

Michael Meyers

Concept / Art Director

Email: michaelmeyers3d@gmail.com

Professional Summary

My Name is Michael Meyers, and I have been working in the Film, and Television Industries, since 1996, as an Artist, Supervisor, and Concept Designer. I have worked on more than 50 films over my career ([IMDB](#)), as well as a variety of television projects, games and even forensic reconstruction. The first half of my career focused on VFX work, everything from Previsualization to Final VFX.

As a 3D Generalist, much of what I did was sorting out, or "making things work", by improving or redesigning concepts, so they would function properly on the Animation side. This eventually led to my being recruited into Production working in the "Art Department" as a member of IATSE, Local 800, the Art Directors Guild, where I have been working primarily as a Concept Artist since 2007.

As an artist, I tap into decades of experience, both professional and personal, to create imaginative, yet practical, useful, and functional designs. Maintaining "Form follows function" as a personal mantra, my designs focus on functionality, and solving for existing limitations, whether they be budgetary or practical. I create useful elements, both for Practical as well as Visual Effects purposes.

As a Supervisor/Art Director I demonstrate critical thinking, highly evolved problem solving and organizational abilities, to lead and manage projects, meeting deadlines, within budget, delivering work of the highest quality possible, by identifying, motivating, and capitalizing on the strengths of the team.

Personal

I am 54 years old, married 26 years and have two adult sons. My Hobbies/Interests are Music (writing, Recording, and listening), Art (Sculpting, Airbrush, computer), and building/fabricating things. My favorite film Genres are Horror and Science Fiction. I love Comic books/Graphic Novels, Movies, Toys and Tech. I spend a lot of time tinkering in my Workshop at home. I have remodeled homes, Restored classic cars, and I also enjoy gardening. So you could say, working with my hands is "in my blood". I also like to write. I am an all-around Creative thinker. I am Ambidextrous, and "reside" in both halves of my mind, which is to say I am highly organized and analytical, but creative. I love Team-work. I am hard working, honest, and loyal. I believe the key to success is open, honest, and efficient communication.

Skills

Art Direction / Leadership / Mentoring / Concept Design / Design Visualization /3D Modeling / Texturing / 3D Rigging /Animation

Tools

Autodesk Suite, Pixologic Z-Brush, UV Layout, Adobe Suite, Microsoft Office Suite, and I will learn whatever is necessary.

Professional References

- Tom Hammock (Production Designer - Godzilla V Kong) - [Email](#)
- Patrick Banister (Supervising Art Director - Jupiter's Legacy) - [Email](#)
- Kyle Robinson (Previs Supervisor - Aquaman, Speed Racer, GvK) - [Email](#)
- Jon Billington (Production Designer - Boss Level, XXX3, The Interview.) - [Email](#)

Filmography

Project - Department - Position

Paper Girls - ART - Concept Designer
Jupiter's Legacy - ART - Concept Designer
Godzilla vs. King Kong - ART - Concept Designer
Godzilla vs. King Kong - ART - Art Director
Best Worst Weekend Ever - ART - Vehicle Designer
Hotel Artemis - VFX - Concept Designer / 3D Modeler
The Orville - ART - Set Designer / Concept Illustrator
Apollo 11 Command Module - VR - 3D Modeler
XXX3 The Return of Xander Cage - ART - Set Designer / Concept Illustrator
Alice Through the Looking Glass - VFX - Concept Designer
Monster Truck - ART - 3D Concept Illustrator
Captain America 3 - PROPS - 3D Concept Illustrator/Design Visualization
Captain America 3 - ART - 3D Concept Illustrator/Design Visualization
GeoStorm - ART - 3D Concept Illustrator/Design Visualization
Jungle Book - ART - 3D Concept Illustrator/Design Visualization
The Interview - ART - Set Designer/Concept and Props Designer
Jurassic Park 4 - VFX - Previsualization Artist
Divergent - ART - 3D Concept Illustrator/Props Design
Spiderman 5 - VFX - Previsualization Artist
Jupiter Ascending - ART - 3D Concept Illustrator/Design Visualization
Ender's Game - ART - 3D Concept Illustrator/Design Visualization
Ouija - ART - 3D Concept Illustrator/Design Visualization
GI Joe 2 - ART - 3D Concept Illustrator/Design Visualization
Oblivion - ART - 3D Concept Illustrator/Design Visualization
Green Lantern - VFX - 3D Concept Illustrator/Design Visualization
The Avengers - ART - 3D Concept Illustrator/Design Visualization
Transformers 3 - ART - 3D Concept Illustrator/Design Visualization
"The Thing" - VFX - 3D Concept Design Visualization
20,000 Leagues Under The Sea - ART - 3D Concept Illustrator/Design Visualization
Rapture (Bioshock) - ART - 3D Concept Design Visualization
Transformers 2 - ART/VFX - 3D Concept Design Visualization
They Came From Upstairs - VFX - Previsualization Designer / Animator
Speed Racer - ART/VFX - Modeling Supervisor & Concept Designer
The Fast and The Furious 3/Tokyo Drift - VFX - Previsualization Artist
Charlotte's Web - VFX - Previsualization Designer / Animator
The Santa Claus 3 - VFX - Previsualization Designer / Animator
World Trade Center - VFX - Previsualization Artist
My Super Ex-Girlfriend - VFX - 3D Modeler
The Chronicles of Riddick - VFX - 3D Modeler
Van Helsing - VFX - 3D Modeler\Texture Artist
The Princess Diaries 2 - VFX - 3D Modeler\Texture Artist
The Village - VFX - 3D Modeler
Serenity VFX - 3D - Concept Design\ Modeler\Texture Artist
The Mask 2 - VFX - 3D Modeler
Casanova - VFX - 3D Modeler\Matte Painter\Texture Artist\Animator
Superman Returns - VFX - Previsualization FX Animator
Stay Alive - VFX - Weapon Designer
Eight Crazy Nights - VFX - Animation Technical Director
Bruno - VFX - Character Designer/Modeler
Small Soldiers - VFX - Character Modeler
Dungeons and Dragons - VFX - Modeling Supervisor