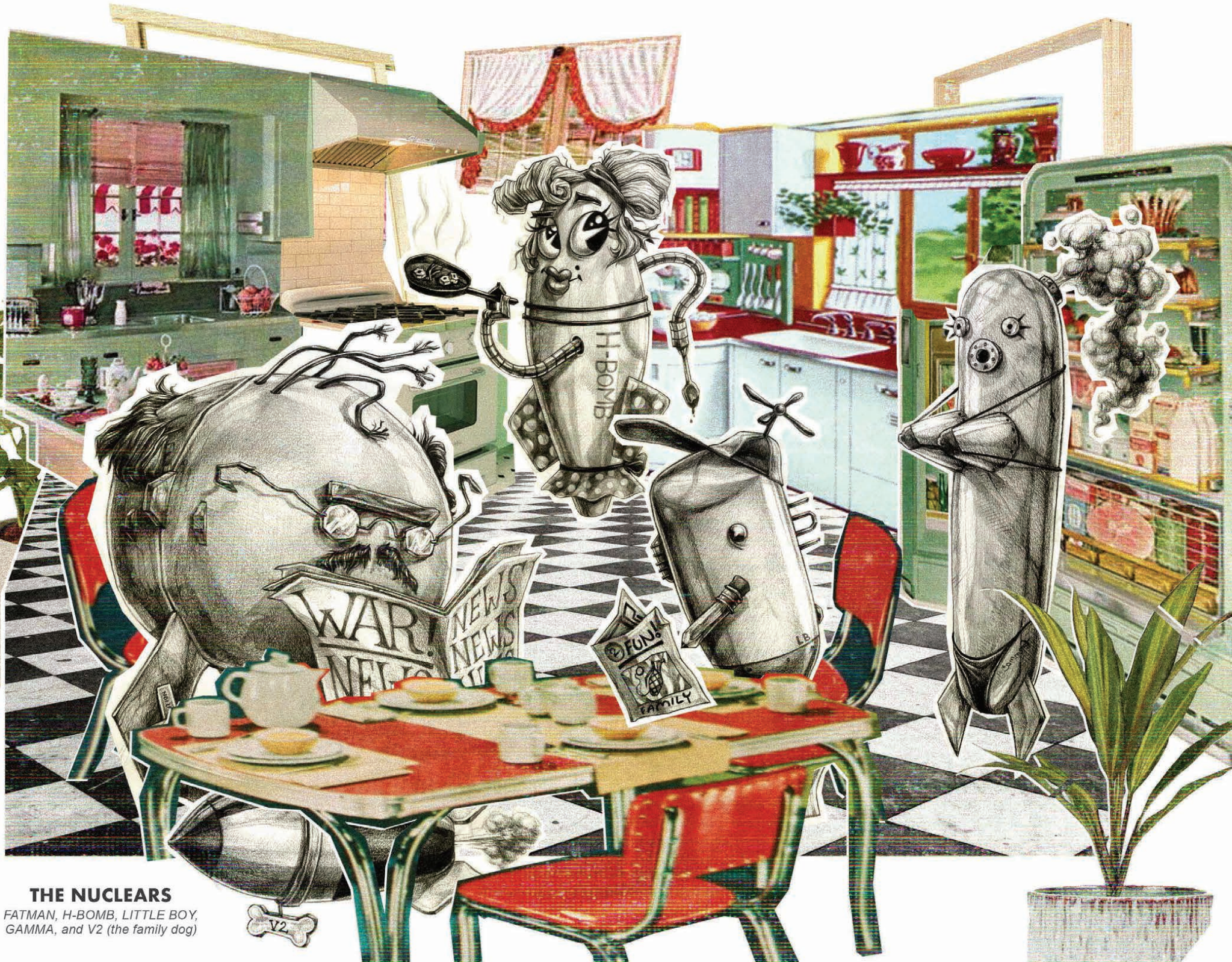


JENNY (as SUSAN): "It'll be very emotional. If it's any consolation, there is a position open in the spring. If you're interested -"

49B: INT. JENNY'S HOUSE - LIVING ROOM

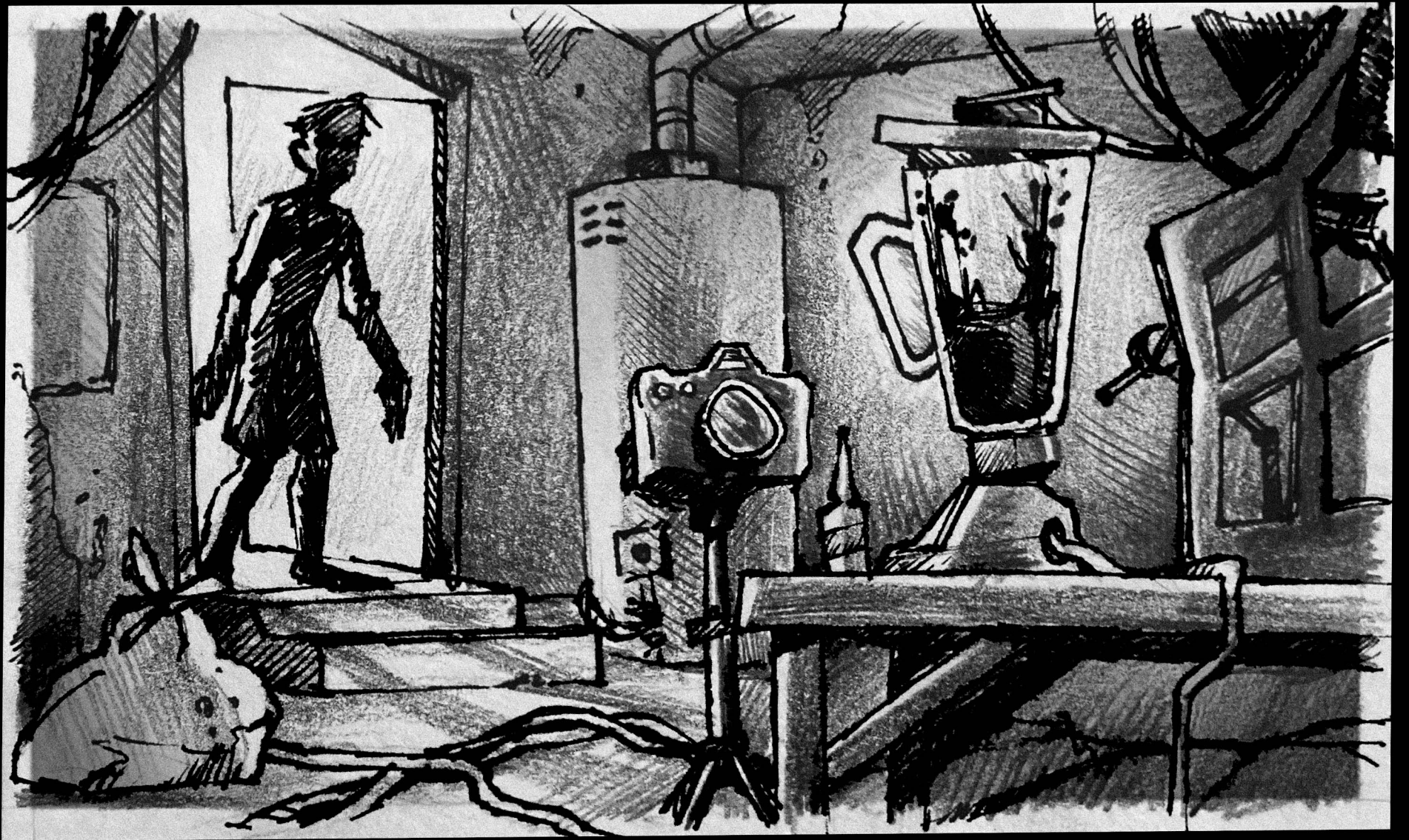






THE NUCLEARS

FATMAN, H-BOMB, LITTLE BOY,
GAMMA, and V2 (the family dog)





CARLOS:
(SINGING)
"Please believe,
There will come a day,
LOVE WILL WIN!
IN THE END -
But when...
Who can say?"



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No Generative AI was used in the production of these images.