

SAMUEL MICHLAP

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PROFILE

Software Proficiency

- After Effects
- Cinema 4D
- Illustrator
- Maya
- Modo
- Photoshop
- SketchUp
- After EFX

Skills

- Production design
- Art direction
- Sketching, painting, and drawing
- Environment design
- Concept design
- Sequential art
- Teaching
- Concept art
- Matte painting
- Visual development
- Digital painting
- Traditional art

PRODUCTION DESIGN, ART DIRECTION, AND LEAD CONCEPT ARTIST CREDITS

Universal Creative Studios

Concept/Art Direction/Creative Director

2018-2020

- Creative director responsible for leading a team of architects and ride designers for two new IPs.
- Managed the art department as we created and assembled pitch decks and executive presentations to senior management staff.
- Key designer for overall concept art from early blue sky through presentation and schematic art.
- Supervised 1” white model and managed the model shop crew.

Walt Disney Pictures

Concept/Art Direction Consultant, Haunted Mansion

2015

- Created the overall look and style packages for internal and vendor studios.

Annapurna Pictures and WildAid

Concept/Production Designer, Last Days of Ivory

2014

- Worked closely with director Kathryn Bigelow in creating the visual style and staging of key scenes.
- Managed the art team across different studios from concept phase through final production.

The Hetteema Group

Concept/Production Designer, Themed Entertainment Design

2014

- Lead production artist responsible for conceptualizing the overall stylization of a 30 attraction, animation-based, theme park by creating key marketing art.
- Produced illustrative storyboards in support of the development of media content for several attractions.
- Developed detailed concept sketches and key pitch art for several large-scale themed destinations, including a 25-acre themed hotel resort.
- Key concept designer for location-based entertainment.

DreamWorks Animation Studios

Concept/Production Designer, B.O.O.

2009-2014

- Responsible for creating and managing the overall visual style of B.O.O.
- Helped establish and pioneer a new way of working between 2D and CG tool sets within DreamWorks.
- Managed the art department.

Art Director, Attack of the Killer Carrots

2010-2011

- Created the overall look of the short film.
- Worked on color/light script and managed layout, modeling, and surfacing/lighting teams.
- Supervised DI for final film.

Imagi Studios

Concept/Production Designer, Astro Boy

2007-2008

- Helped establish art department, recruited artists, set up pipelines for production, and helped build L.A. based studio infrastructure.
- Created and managed the designs and color script.
- Managed 18 visual development and CG artists, as well as interfaced into Hong Kong studio.
- Created and presented pitch art for investors and heads of studio.

IDT/Starz Media

Production Designer/Creative Director, Everyone's Hero

2005-2007

- Production designer for several films within the studio.
- Managed and helped establish the art department pipeline.
- Head of studio visual development.

DreamWorks Animation

Art Director, Shark Tale

2001-2004

- Responsible for overall color/light scripting and managed overall modeling, surfacing, and lighting teams.
- Supervised final color DI for film.

Associate Art Director, Road to El Dorado

1997-1998

- Responsible for overall color/light script for film.
- Managed layout and background teams.

ART DEPARTMENT CREDITS

Marvel Studios

Concept Illustrator, Captain America 4

2022-2023

- Created key illustrations to help aid the set build and VFX teams.
- Color scripted the full movie to help the director visualize stylization/palettes/light/costume.

Concept Illustrator, Doctor Strange in the Multiverse of Madness

2021

- Created key illustrations to help aid the set build and VFX teams.

Concept/Illustrator, Guardians of the Galaxy 2

2015-2016

- Lead designer for Ego's Palace/Planet.

Amazon Studios

Concept Illustrator, Red One

2021-2022

- Created key illustrations to help aid the set build and VFX teams.

Sony Studios

Concept Illustrator, Dust Bunny

2022

- Director pitch for art presentation and green light approval.

Concept Illustrator, Christine

2021

- Early script illustration for green light pitch.
- Created keyframe images for overall mood.

Paramount Studios

Concept/Illustrator, Transformers: Rise of the Beasts 2021

- Set design illustration and keyframe illustration for various sets.

Production Design/Concept, Transformers Animated Feature 2020-2021

- Responsible for early blue sky development for initial green light pitch.
- Responsible for creating the look and feel for the world and overall style guide.

Warner Brothers Pictures

Concept/Illustrator/2D Layout Workbook Artist, Space Jam: A New Legacy 2020

- Responsible for camera, blocking, continuity, lighting, and design for overall sequences during the 2D animated section.

Concept/Illustrator, Birds of Prey 2018

- Lead concept designer for several major sets used in filming.

Concept/Illustrator, The Batman 2016-2017

- Lead designer for Gotham and Arkham sets.
- Lead designer for look of picture.

Experimental Design Studio

Concept/Illustrator 2018

- Mood paintings for Choctaw Tribal community center architectural package.

Fox/Warner Brothers Pictures

Concept/Illustrator, Gambit 2017

- Lead designer for set illustration/keyframes.

Fox Studios

Concept Illustrator, Call of the Wild 2018

- Responsible for creating a stylized “Eyvind Earle” pass for VFX to follow as they built the sets.
- Used animatic frames to create the final style per director’s vision to establish a strong, graphic look for the major key sets.
- Responsible for color stylizing most of Act 1 color/light for VFX.

Silent House

Concept/Illustrator 2018

- Lead designer for all Gwen Stefani Las Vegas live shows/concerts.
- Lead designer for conceptual phase of show sets.

HBO/Warner Brothers Pictures

Concept/Illustrator, Watchman Series 2018

- Responsible for initial concept illustrations for pilot episodes and pitch material.

Walt Disney Imagineering

Concept Designer/Illustrator, Mystic Manor (Paris Pavilion) 2017

- Responsible for initial blue sky color storyboard keyframes for a new ride.

Concept Designer/Illustrator, Disneyland Paris (pre-production) 2015

- Created key illustrations to help pitch the new art direction for the ride sets.

Netflix/Universal Pictures

Concept/Illustrator, Umbrella Academy 2017

- Lead designer for all HQ sets.

Sony/Marvel Studios

Concept/Illustrator, Spiderman: Homecoming 2017

- Lead designer for Toom’s Salvage Yard.

Legendary Studios

Concept/Illustrator, Godzilla: King of Monsters 2017

- Lead designer for Godzilla's Lair.

Concept/Illustrator, Pacific Rim 2: The Uprising 2017

- Illustrator for reshoots.

CBS Studios

Concept/Illustrator, Star Trek Discovery (TV Series, Pilot) 2016-2017

- Lead designer for Klingon main ship sets and vehicles.

Concept/Illustrator, Dr. Strange 2016

- Illustrator/concept designer reshoots.

ReelFX/Warner Brothers

Pre-production Concept Design, SCOOB 2015

- Castle Caninus concept illustrator.

Paramount Pictures

Concept Design, Blazing Samurai 2015

- Mood and style pass for green light pitch.

Disney Television Animation

Concept Design, Duck Tales (reboot) 2014

- Worked closely with the writers and director to create the initial concept designs for the new TV series.

Patchwork Entertainment/Marza Animation

Concept Design, SnowBall 2014

- Worked with the director to help prepare the initial art pitch for a feature animated film.

Electronic Arts

Concept Design, Dante's Inferno 2004-2005

- Created concept art for overall look and feel of Hell.
- Created style guide and overall concept ideas.

DreamWorks Animation

Vis Dev artist, Rise of the Guardians, MegaMind, Madagascar 3, Turbo 2008-2010

- Worked on color, light script, set design, and blue sky art.

Concept Design, Monsters vs. Aliens 2004-2005

- Established overall look and feel for film.

Visual Development, Prince of Egypt 1996-1997

- Color/light script lead artist.
- Created workbooks for layout continuity.
- Established and supervised Red Sea sequence.

Walt Disney Feature Animation

Journeyman Layout, Hunchback of Notre Dame 1994-1996

- Workbook continuity artist for several key sequences: Windmill, Burning of Esmeralda, Final Battle, and Love Song in the Cathedral.
- Established the overall design for Paris and Notre Dame.

Assistant Layout, Lion King 1992-1994

- Responsible for helping create final look of Pride Rock, Wildebeest Canyon, and Scar's Cave.
- Cleanup artist for several key sequences.

Buena Vista Visual Effects

Concept Design, Mortal Kombat 1994

- Worked on matte painting keys.

Concept/Matte Design, Operation Dumbo Drop

1994

- Worked on matte painting keys.

TEACHING EXPERIENCE

Center for Creative Studies 2018-2021
Remote instructor

Art Center College of Design 2004-2021
Adjunct Faculty

California State Long Beach 2015
Guest Lecturer

Creative Talent Network 2011-2016
Workshop Instructor

Los Angeles Academy of Figurative Arts 2014
Remote Instructor

CG Master Academy 2013
Remote Instructor

Entertainment Art Academy 2006-2007
Guest Lecturer

Associates in Art 1995-1997
Instructor

FINE ART EXHIBITIONS

Center Stage Gallery 2015

Howard Mandville Gallery 1998-2001

Anne Hughes Fine Art Gallery 1998-2001

Settler's West Gallery 1998-2001

Whistle Pik Gallery

EDUCATION

California State University, Northridge Los Angeles, CA
• *Bachelor of Arts, Illustration* 1992

California Art Institute Calabasas, CA
1992