

# Josh Sheppard

Storyboard Artist  
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Film:

**Director:**

<b>Motor City</b> (2025)		Potsy Ponciroli
<b>Naked Gun</b> (2025)		Akiva Shaffer
<b>Minecraft</b> (2025)		Jared Hess
<b>Foundation (Season 3)</b> (2024)		David S. Goyer
<b>Fast X</b> (2023)		Justin Lin
<b>Black Adam</b> (2022)		Jaume Collet-Serra
<b>The Batman</b> (2021)		Matt Reeves
<b>Lovecraft Country</b> (HBO) (2020)		VFX: Kevin Blank
<b>Mouseguard</b> (2020)		Wes Ball
<b>Call of the Wild</b> (2019)		Chris Sanders
<b>White Boy Rick</b> (2018)		Yann Demange
<b>Pacific Rim 2: Maelstrom</b> (2018)		Steven S DeKnight
<b>Aquaman</b> (2018)		James Wan
<b>Overlord</b> (2018)		Julius Avery
Thor 3: <b>Ragnarok</b> (2017)		Taika Waititi
<b>War for the Planet of the Apes</b> (2017)		Matt Reeves
<b>Maze Runner 2: The Scorch Trials</b> (2015)		Wes Ball
Alice 2: <b>Through the Looking Glass</b> (2016)		James Bobin
<b>Dawn of the Planet of the Apes</b> (2014)		Matt Reeves
<b>Robopocalypse</b> (2015)		Steven Spielberg
<b>Her</b> (2013)		Spike Jonze
Thor 2: <b>The Dark World</b> (2013)		Alan Taylor
<b>Lincoln</b> (2012)		Steven Spielberg
<b>Warhorse</b> (2011)		Steven Spielberg
<b>Let Me In</b> (2011)		Matt Reeves
<b>Where the Wild Things Are</b> (2009)	Lead Artist	Spike Jonze
<b>Cloverfield</b> (2008)	Lead Artist	Matt Reeves

I love working on both big and small projects! Some experience using Unreal Engine with my directors, VFX and previs teams with the editor to build animatics. I have also done comedies, kid's movies, TV shows, many shooting boards for TV commercials, music videos and game cinematics. I also play well with others!