

Jenny Selden

SET DESIGN · DRAUGHTING · 3D VISUALISATION

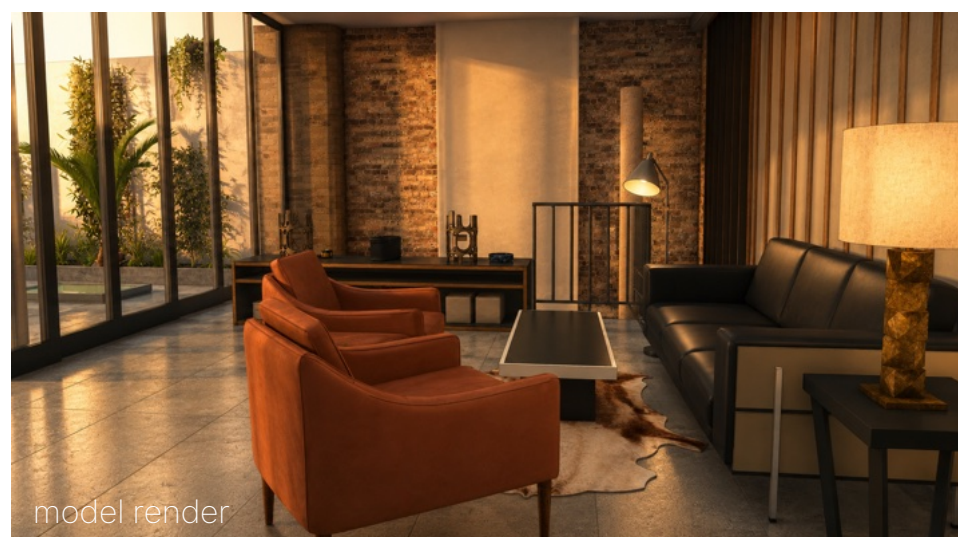
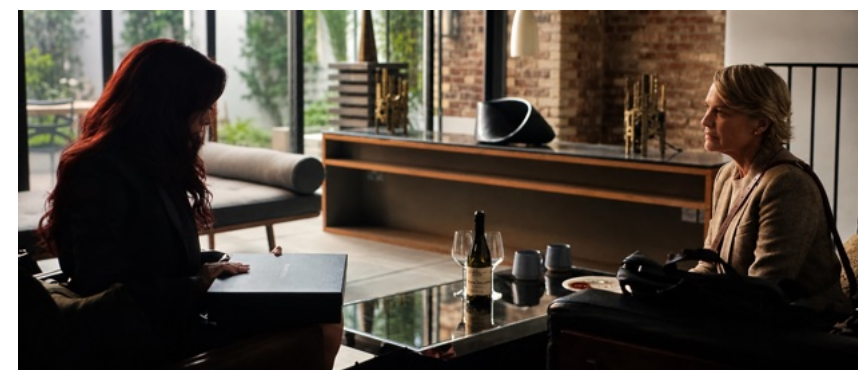
Film · Television · Commercials · Fine Art



prime | AMAZON
MGM STUDIOS

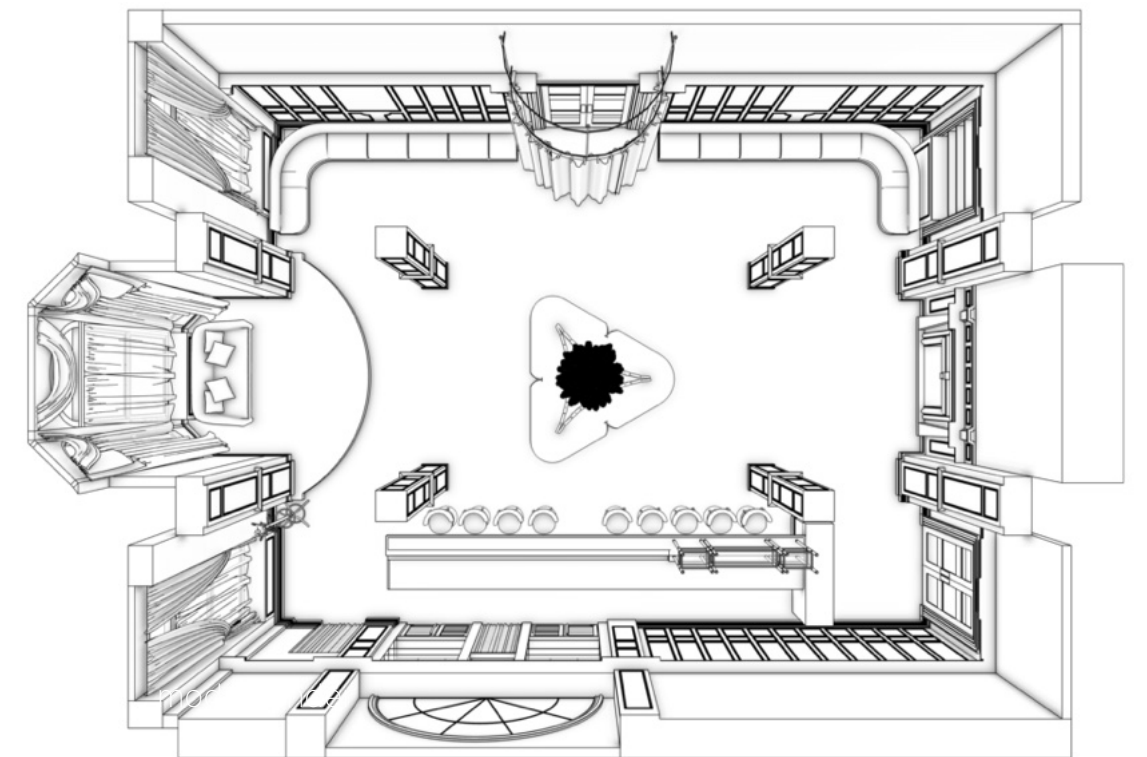
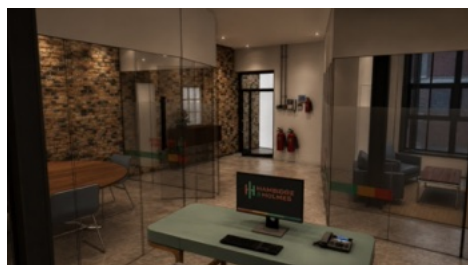
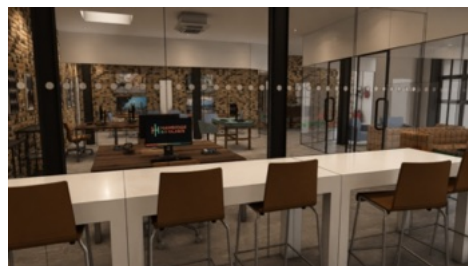
Production Designer Niamh Coulter

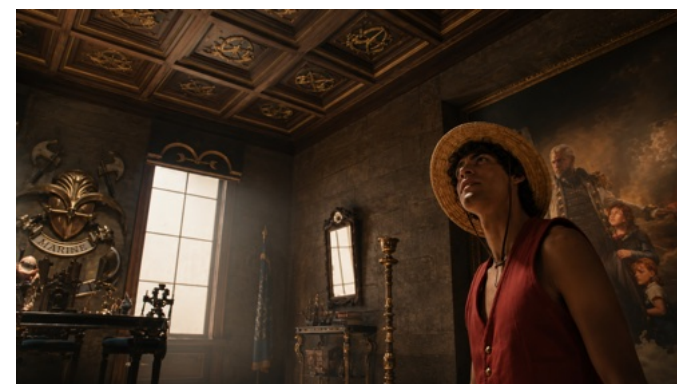
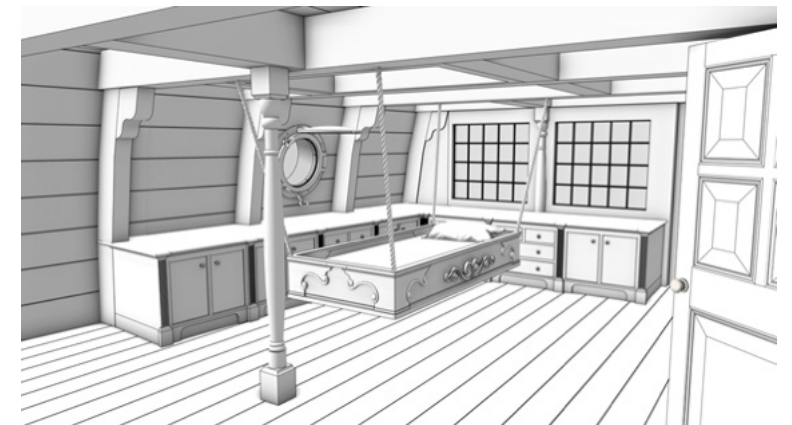
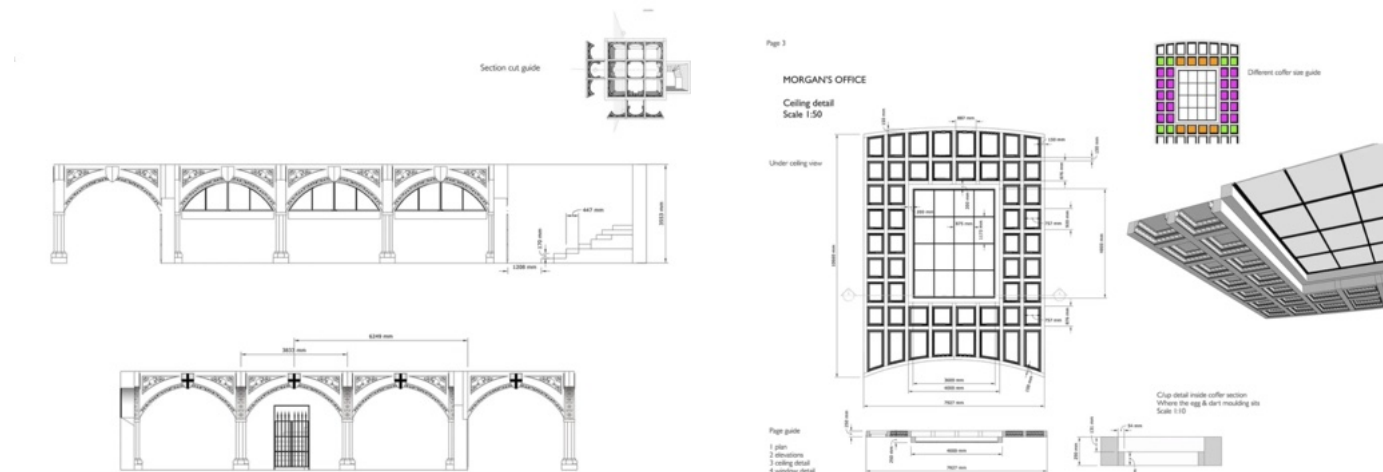
Collaborated with Set Decorators Katie Scopes and Nicola Barnes, creating 3D animations to visualise furniture layouts and assist with set dressing. Walkthroughs available on website.





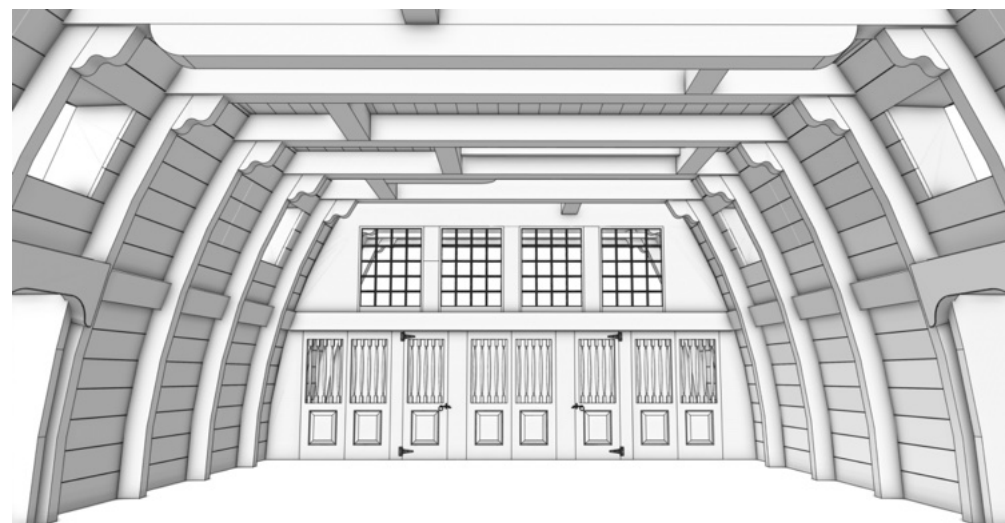
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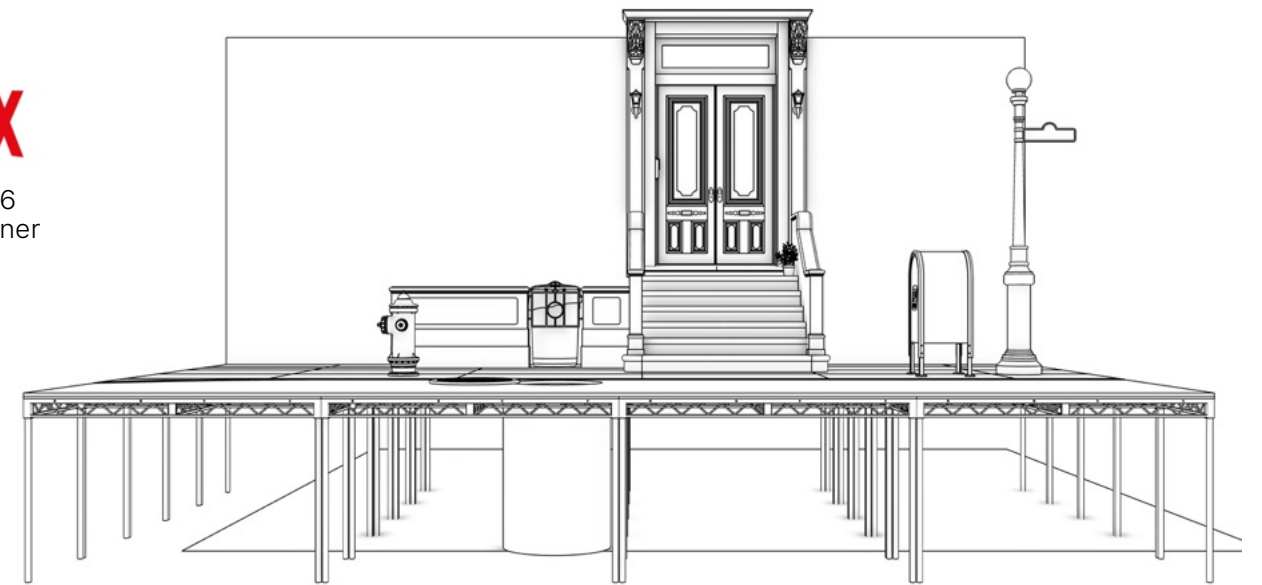
One Piece - Season One
 Draughtsperson
 Production Designer
 Richard Bridgland





NETFLIX

'What Next?' 2026
Production Designer
Dan Betteridge



model render



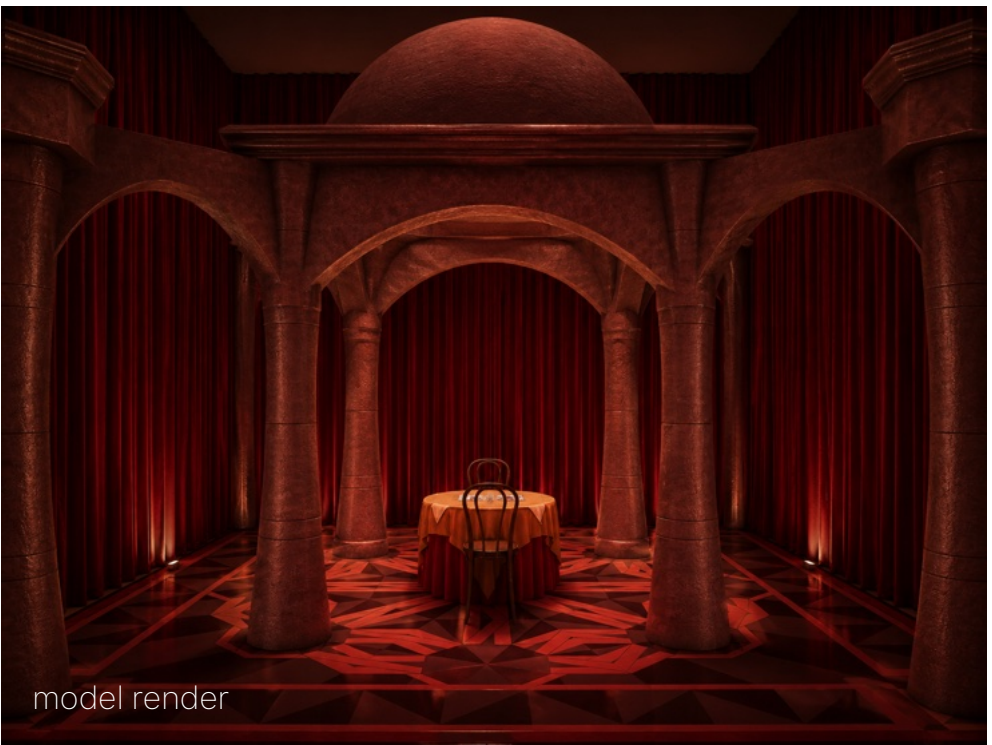
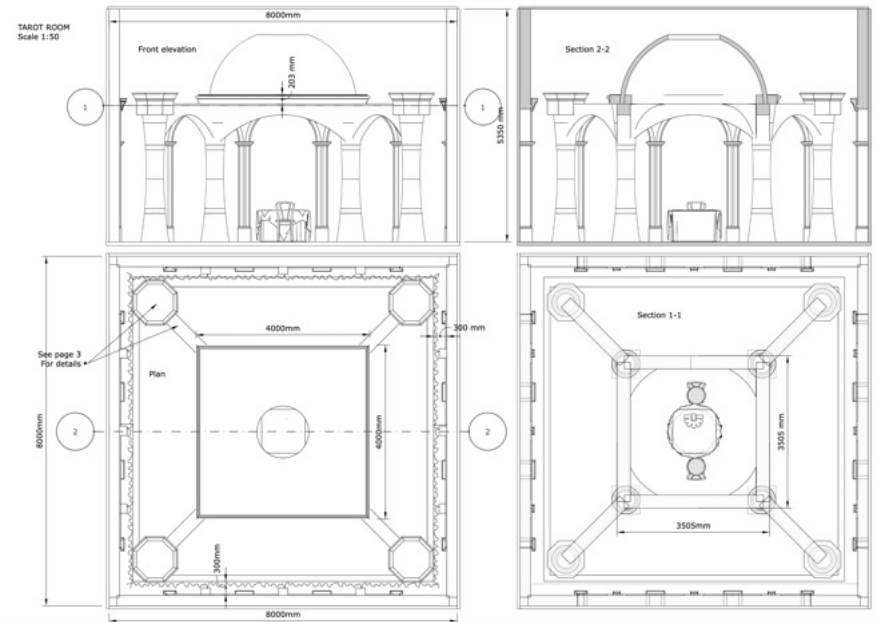
model render



model render

NETFLIX

'What Next?' 2026
Production Designer
Dan Betteridge



model render



VFX location extension
3D model made to assist VFX in extending the two-storey practical location to create the upper floors and penthouse exterior.



Man vs Baby
Draughtsperson/Concept Artist
Production Designer Stéphane Collonge



Traffic jam planning
Created a 3D model of the location to help plan the traffic jam sequence and work out vehicle positions and street access.

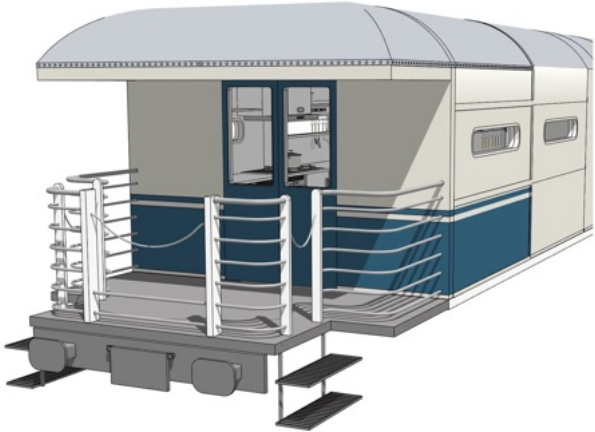


Lift & Intercom
The lift and intercom were central to several sequences involving both babies and dogs. I designed the components for the prop makers and produced a full-scale 1:1 print of the lift interior and control panels so their exact positions could be worked out in advance for action and stunt planning.



Pediment
Designed the entrance pediment to frame the nativity scene, adapting the proportions of a traditional stable silhouette to sit naturally within the established architecture of the apartment.

Train Set Models

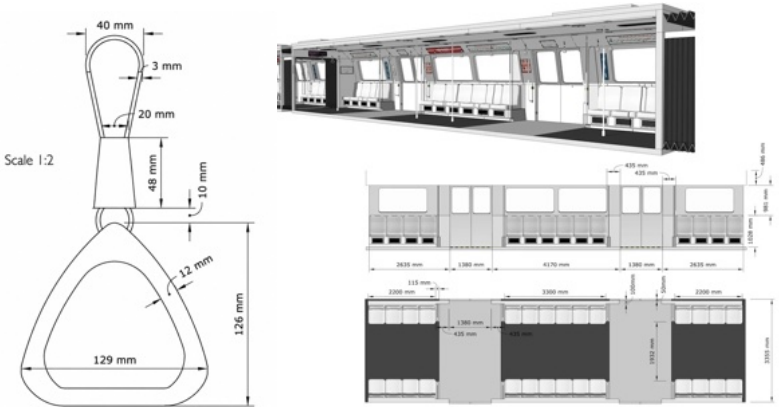


Production Designer
Richard Bridgland



LEAGUE OF
LEGENDS
WILDRIFT

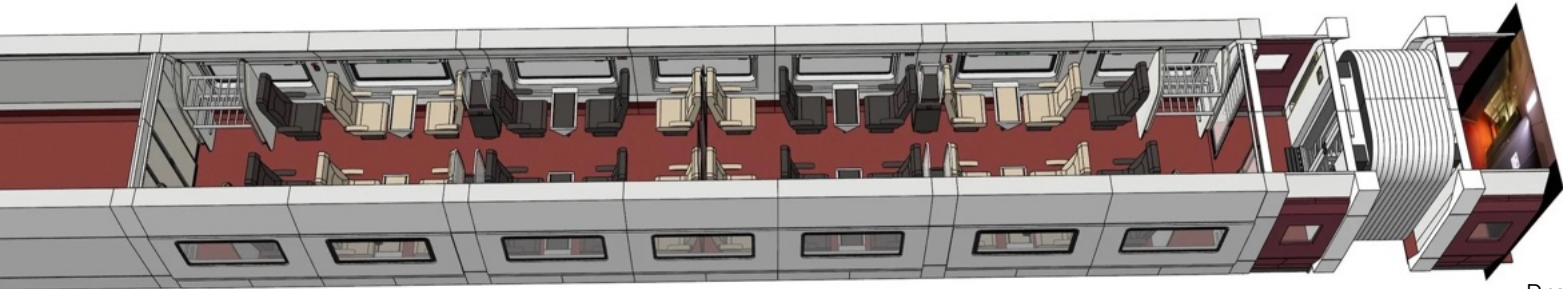
Production Designer
Dan Betteridge



Production Designer
Nick Foley-Oates



EUROSTAR™

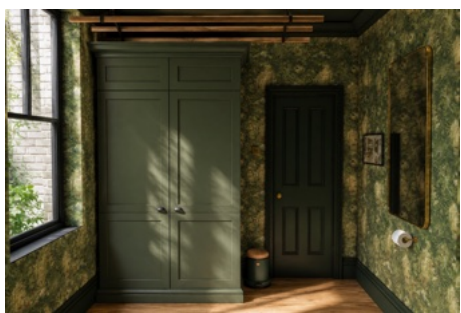


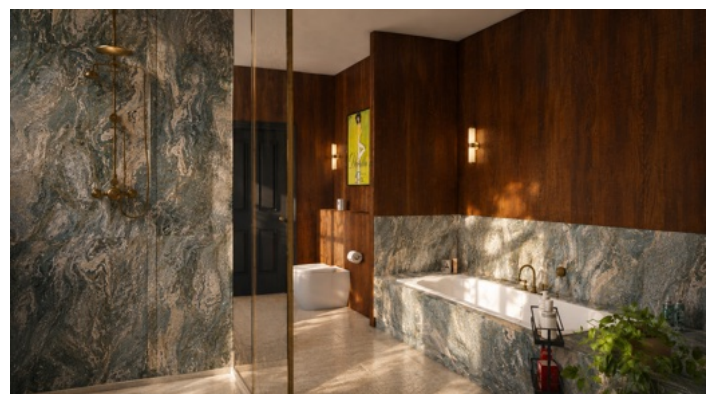
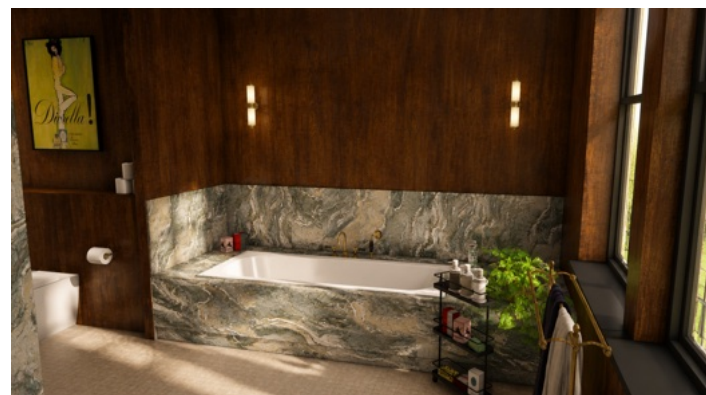
Production Designer
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Victorian House — Personal Design Project



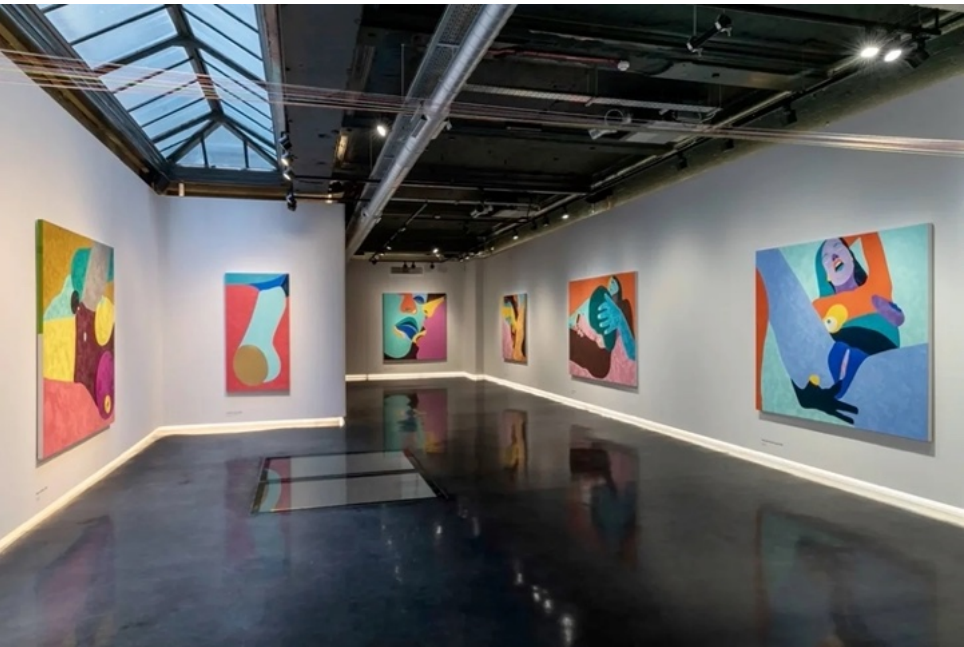




Fine Art Projects



Helen Beard



The Miraculous Journey
Damien Hirst 2013

A series of fourteen monumental bronze sculptures permanently installed outside the Sidra Medical and Research Center in Doha, Qatar.

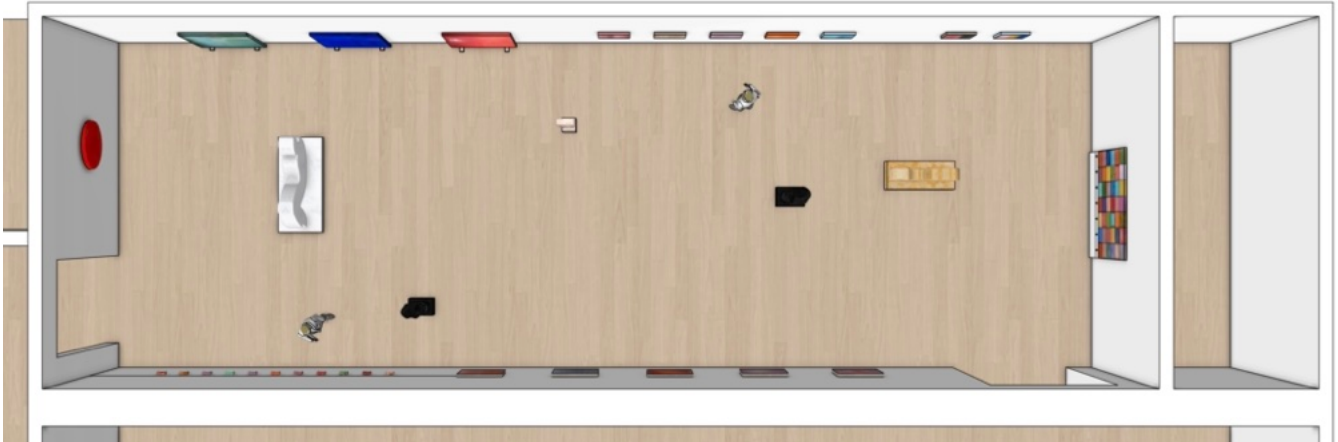
I created a 3D model to establish the precise position and orientation of each sculpture. Each piece was fixed through pre-drilled bolt holes in its plinth, so its exact angle had to be determined beforehand. Once installation began, there was virtually no scope for adjustment.

The sculptures were exceptionally heavy and, due to the extreme daytime heat in Doha, installation had to take place at night. The model allowed the bolt positions and orientation of all fourteen sculptures to be established in advance, giving the installation team a clear and accurate setting-out reference on site.



For artists, a 3D gallery model can be invaluable. It allows work to be placed and rearranged within the space before anything is physically installed, giving the artist confidence in how the show will come together.

It also gives the artist and gallerist a shared visual reference, making it much easier to discuss hanging, placement, sightlines and the flow of the show.



Murine Kate Dineen

