



HAMISH GILBERT
MENTAL IMAGE PRODUCTIONS
DIGITAL PORTFOLIO 2025



SKY MAGIC

DRONE LIGHT SHOW DESIGN AND DEVELOPMENT

After training as a drone light show designer in 2023, I sought out international clients and was recruited by Sky Magic, a global leader in drone light show entertainment, with offices in Singapore and UK.

I have now contributed designs and animations for over 30 shows across Europe, Asia and the Middle East, including Monaco Grand Prix 2025, Soundstorm 2024, and Pokemon Jakarta 2024.

The process for developing drone light shows is complex and continually evolving. As part of my role at Sky Magic, I underwent training to learn custom made 3D, lighting and flight checking tools, integrated into Blender software.



FEATURED WORK:

- MdlBeast Soundstorm Music Festival 2024
- NYE London 2023
- NYE Bahrain 2024
- Pokemon Jakarta 2024
- Monaco Grand Prix 2025
- Etihad/Zayed International Airport reopening 2024
- Dubai World Cup
- Harrods Centenary 2023
- PEPSI Promo, London 2023
- Dubai Shopping Festival 2024



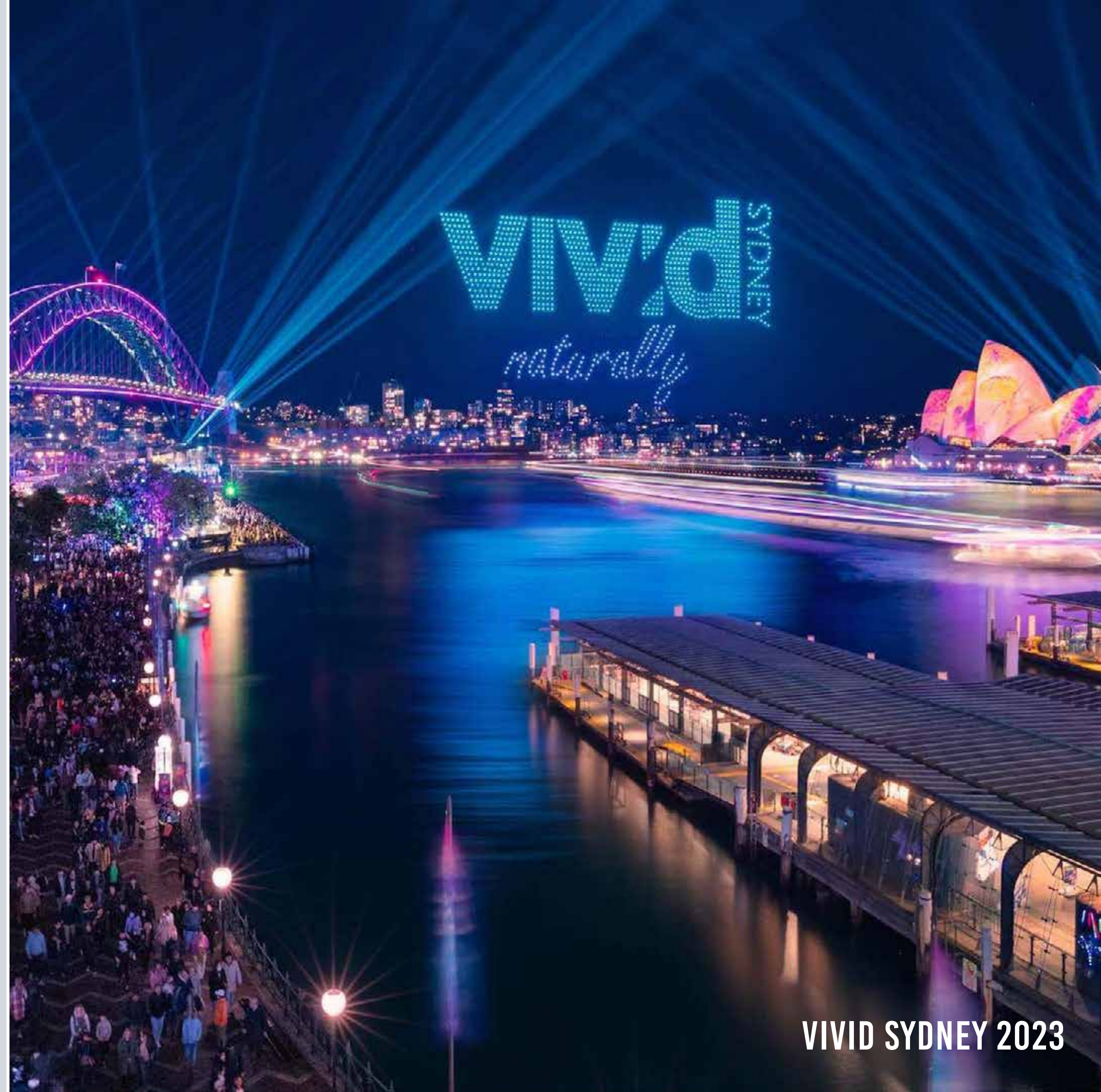


AUSTRALIAN TRAFFIC NETWORK

DRONE LIGHT SHOW DESIGN AND DEVELOPMENT

In 2023 I joined ATN's new drone light show division as Senior Designer. I quickly mastered the specialised process of planning, storyboarding, designing, and deploying shows using Maya with Damoda's Drama plugin — balancing strict limits on velocity, acceleration, and proximity with the challenge of creating clear imagery and messaging from a finite number of drones.

At ATN I designed Written in the Stars for Vivid Sydney 2023, a festival highlight, followed by major shows for Supercars Townsville, the Royal Easter Show, and the NRL State of Origin.





HABITAT DIGITAL

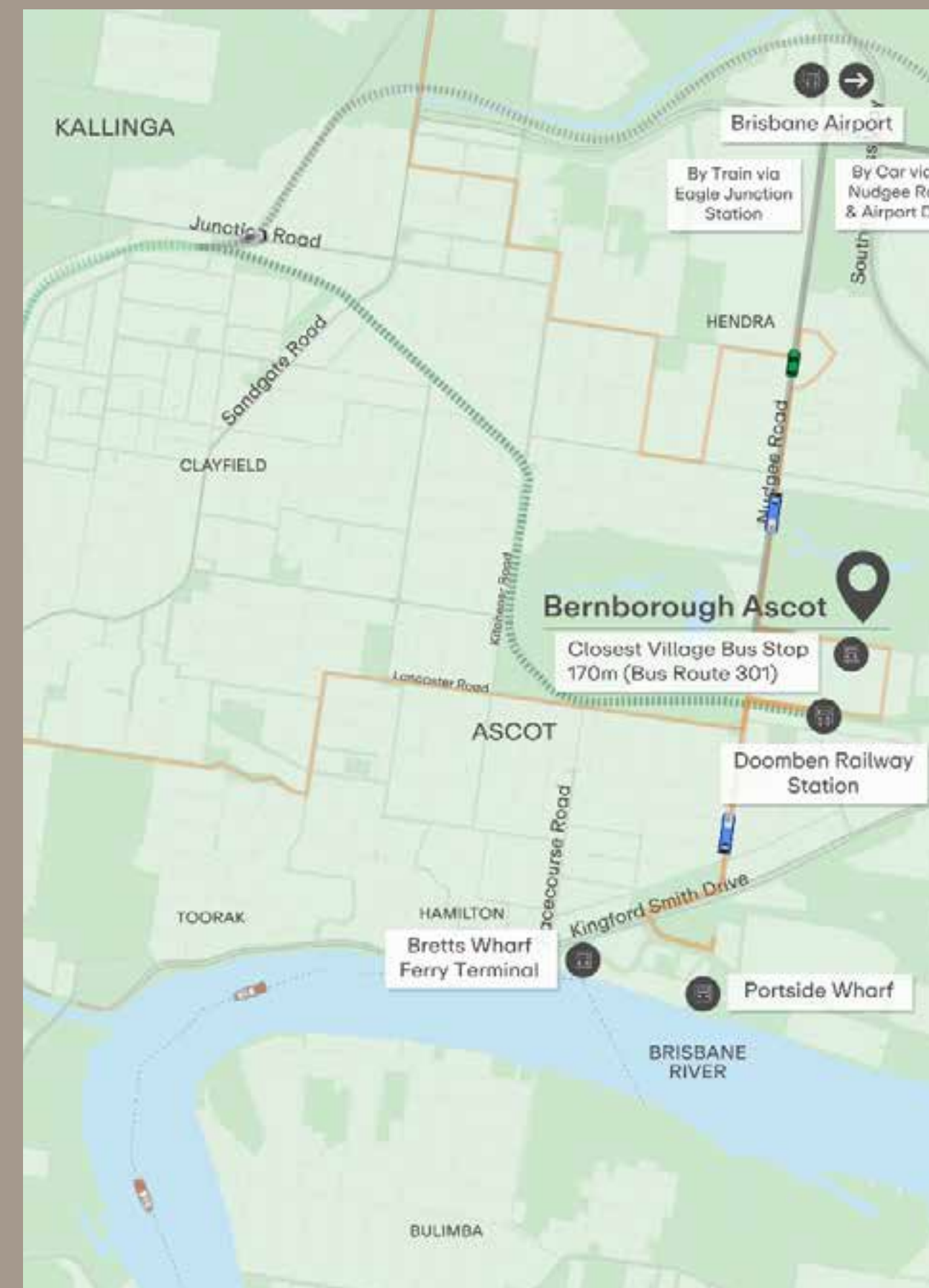
INTERACTIVE TOUCH TABLE DESIGN/ANIMATION

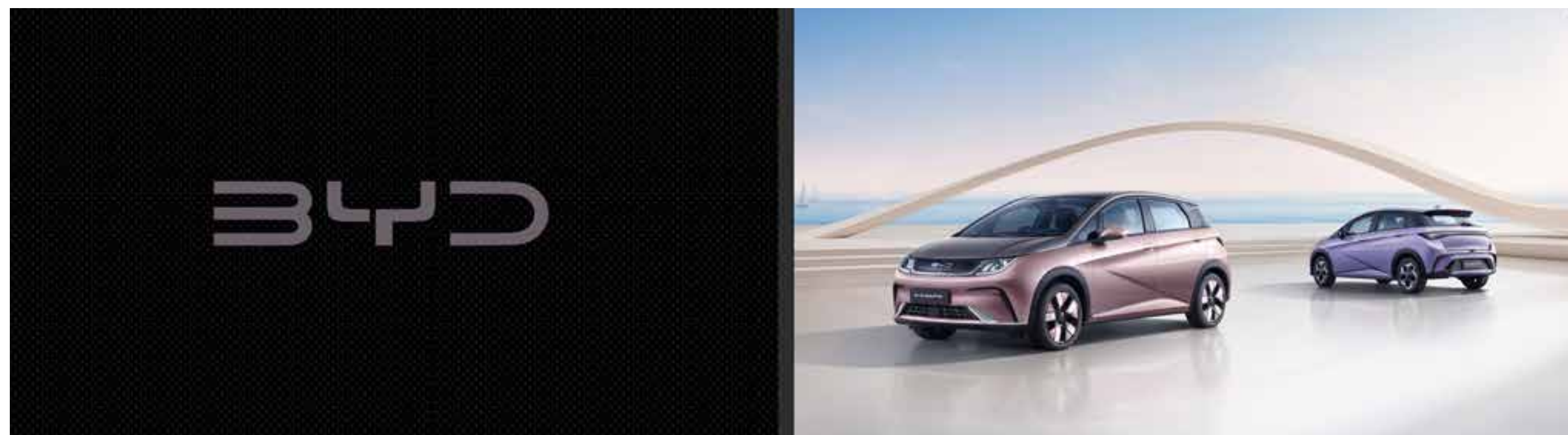
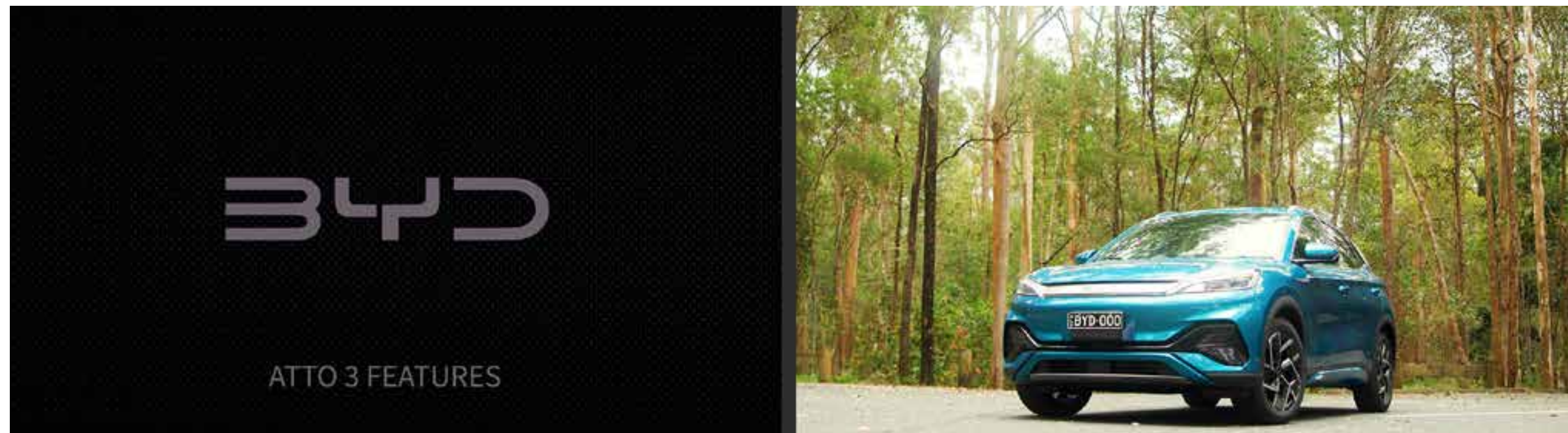
In contrast to the sheer spectacle of drone light show production, I have provided technical animations to Habitat Digital for around 5 years. Mainly these are for proposed infrastructure development projects to assist developers or government bodies communicate details of proposed building plans to their clients or the general public.

Some of my animations form part of the interface, or wall screens, whilst some display on touch tables, sometimes interacting with or illuminating architectural models.

Accuracy and clarity are important factors in these tasks, and my background in scientific visualisations has helped me to adapt to communication requirements.

Clients have included Mirvac, Acciona and NSW Government.





HABITAT DIGITAL

IN-STORE BRAND MARKETING & ENTERTAINMENT - BYD

My animations can be used to illuminate in-store screens and kiosks in car showrooms, restaurants and shopping centres. I created these panoramic titles for BYD showrooms.



HABITAT DIGITAL

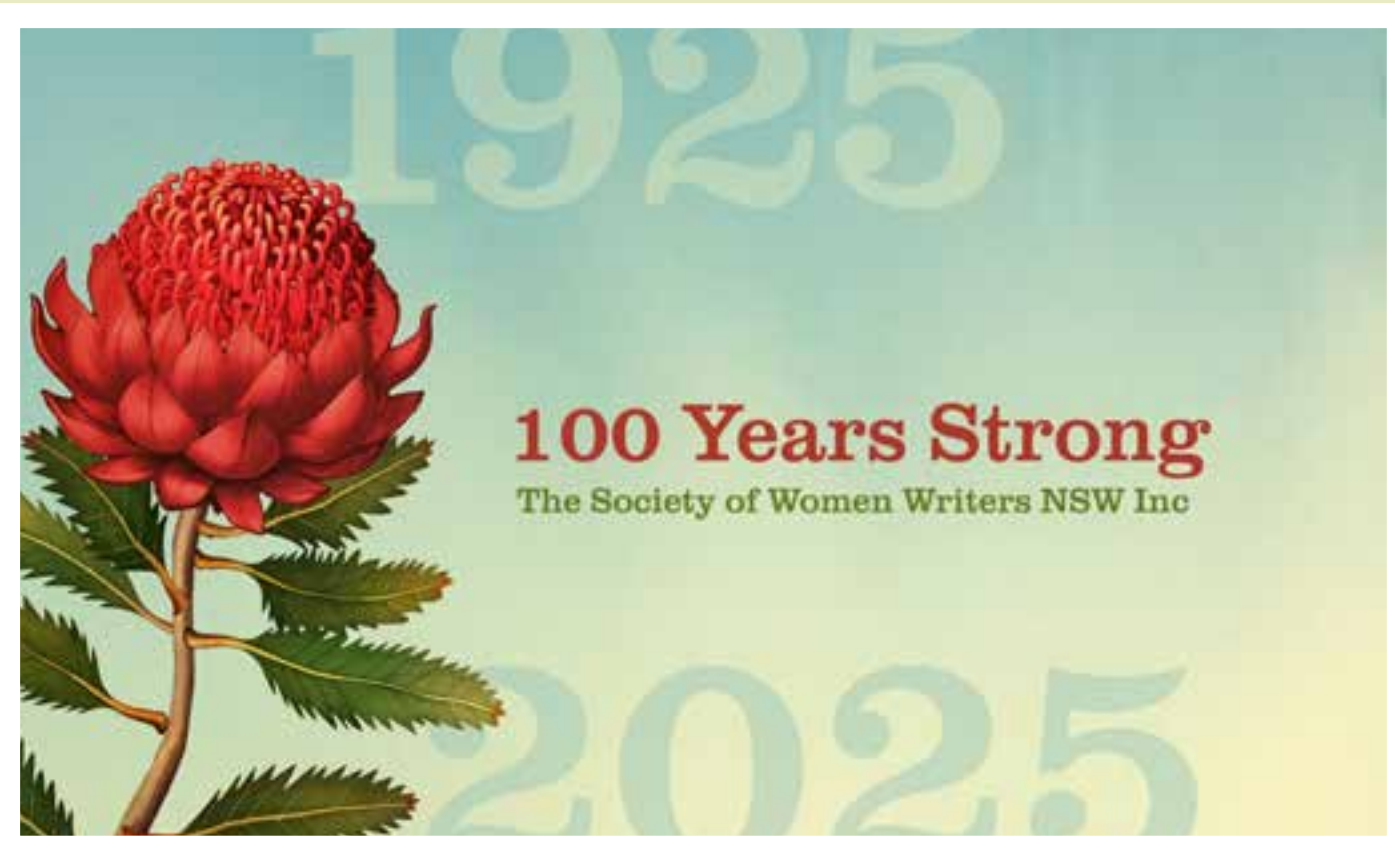
IN-STORE BRAND MARKETING & ENTERTAINMENT - GOOBNE

My first job for Habitat was to come up with a fun marketing video to play on rotation on screens in this worldwide restaurant chain, Goobne. I conceptualised and produced this animated video about sharks from outer space, to promote Goobne's latest new cocktail on the menu, The Sharknado.



#sharknado





What Rosie Hears

by Libby Hathorn
with artwork by Bethany Macdonald



HATHORN PRODUCTIONS

ANIMATION & VIDEO PRODUCTION

Acclaimed author Libby Hathorn has employed me over the years to visualise her ideas for books and videos. What Rosie Hears was a story illustrated by Bethany McDonald featured on Cochlear's website about a girl whose world changed when she had a hearing aid implant and heard sounds for the first time.

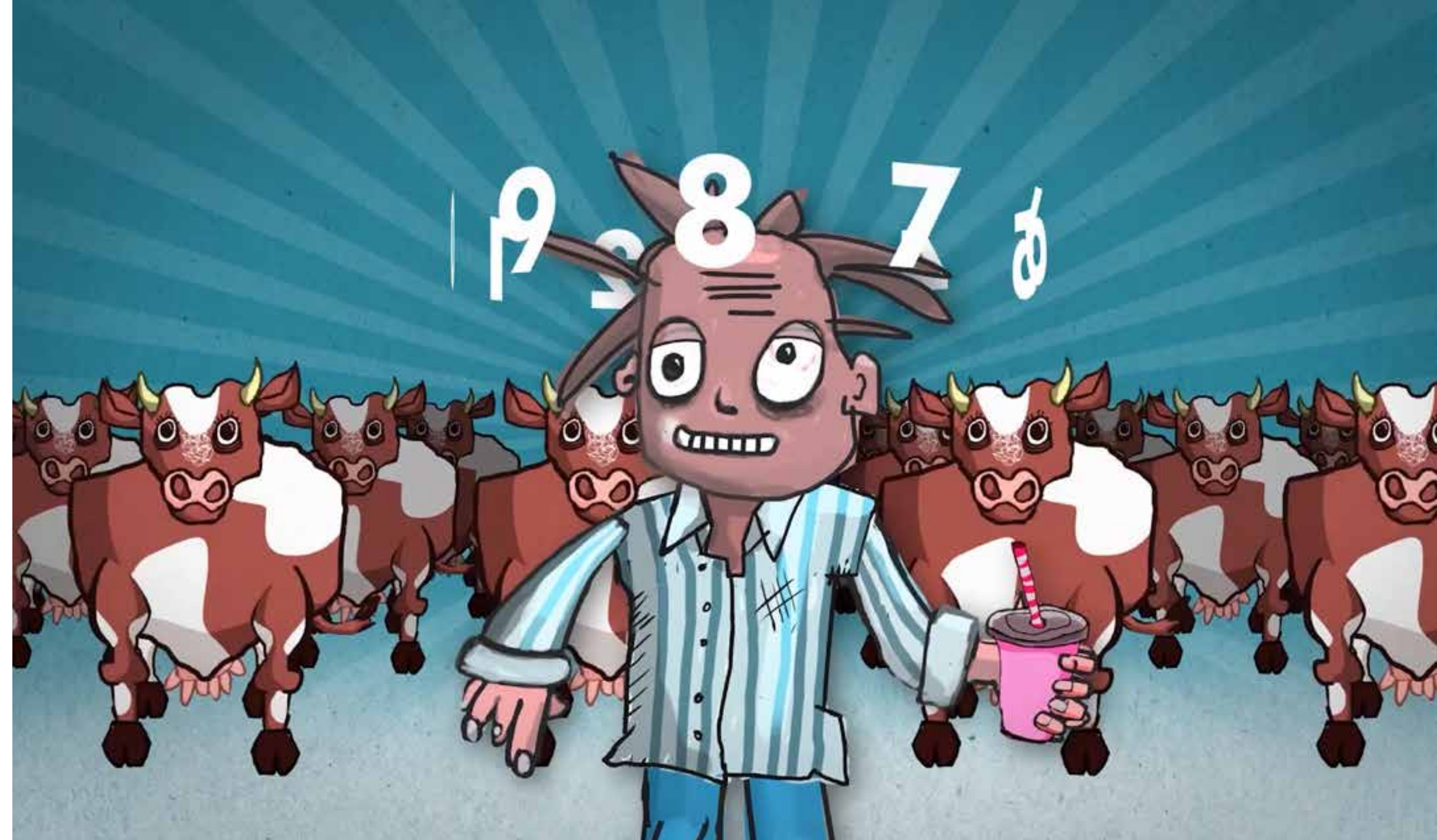
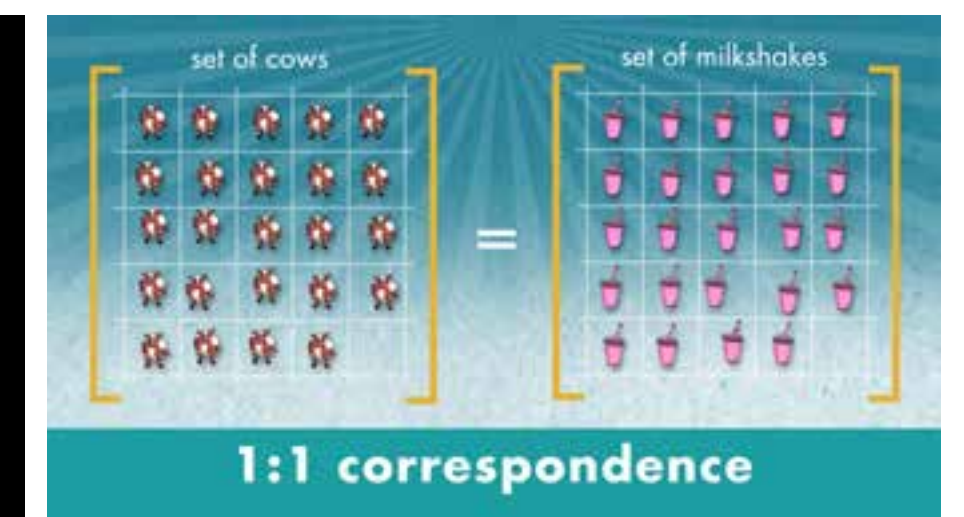
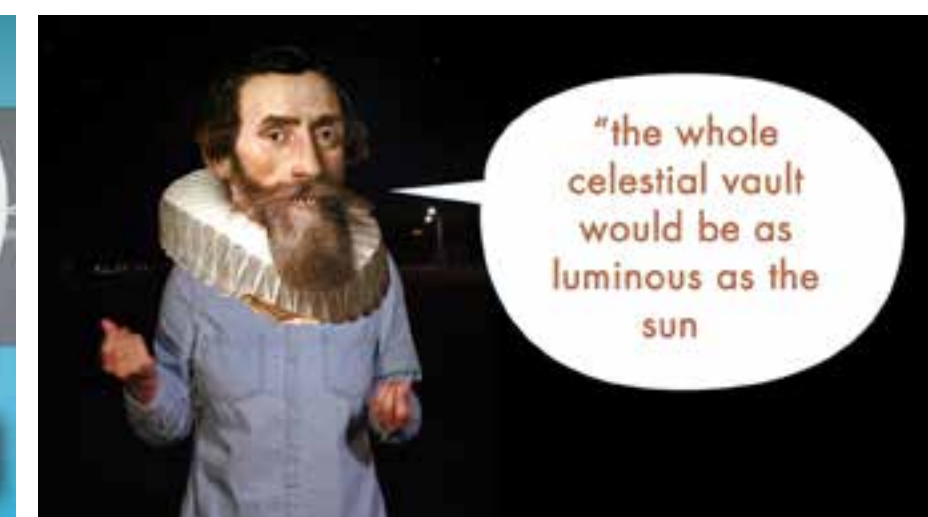
Society of Women Writers employed Libby and me to produce the 100 years centenary video and graphics for their 100 years celebration event and the SWW website. I designed, animated and co-produced the video.

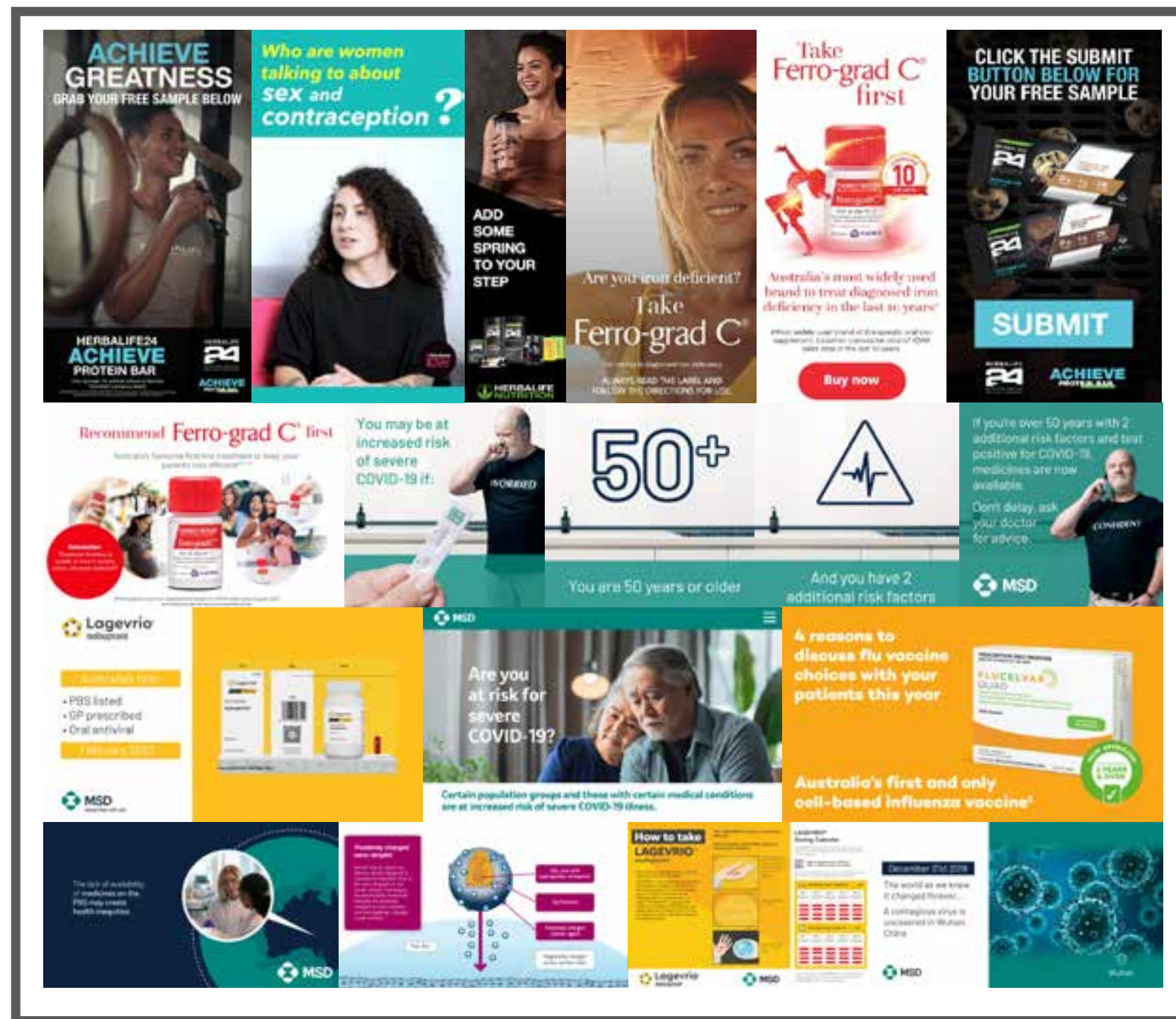


UPANDATOM

ANIMATION AND VIDEO POST PRODUCTION

Following up on my science communication background, during Covid lockdown in 2021, I provided post-production services including motion graphics and editing for Up And Atom, a Youtube pop-science channel sponsored by Curiosity Stream and hosted by Jade Tan-Holmes.





PAPER & SPARK

DIGITAL DESIGN DIRECTOR - WEB/SOCIAL

I regularly work in design agencies in between my larger contracts. During my 4-month contract as Design Director with Paper & Spark I worked across health and medical brands Lavegrio, Seqiris and MSD, designing websites, banners, interactive kiosks, social media marketing videos.

Paper+Spark



LAGEVRIO®: AN ORAL COVID-19 ANTIVIRAL WITH NO KNOWN DRUG INTERACTIONS^{1*}

(neither LAGEVRIO® nor NHC are inhibitors or inducers of major drug metabolising enzymes or transporters)¹

*Based on the limited available data.



LAGEVRIO® is indicated for the treatment of adults with COVID-19 who do not require initiation of oxygen and who are at increased risk for hospitalisation or death.¹ The decision to approve this indication was based on efficacy and safety data from a Phase 3 trial. Continued approval of this indication depends on additional data.¹

3 facts about LAGEVRIO®

- 1 Demonstrated safety and tolerability profile.¹**
Adverse events $\geq 1\%$ (LAGEVRIO® vs placebo): Diarrhoea (2% vs 2%), Nausea (1% vs 1%), Dizziness (1% vs 1%)
Not recommended during pregnancy. Advise women of childbearing potential to use effective contraception for the duration of treatment and for 4 days after the last dose of LAGEVRIO®.
- 2 Suitable for patients with severe renal or hepatic impairment.**
No dose adjustments needed.¹
- 3 Can be prescribed for eligible patients regardless of vaccination status**

3 facts about patients with chronic disease

- 1 Chronic renal or liver disease are among the top 9 comorbidities of Covid-19 patients admitted to ICU in Australia^{2**}**
- 2 75% of Australians aged 65+ have at least one chronic condition and close to a third have two^{3***}**
- 3 Covid-19 ICU admissions^{2**}**
 - 75% of adult patients have 1 or more comorbidity
 - 48% have 2 or more
 - 25% have 3 or more

^{**}Based on data from 15 December 2021 – 3 July 2022. Includes chronic respiratory conditions, cardiac disease (excluding hypertension), immunosuppressive condition/therapy, diabetes, obesity, liver disease, renal disease and neurological disorder.
^{***}Based on data from 2020-21 covering 10 selected chronic condition groups: arthritis, asthma, back pain, cancer, cardiovascular disease, COPD, diabetes, kidney disease, mental health conditions and osteoporosis.

LAGEVRIO® PBS eligibility

LAGEVRIO® is listed on the PBS (Streamlined Authority-criteria apply). Eligible patients with COVID-19 include:²

- Patients ≥ 70 years regardless of risk factors, with or without symptoms
- Patients ≥ 50 years old with 2 risk factors*
- Aboriginal or Torres Strait Islander patients (≥ 30 years) with 2 risk factors
- Patients ≥ 18 years who are moderately to severely immunocompromised

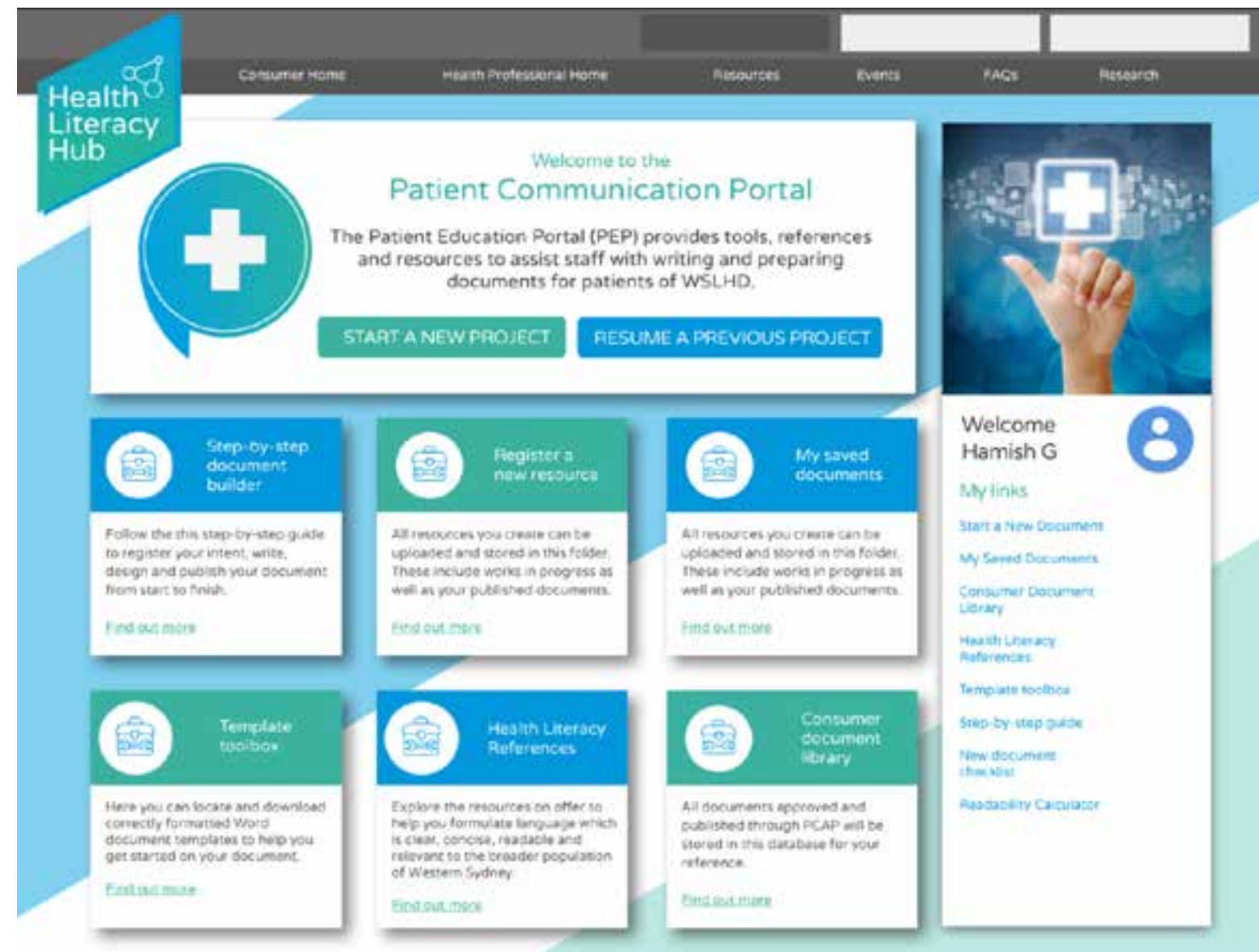
* Definitions of "high-risk" and "moderately to severely immunocompromised" are detailed at www.pbs.gov.au

LAGEVRIO® 200 mg capsules (40 capsules per bottle) Dosage: 4 x 200mg every 12 hours with or without food for 5 days. To be initiated within 5 days of symptom onset.

PBS + SSI + references

1. LAGEVRIO® Approved Product Information, 22 April 2022
2. Australian Government, Communicable Diseases Intelligence, COVID-19 Australia: Epidemiology Report 63, reporting period ending 3 July 2022
3. Australian Bureau of Statistics, Health Conditions Prevalence; Key findings on selected long-term health conditions and prevalence in Australia, 2020-21.

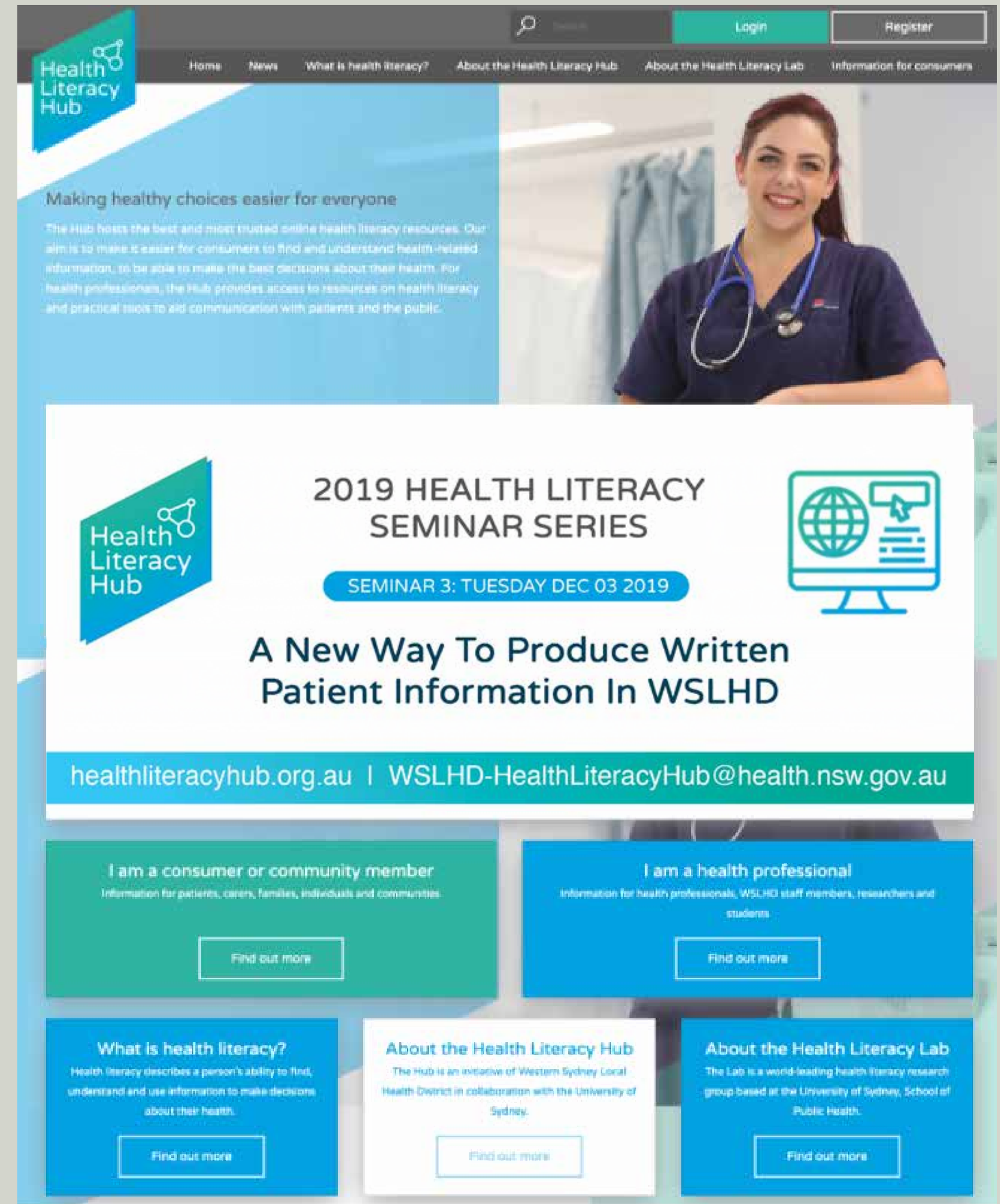


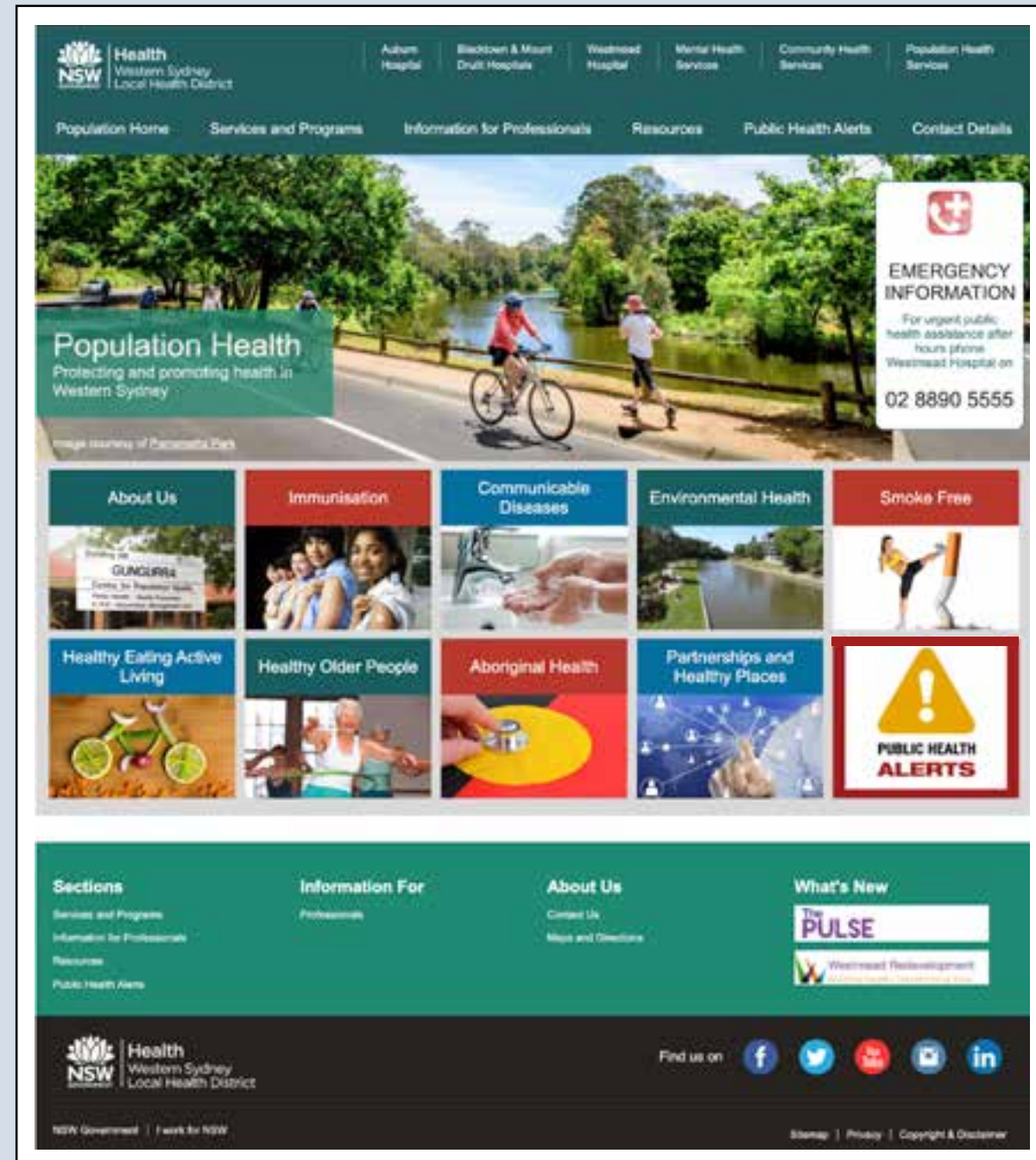


HEALTH LITERACY HUB

UX/UI DESIGN /DEVELOPMENT OF PATIENT COMMUNICATION PORTAL

WSLHD commissioned me to develop a new interface for their Health Literacy Hub called the Patient Communication Portal. It assisted staff to write and prepare documents for patients of hospitals within the Western Sydney Local Health District. I created the home page interface and strategised the user journey for the portal using Figma software, and implemented it on the WSLHD intranet using Kentico CMS.

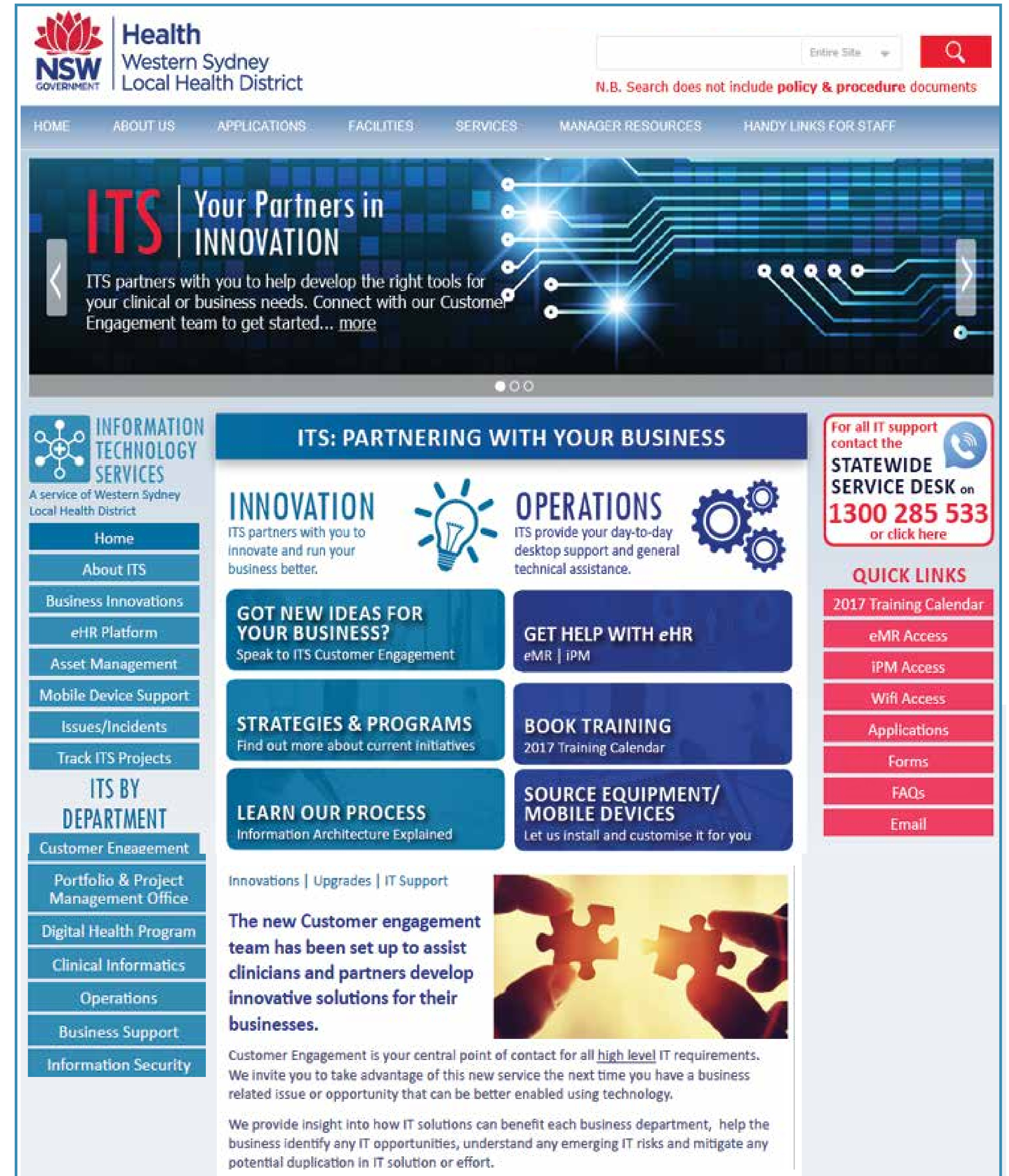


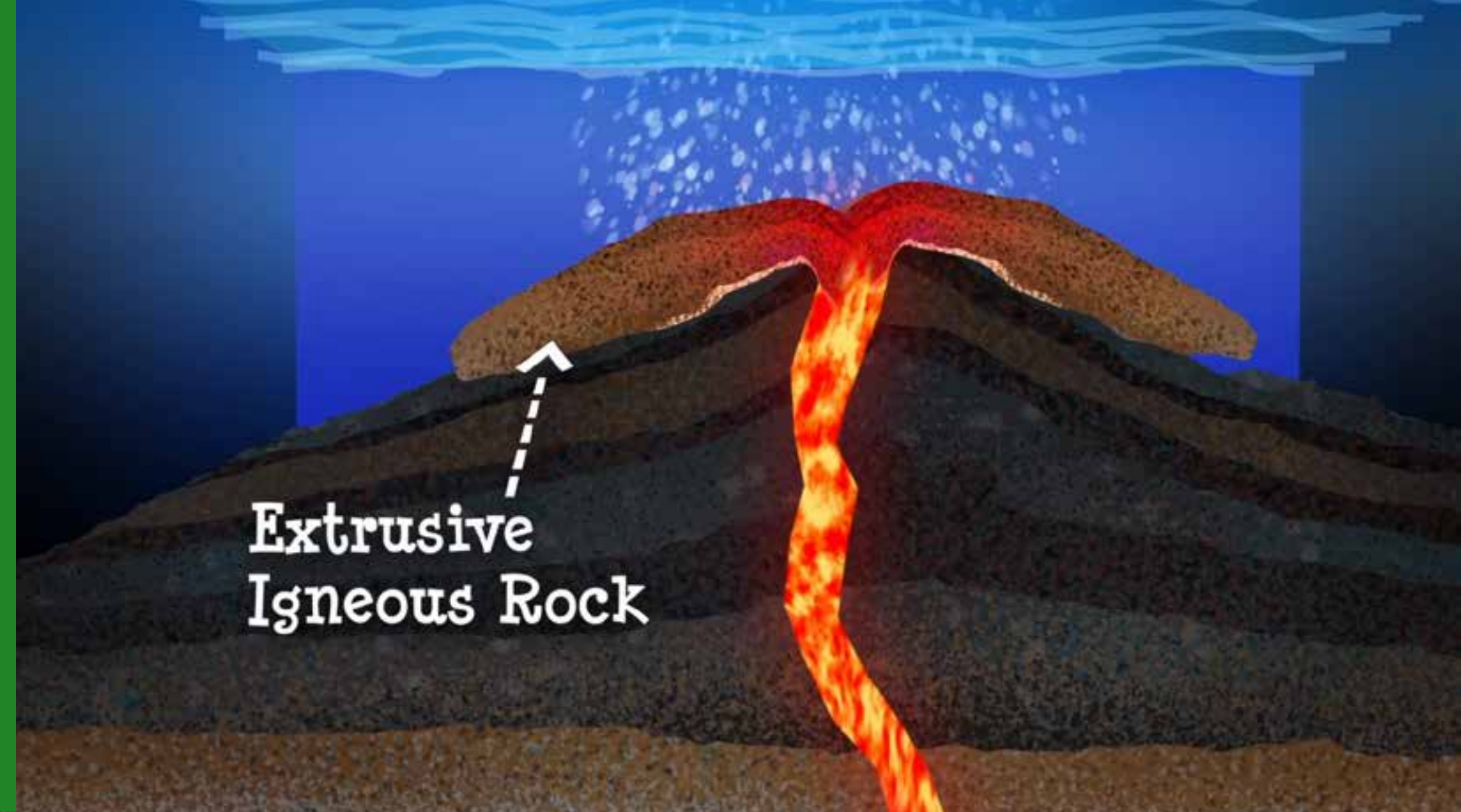
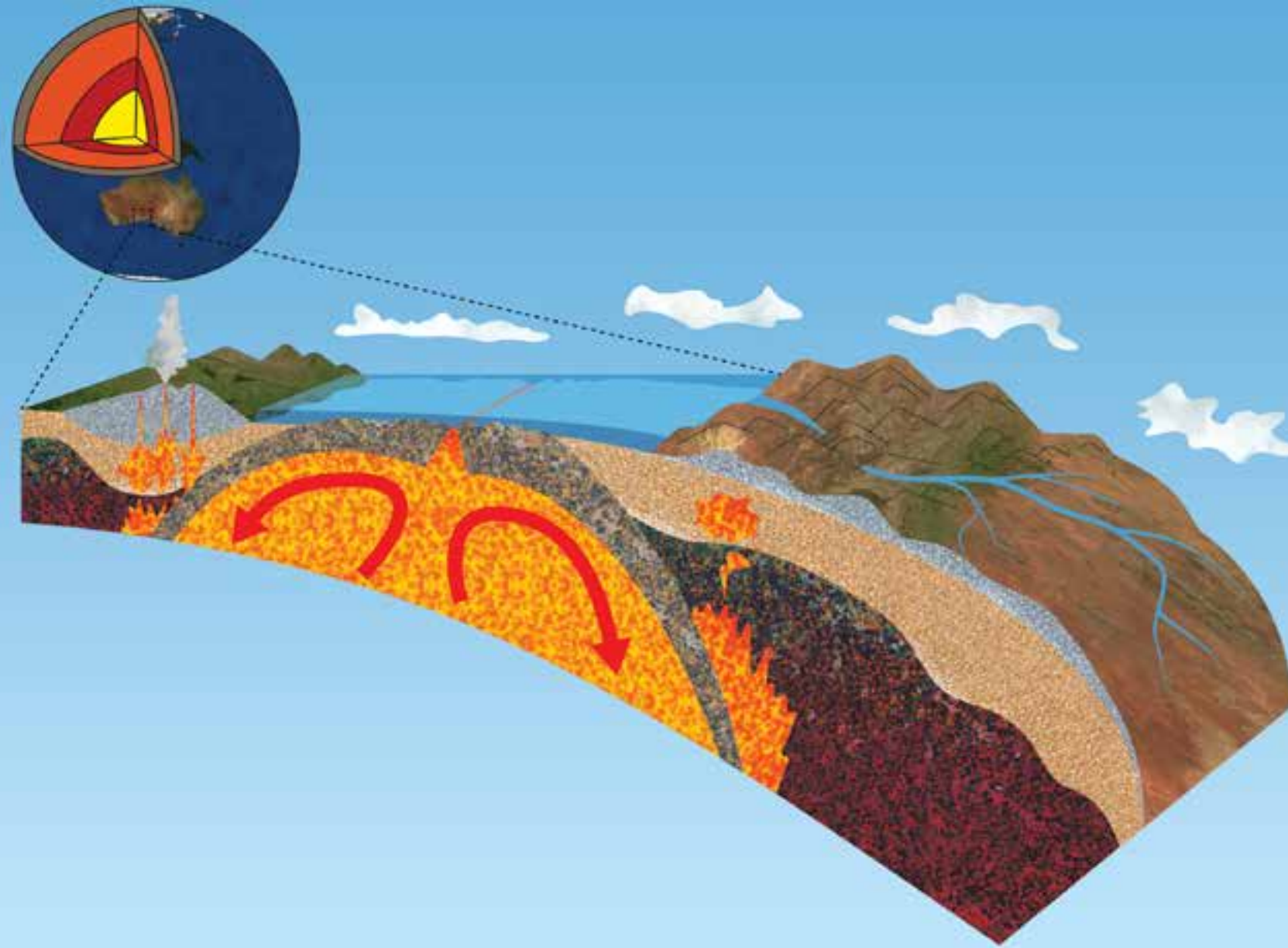


WSLHD

UX/UI DESIGN/DEVELOPMENT

WSLHD commissioned me to redesign their intranet site which is still used today for IT personnel to transfer and access data on their servers. This led to further work redesigning existing websites such as Population Health.





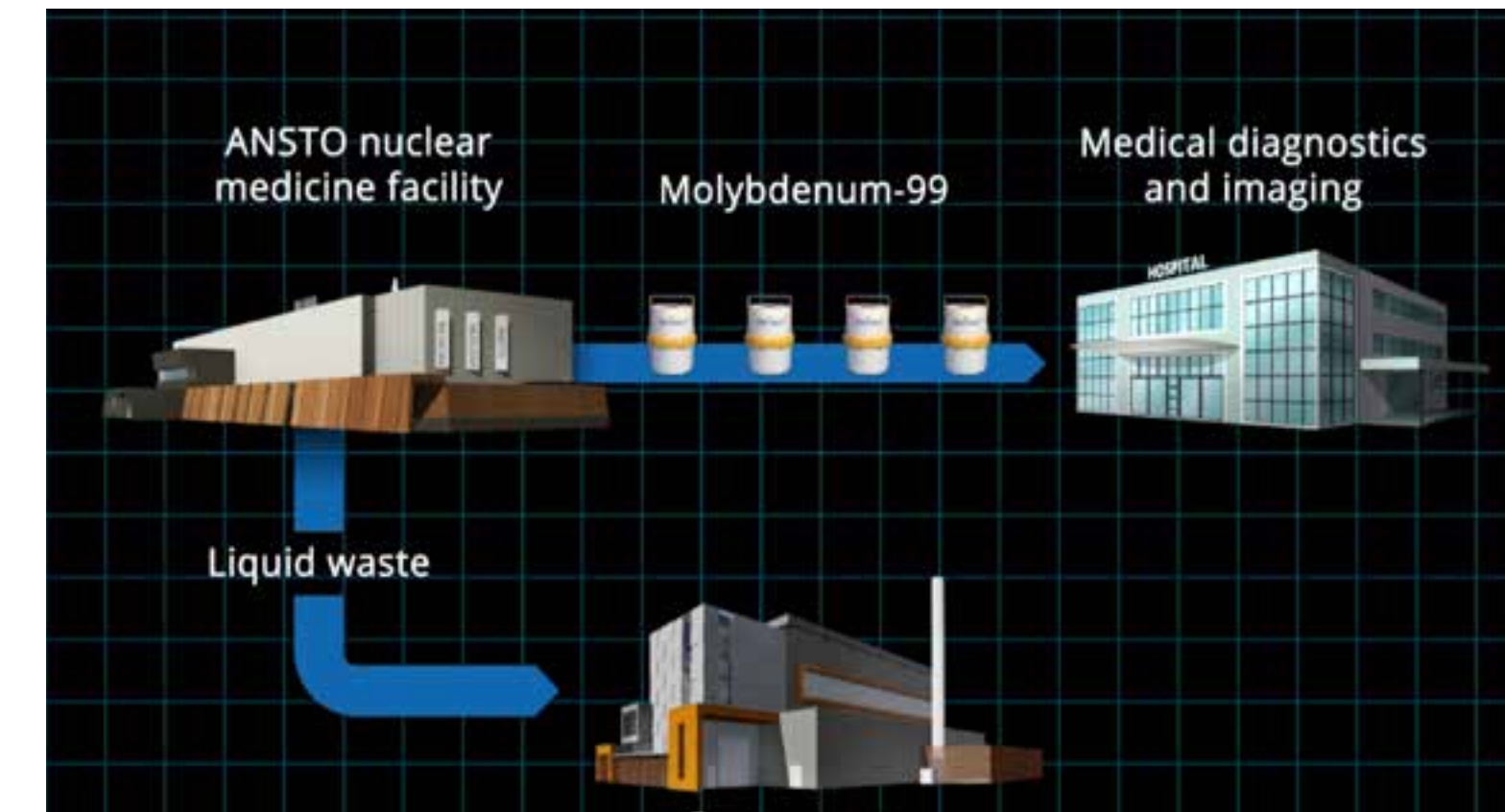
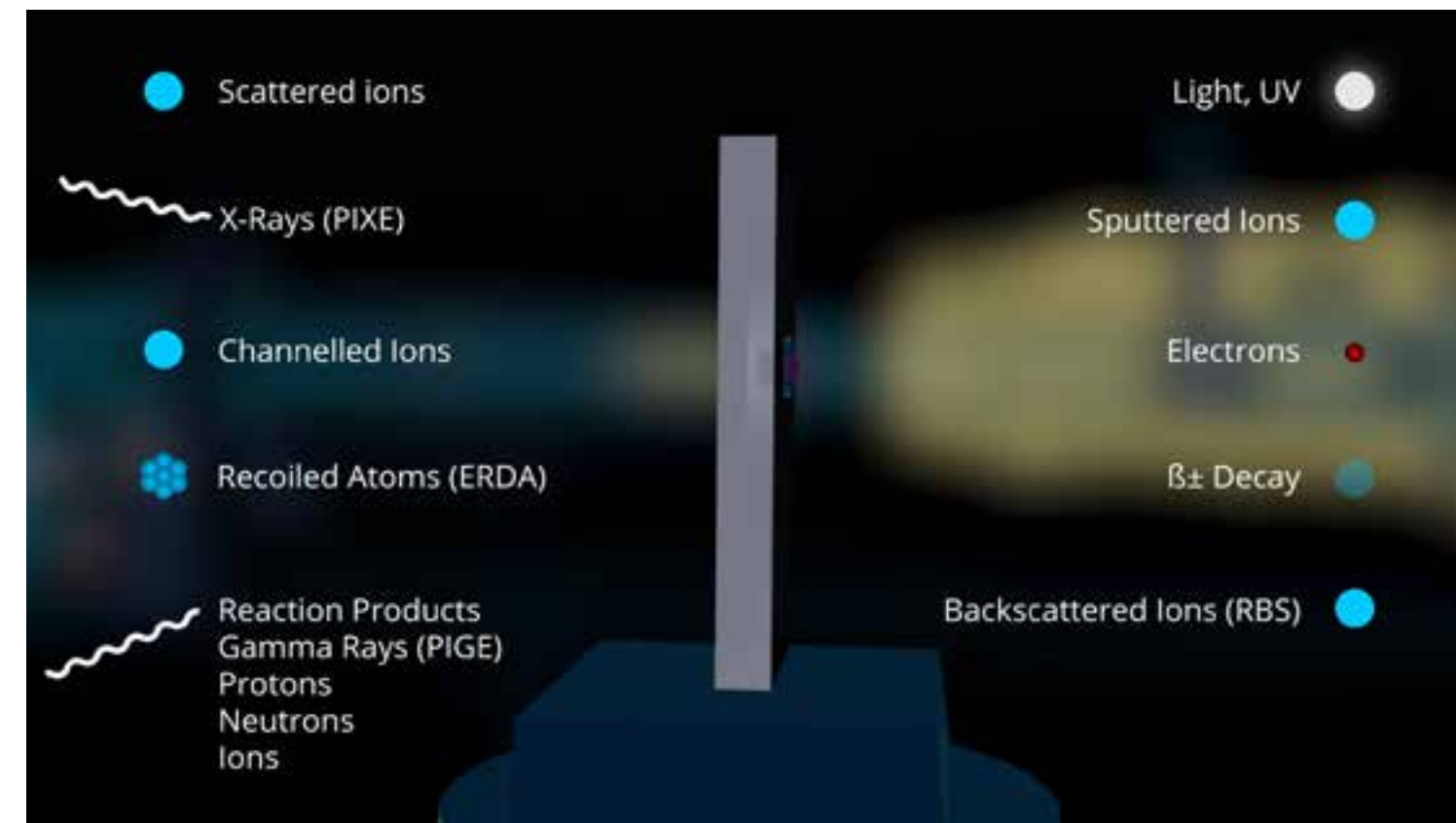
REFRACTION MEDIA

ILLUSTRATION, MOTION GRAPHICS AND VIDEO EDITING TO SUPPORT SCIENCE COMMUNICATION & STEM

I was employed during the mid 2010s on a freelance basis to provide graphics, animations, videos and apps for science communication and educational purposes for science communication specialists refraction Media.



REFRACTION
MEDIA

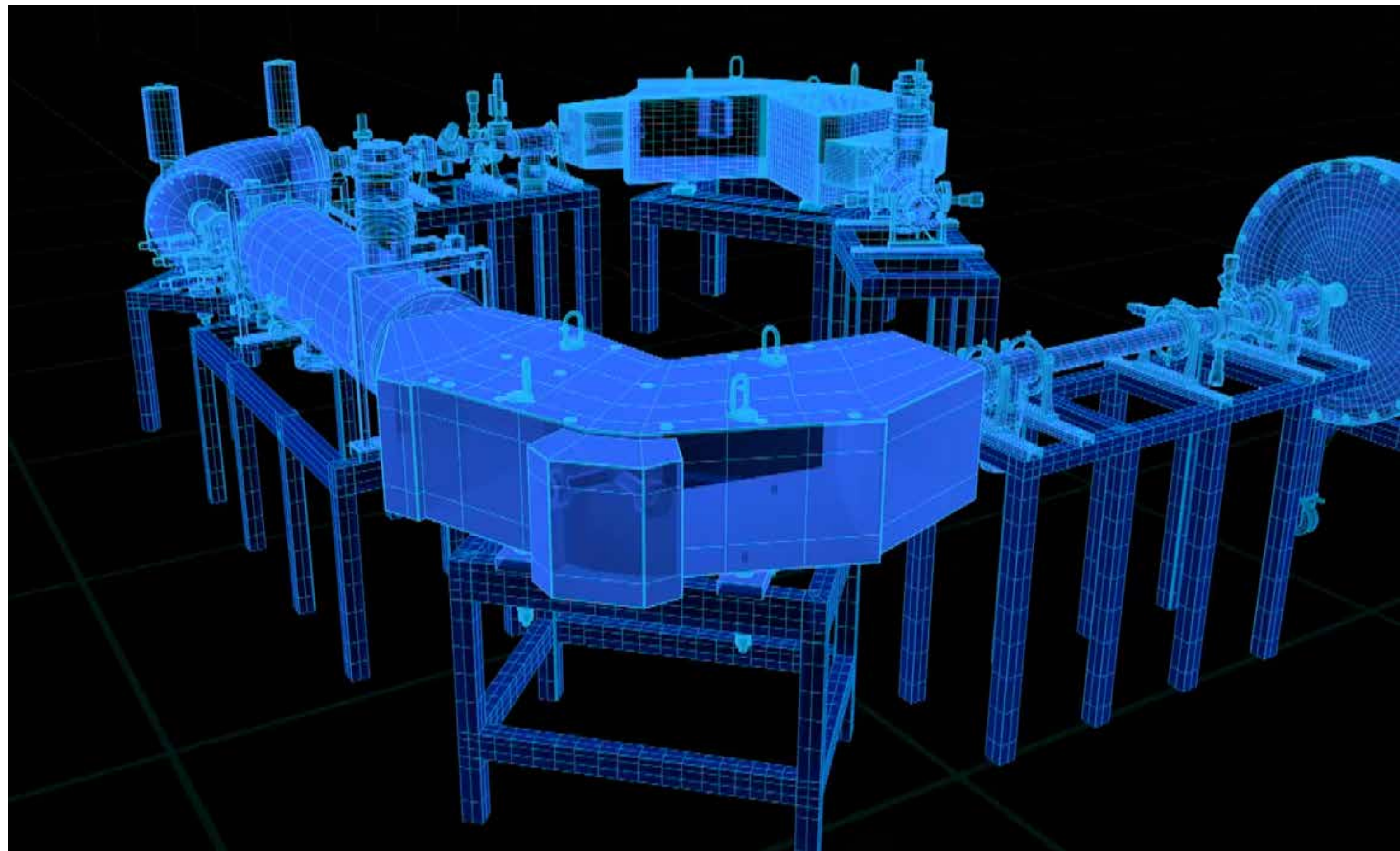


AUSTRALIAN NUCLEAR SCIENCE & TECHNOLOGY ORGANISATION

3D VIDEO PRODUCTION FOR ACADEMIC LEVEL SCIENCE COMMUNICATION

During the mid 2010s I was commissioned by the Head of Nuclear Science at ANSTO in Lucas Heights to produce videos explaining complex instruments like particle accelerators, and processes in nuclear medicine and waste disposal, for educational purposes. To build my models I had to reverse engineer CAD files of machinery when available, or photograph the instruments in detail, some of which filled a room the size of an airport hangar. Some of the processes I documented had never before been shown in animated form before. The videos were used as a reference for nuclear physics students and feature on ANSTO's website:

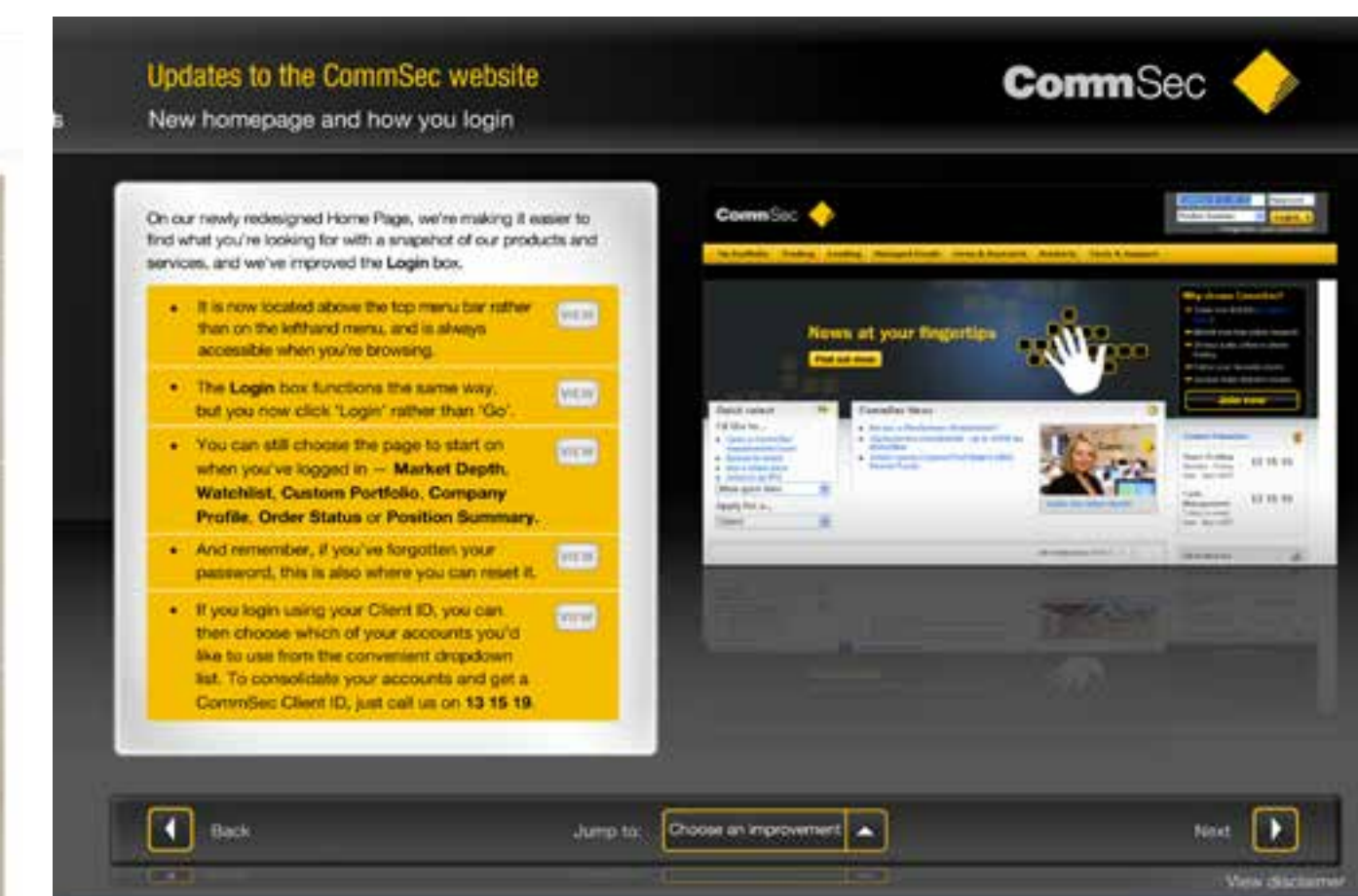
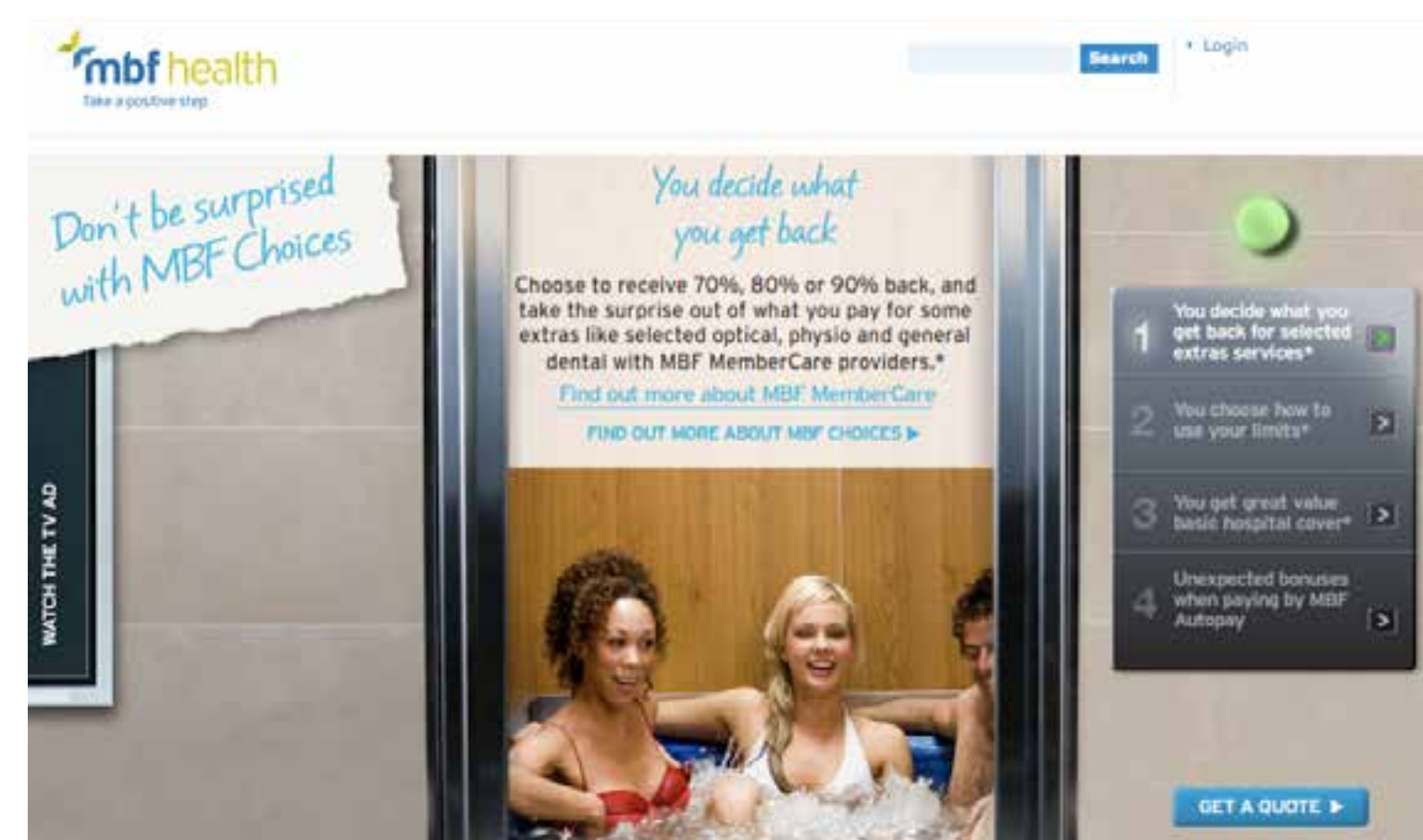
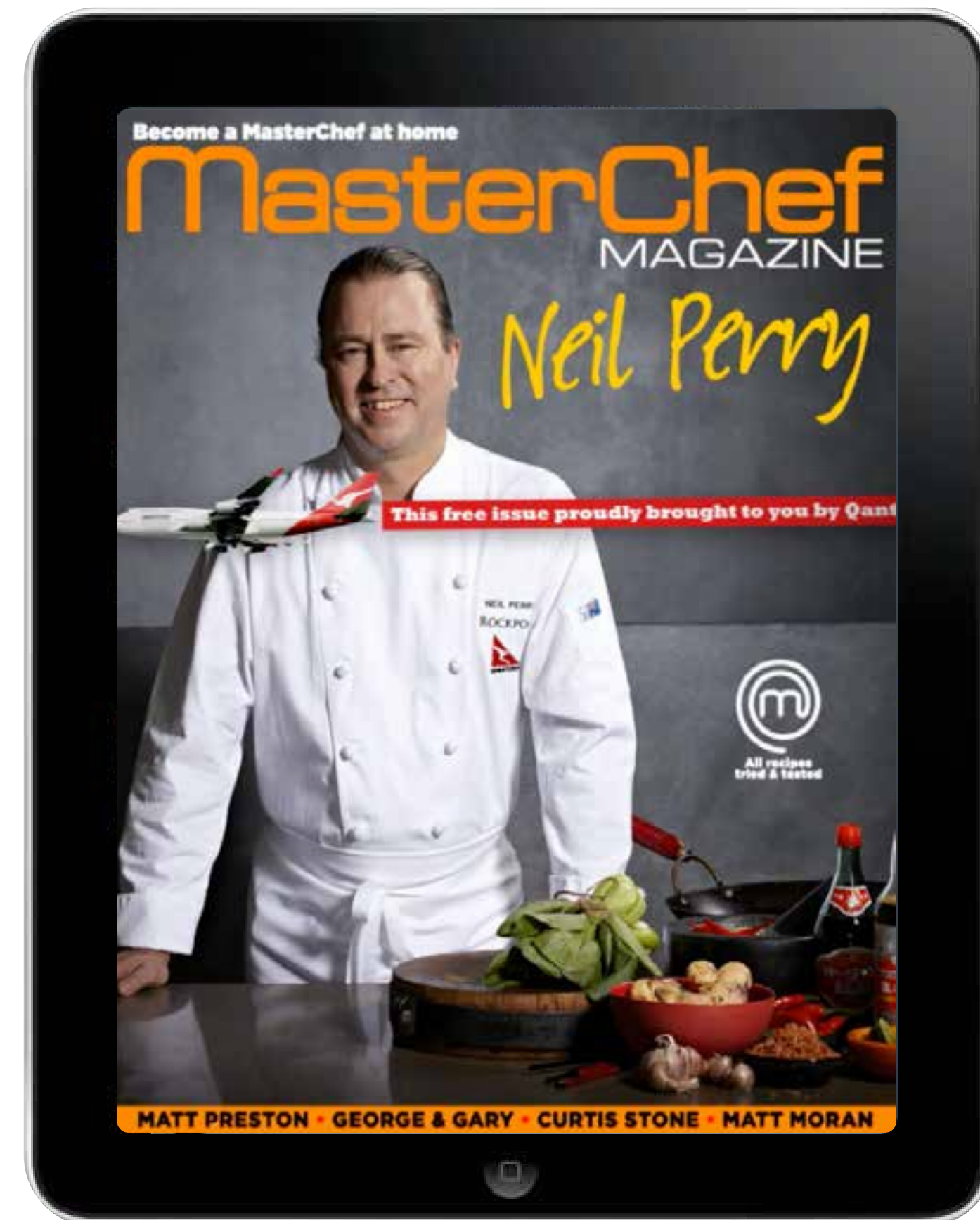
- [Sirius accelerator](#)
- [Emu Backscattering Spectrometer](#)
- [Vega Accelerator](#)
- [Synroc](#)



VARIOUS CLIENTS & AGENCIES

WEB & MOBILE INTERACTIVE DEVELOPMENT

Although not technically a coder, I know enough HTML5/Javascript to be able to code interactivity across formats and devices. At the time tablets and smart phones upset publishing and ad industries, I found work making interactive interfaces, marketing promotions, news & entertainment apps and menus.





NEON VIDEOS

CREATIVE DIRECTOR/ STUDIO MANAGER

Whilst living in Kuala Lumpur 2015-2017, I set up Neon Videos, a content marketing agency specialising in corporate videos for South East Asian industries. Our clients included HSS Engineers, Bursa Malaysia and INTI University. As Creative Director I was responsible for the look and feel of all campaigns and managed the inhouse production staff to create animations, videos and digital media.



INSPIRE



VISUALISE



SIMPLIFY



EXPLAIN



ENTERTAIN



SHARE





MEDIA WATCH

As a post production service provider for ABC TV during the 2010s, I had the privilege to lead graphics and animation production for Media Watch from 2013-2015. It was a lot of fun making light of Australian news Media.

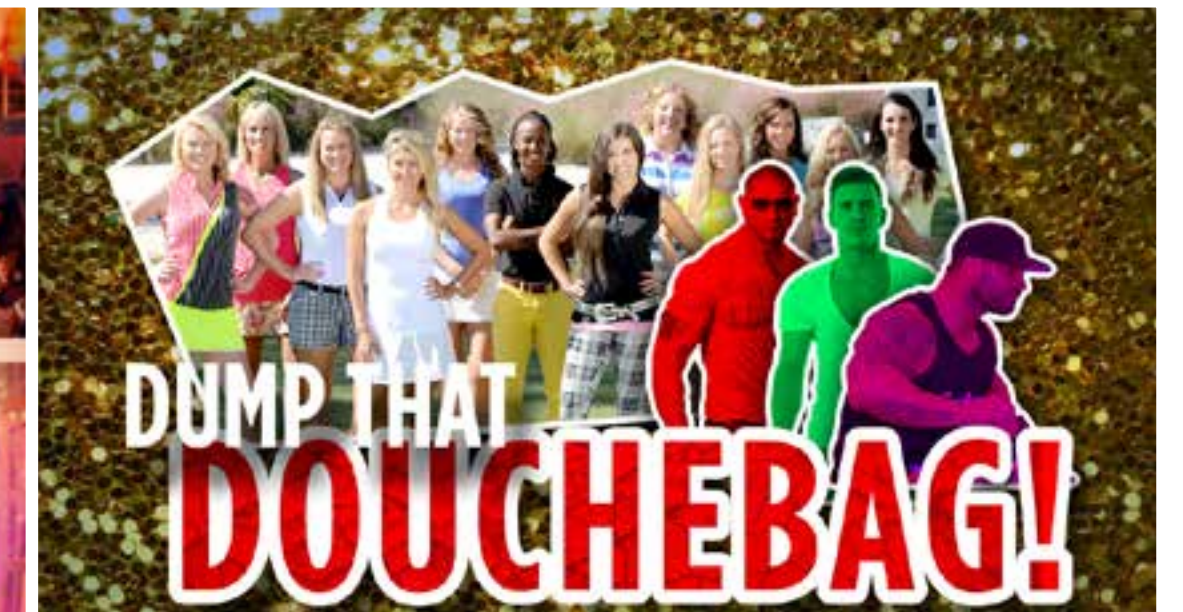




REALITY CHECK

MOTION GRAPHIC DESIGN

Another fun task I had at ABC post production was to come up with mock Reality TV show concepts for a segment called Real or Fake on Reality Check. Contestants had to guess which of the TV shows was real.

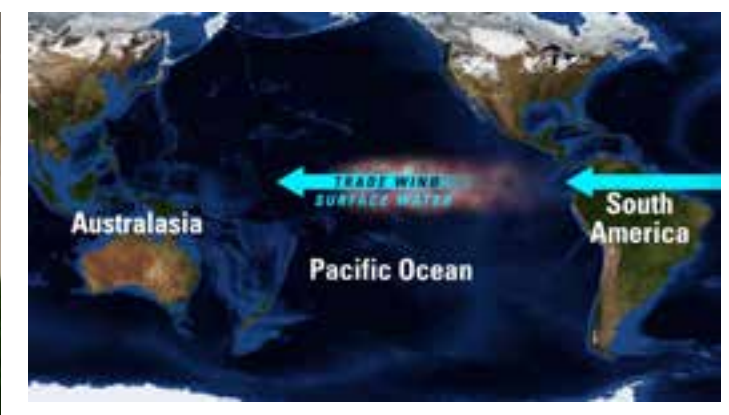
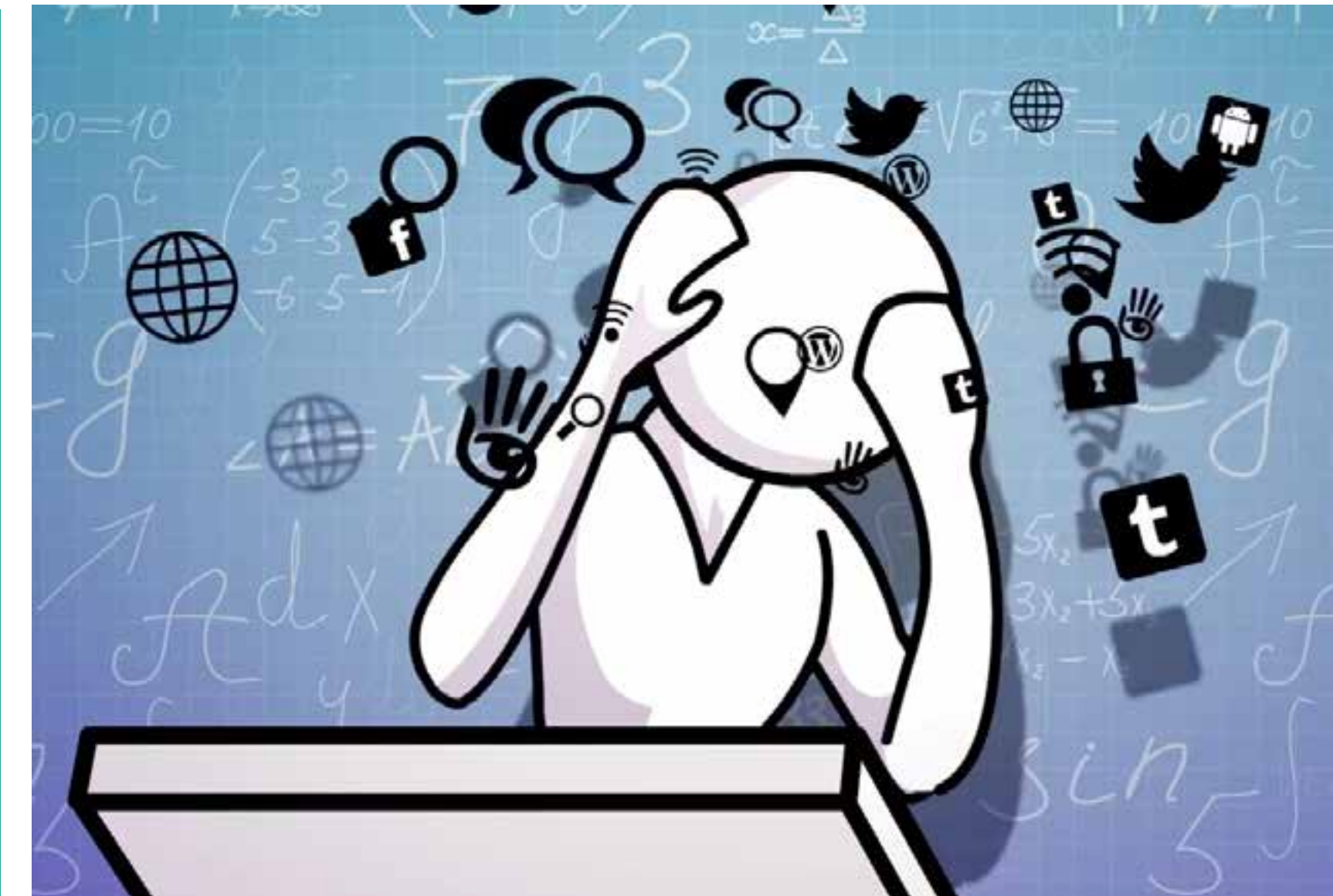


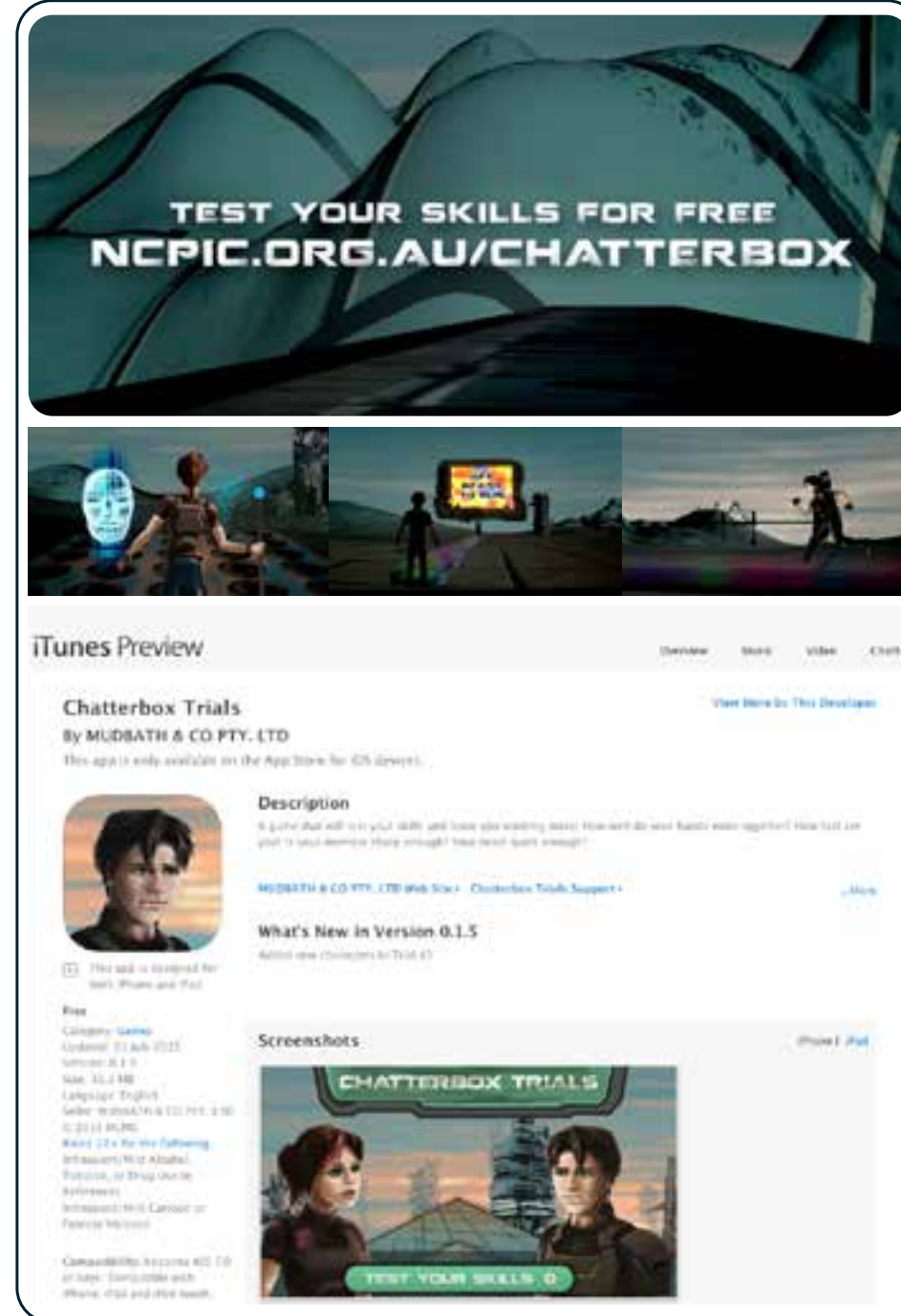
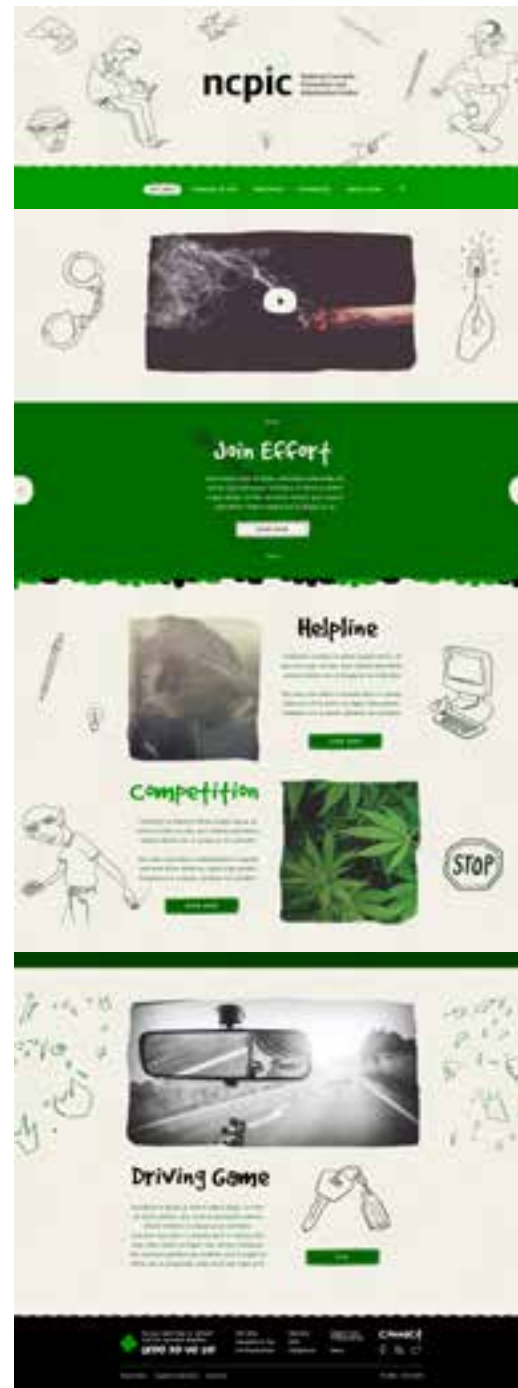


UNSWTV

ANIMATION PRODUCTION AND WEB DESIGN

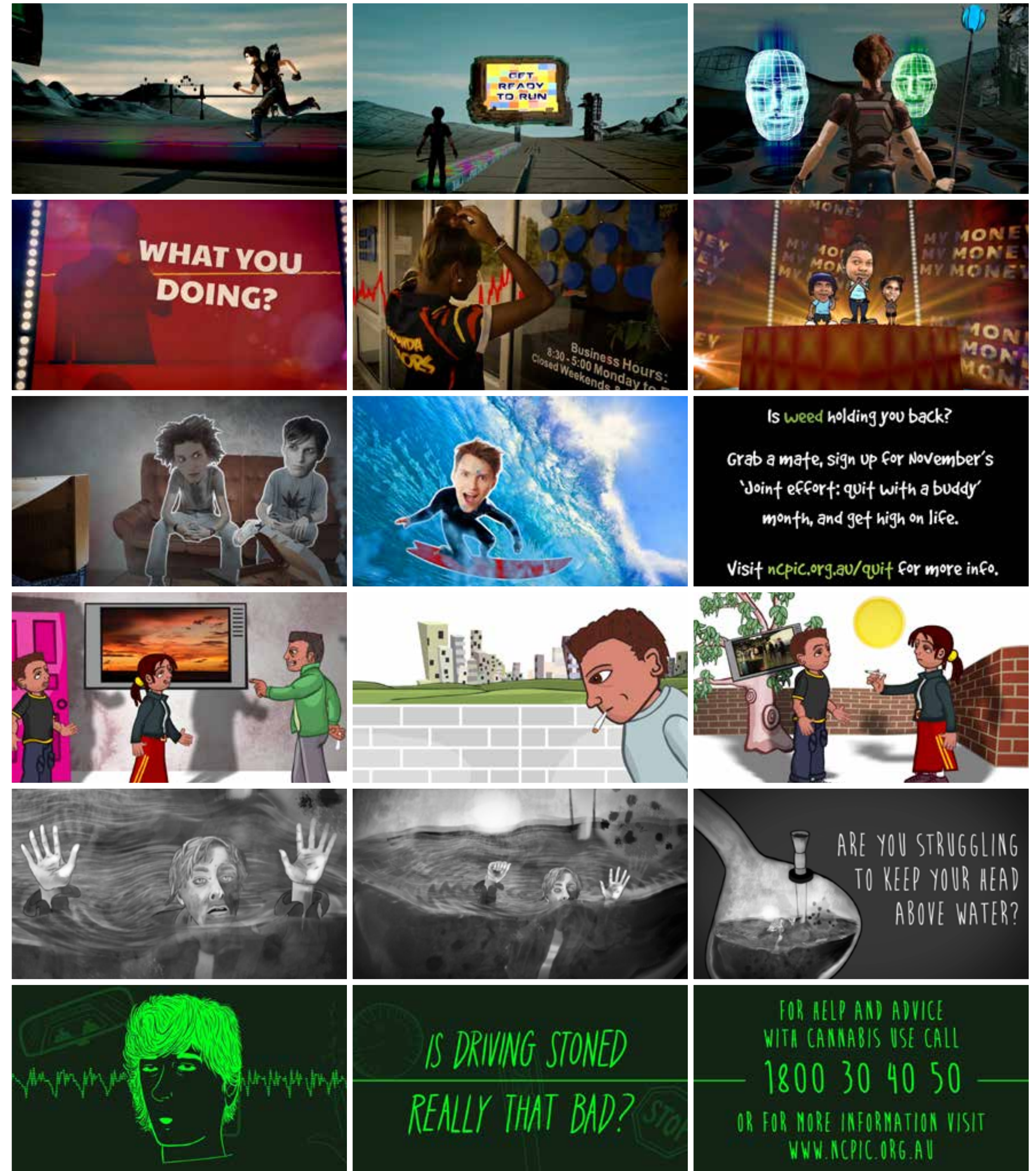
The University of NSW Media department initially hired me on a freelance basis to provide animations for UNSW's Youtube channel. This included designing titles and intros, and animating segments for entertainment and documentary videos aimed at UNSW students. This led to further work supporting departments transitioning to blended learning structures, and helping academics visualise and present their research in areas such as climate science, biology and quantum computing.





ANIMATION, PRINT AND WEBSITE PRODUCTION

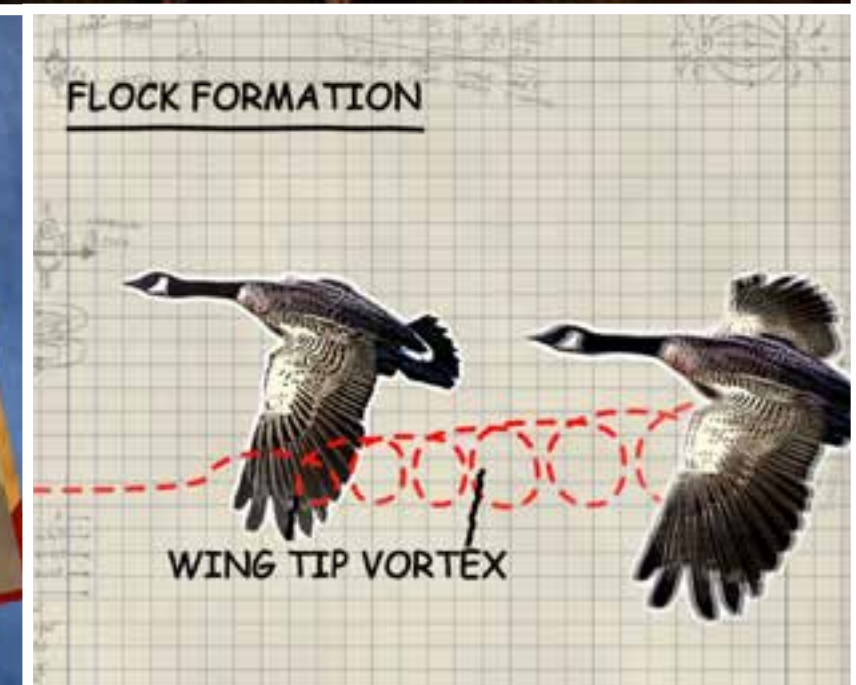
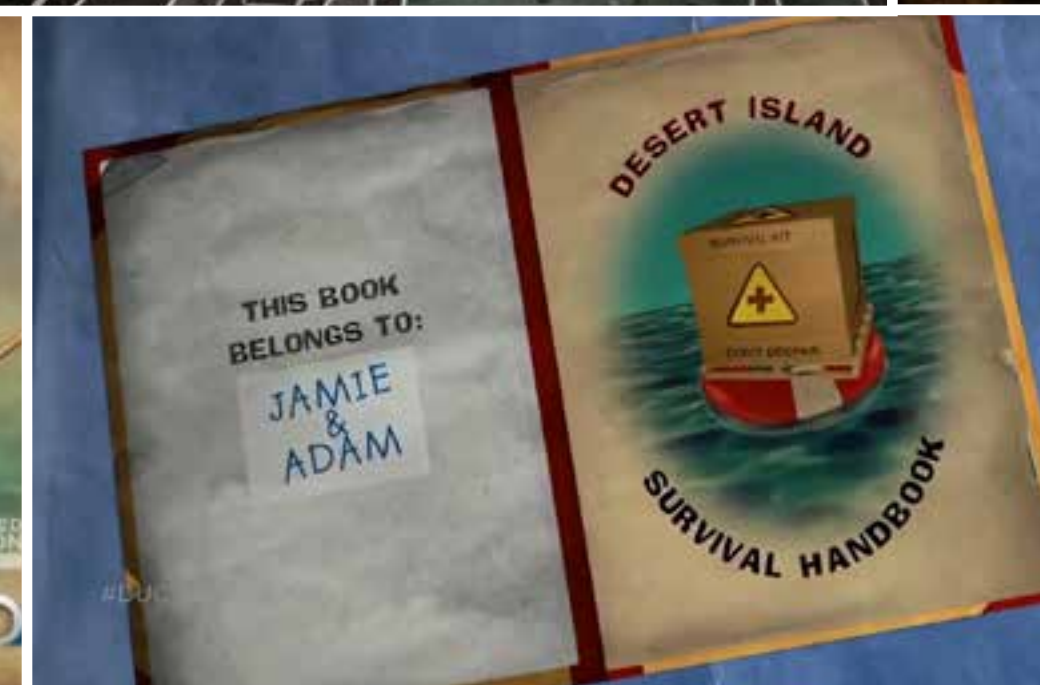
The National Cannabis Prevention and Information Centre at UNSW was set up to combat cannabis abuse in adolescents. I worked on a retainer producing creative material for campaigns across web, apps, video (YouTube) and print.



MYTHBUSTERS/BEYOND PRODUCTIONS

LEAD ANIMATION AND GRAPHIC DESIGNER

Beyond Productions employed me to lead graphics and animation production for series 10 of the world-famous hit series, Mythbusters, screened on SBS in Australia and Discovery Channel in US/Worldwide. My job was to provide humourous info-graphics and schematics of experiments done by the shows hosts Jamie and Adam, to help explain scientific conundrums and myths, and a means for testing them.





VOGUE AUSTRALIA

PROMOTIONAL VIDEOS AND INTERACTIVE PRESENTATIONS

After my tenure as Senior Multimedia Producer for News Corp, I became a contractor for fashion and lifestyle brands including Vogue Australia. I made interactive boardroom presentations, web banners, and promotional videos.



VOGUE

investing in luxury

la prairie
SWITZERLAND

VOGUE
.com.au

la prairie
SWITZERLAND

Hope you enjoyed the teaser, please see details for
A Night Of Luxury

Date: Wednesday, October 22 2008
Where: The Polo Lounge, 134 Oxford Street, Darlinghurst Sydney
Time: 6:30pm - 9:30pm

Tickets are \$60 per person and redeemable for La Prairie products purchased on the night. To make a booking please call 1800 649 849.

What's more, every guest will receive a gift from La Prairie valued at over \$200.

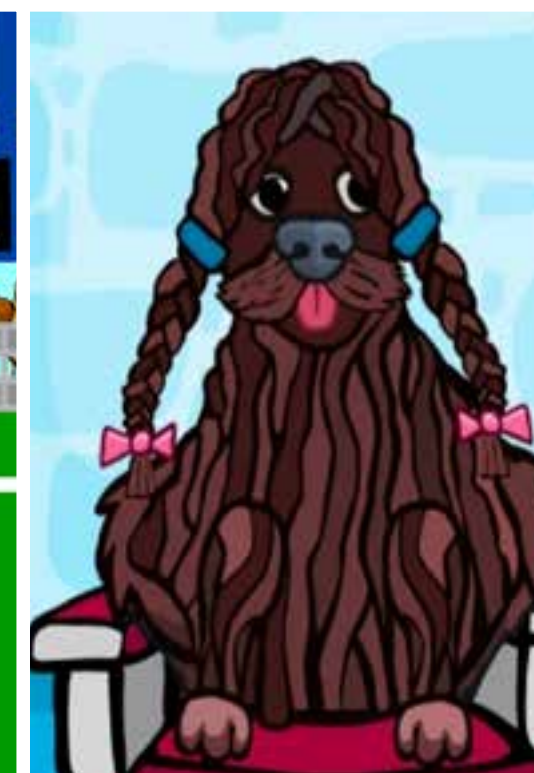
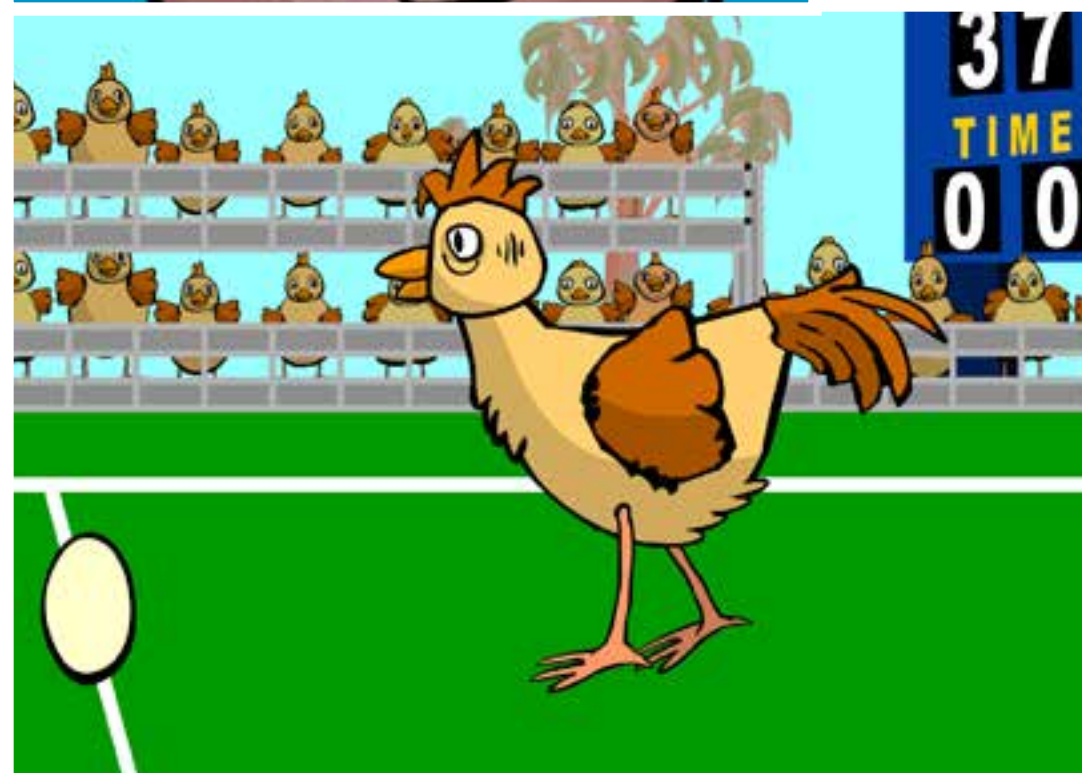
A collage of images related to the La Prairie event. It includes a woman in a black dress and sunglasses, a La Prairie product jar, and a background pattern of the words "VOGUE" and "la prairie".



CREATURE FEATURES

MOTION GRAPHICS AND CHARACTER ANIMATIONS FOR SERIES 1 TO 6

As a contractor for ABC Kids in the 2000s I got a permanent gig working for Creature Features, a magazine style kids show about animals and pets, hosted by a feral cat puppet Modigliana (Modi). My job was to create graphics, wipes, fact pages and animated interludes based on the content of the show. I had a lot of freedom to insert my own humour and cartoonish style. Having come from an online background using Macromedia Flash (Now Adobe Animate), I was an early pioneer of vector based animation on ABC Kids.





GAME DESIGN

ABC KIDS / NICKELODEON BRITISH COUNCIL / TELSTRA INTERACTIVE GAME DESIGN AND DEVELOPMENT

Before Flash was made redundant (by Steve Jobs when iPads were launched) I specialised not only in animation but interactive development for websites and presentations. After making numerous Flash games for ABC Kids, my then company Bronson Productions acquired clients Nickelodeon, British Council and Telstra. We made similar fun and musical content to promote thrieir brands or to guide users through informative websites in exciting ways.



SCHNEZEL BRONSON'S ALIEN ADVENTURES

CARTOON SERIES CREATION AND ANIMATION

In 1999 I co-created a Flash animation with artist/musician Mark Giblin and licenced it to ABC Kids Online. It was instantly popular so ABC commissioned us to create a website and series of 8 animations and interactive games. The portal occupied a front seat on their website, The Playground, next to The Wiggles and Bananas in Pyjamas, and drew an audience of up to 100 000 viewers per week. Our company Bronson Productions was then licenced to create a series of 26 broadcast TV interstitials and Schnezel became the first Australian TV presence to have originated online. The interstitials and online animations ran for about 6 years. Mark and I had moved onto other jobs but have discussed reviving Schnezel for nearly 30 years. One day we just might.

