

Justin Ball has always had an eye for detail. From his humble beginnings as a set builder and model maker at a Curious Pictures NY, to his current position as visual effects supervisor and artist at Brainstorm Digital, he has always had a passion for bringing artistic visions to life on the screen.

After studying filmmaking at Pratt, Justin went on to teach stop motion animation at New York Institute of Technology. His early working and teaching experiences ignited a love for visual effects and digital images that continues to burn today. He moved to Los Angeles to work at the then-new Zoic Studios, where he was fortunate enough to be an integral part of such breakthrough projects as “Buffy the Vampire Slayer”, “Firefly”, “BattlestarGalactica”, Serenity, Spiderman 2, and Van Helsing, among others.

Although he loved creating visual effects, he felt pulled back toward his native East Coast. And so he returned to New York to join up with Brainstorm Digital, where he found his calling as a pipeline expert and visual effects supervisor, and where he has been privileged to work with esteemed luminaries like Martin Scorsese, Philip Seymour Hoffman, Antoine Fuqua, and Ron Howard.

Combining years of visual effects and technological experience with a deep and abiding drive for perfection in film and the arts, Justin Ball contributes a truly unique talent to the industry.



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