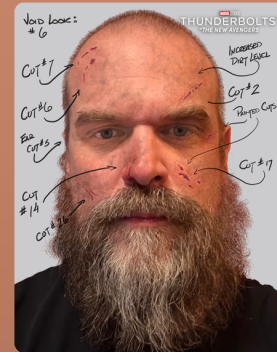


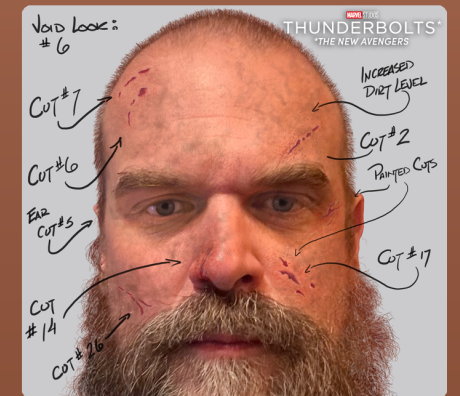
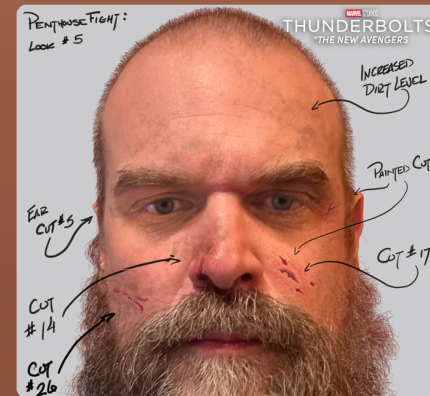
Adam Walls



MARVEL STUDIOS THUNDERBOLTS* *THE NEW AVENGERS

Red Guardian / US Agent / Ghost Continuity

Under the direction of MU Dept Head Kim Jones, Adam Walls used a combination of makeup tests and digital designs to lock in character looks for approval. This process was crucial in not only for the approval of their looks, but it was essential in tracking the characters wound and dirt continuity throughout the project.

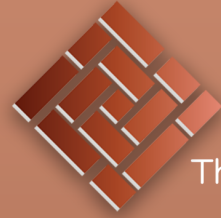




Proposed / Pitch Design for a Slow Zombie Transformation

Designed for a pitch meeting, this zombie design by Adam Walls illustrated the slow decay for a possible zombie character. This character wouldn't change immediately but would slowly decay and change over time. Continuity was a key concern but the main focus was designing a character that wouldn't lose her humanity until the very end.





Proposed Design for Injury Continuity

This injury design and continuity tracker was originally created for an independent film. These designs were intended to be a possible injury guide but it was also designed to give the director a general feel for the levels of dirt and injuries being proposed by the makeup department. Eventually these wounds would have been matched to existing stock appliances or new prosthetics created to match these looks.



Adam Walls DESIGNS



THE PURGE

Season 2 Designs

During season 2 of The Purge, the makeup fx needs dramatically increased from the previous season. In order to keep things organized and moving along, all major effects were designed and approved in a digital form first.

The far left images show the original design concept. Once approved, the next 2 images illustrate the finished makeup and finally, what it looked like once the episode aired.

All designs and prosthetics by Adam Walls. Finished makeups by Adam Walls and Mat O'Toole.