

# Lawrence Elig: Sculptor

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## SERVICES AND QUALIFICATIONS

- **Worked twenty-four years as a commercial sculptor in the toy industry. Key position included senior sculptor/sculpting manager.**
- **Reputation is one of a respected and energetic sculptor who strives to create quality products.**
- Have strong background in figurative sculpting, realistic “cutting edge” extreme, animation, girl toys and preschool.
- Knowledge in the use of sculpting materials such as wax, castaline, sculpey polymer, oil-based and water-based clays, foam and plaster.
- Experienced in mold-making and the casting processes.
- Accomplished using design input, engineered armatures features, mechanisms and tooling requirements.
- Experienced working with sculpting managers, industrial designers, industrial engineers and marketing on the development and execution of sculpted toys and drawn products.
- Capable of working with comic book and movie licensors for sculpting approval.
- Understands the importance of keeping the project on schedules to meet the production deadline.

## BRAND NAMES

- Star Wars
- GI Joe
- Pokemon
- Batman
- Jurassic Park
- Duel Masters
- Starting Line Up
- The Real Ghost Busters
- Care Bear and Strawberry Short Cake
- Mask
- DC Super Powers
- Aliens and Predator

## WORK EXPERIENCE

**2009:** New Bright Toys

**2008:** Freelance Companies– Hasbro toys, Design Innovations, Little Spider Productions, Comfy Sofa – game figures

**2004–2006:** Custom Fun Company – Staff sculptor/artist, Freelance sculptor for toy companies and amusement parks.

**1980– 2004:** Hasbro Inc. / Kenner Toys

**1974 – 1980:** Kings Island Amusement Park – Art department

## EDUCATION

**1974:** Cincinnati Art Academy

**1971:** Gebharts Commercial Art School