

Gehrig Campbell-Dempsey [Linkedin](#)

(Please note, in 2021 I changed my legal name from Gehrig Gosselin to Gehrig Campbell-Dempsey, therefore some attributions still have my old name.)

Project Highlights

Company: Springbok Entertainment

Project: THE 100%

Role: Co-lead on post production - 2019

- Emmy nominated VR experience

- [Winner of Tribeca X Award \(Tribeca Film Festival\)](#)

- [Metastage Article](#)

- HEXAGON [Behind The Scenes](#)

Company: Logan.tv

Client: Apple

Project: CALLS (Apple TV+) - 2020

Role: [VFX Artist](#)

- EMMY award winner for Motion Design. Created by Fede Alvarez, a co-production between Apple TV+ and French network Canal+.

Company: Springbok Entertainment

Client: AXON

Project: AXON IACP PRODUCT DEMOS 2021

Role: Creative Producer / 3D Artist - 2021

- I was creative producer on two concurrent VR projects (total budget exceeding 7 figures) for client AXON leading up to the annual IACP conference. Footage under NDA.

Company: Springbok Entertainment

Client: Axon Enterprise

Project: AXON VR Webinar Announcement - 2021

Role: VFX Producer, VFX Artist

- 19 Minute long sci-fi infused product video for Axon stakeholders, announcing 2021 product development, with a focus on upcoming VR experiences. All footage under NDA.

Company: Springbok Entertainment

Client: Axon Enterprise

Project: RESPOND VR - 2020

Role: Producer, Art Director, Lead Actor

- 5 Minute story driven VR piece showcasing brand new Police equipment designed to de-escalate situations, and protect officers and civilians. Built for the Oculus VR Headset, all live action segments are fully digital volumetric captured performances. VR Experience footage is under NDA.
- [Trailer](#) for the experience, created by the same team, using the same volumetrically captured assets.

Company: Springbok Entertainment

Client: Verizon

Project: Verizon AR 5G Experience - 2021

Role: Art Director, 3D Artist, Producer

- Unfortunately footage of the project itself is under NDA. I can only share this [BTS video](#) of the volumetric capture process. I co-directed the volumetric performances. I'm in the gray shirt.

Company: Springbok Entertainment

Client: LionTree Media

Project: LionTree Media Slopes Immersive Art - 2020

Role: Producer, Fabrication Designer, Art Director

- Built large-scale immersive art installations for LionTree's annual Media Slopes event.
- A fully interactive 'rainforest' experience built upon LionTree's philanthropic work to protect rainforests in South America. A dynamic sandbox-table reacted as you moved around various tools and even the sand itself, to represent different weather states and ecosystems within the rainforest.
- [Vice President Al Gore](#) learning about the piece.
- [Video](#) showing full experience.
- [BTS](#) of build process
- [Full](#) shot of piece

Company: Castle Steps Studios

Project: The Bellows and Arcade LA Deadzone - 2016-2018

Role: Co-Founder of Castle Steps Studios, Creative Producer

Highlights

- The Bellows: VR Horror Experience (Over 120,000 downloads across all platforms).
- Led production and managed marketing/distribution efforts of "Arcade LA Deadzone". (Available in over 800 entertainment centers worldwide at peak).
- Led porting process of "The Bellows" to Playstation VR making it one of the first 100 PSVR games in North America.
- Led the porting process of "The Bellows" to Windows Mixed Reality platform as a launch title. Worked alongside Microsoft engineers at their campus in Seattle to find and fix bugs for their Mixed Reality SDK.