

R I C A R D O   D E L G A D O

Concept and storyboard artist for motion pictures  
Storyboards/visual development for animation  
comic book creator/novelist

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Untitled Guillermo Del Toro Animated Project

Freelance Visual Development

Disney's Firebuds

Freelance Visual Development

Disney's Fancy Nancy

Freelance Visual Development

Disney's Big Hero Six

Freelance Visual Development

Disney's Sofia the First

Freelance Visual Development

Disney's Penn Zero: Part-Time Hero

Freelance Visual Development

TEENAGE MUNTANT NINJA TURTLES

Storyboarded the opening Sequence to the Michael-bay produced live-action film.

Marvel Animation Studios

Storyboards

## UNTITLED DISNEY ANIMATION STUDIOS FILM

### Visual Development

After leaving Tron, moved across the street and helped develop a future feature for a few months, directed by Dean Wellins.

## TRON- Uprising

### Storyboards

Storyboarded a few episodes for the Disney Television Animation series for Producer Mary Maffei and Show Runner Charlie Bean

## Green Lantern- The Animated Series

### Storyboards

Spent six months storyboarding on the animated series for Producer Giancarlo Volpe over at Warner Brothers Animation

## Dinosaur Revolution

### Supervising Director

Directed, wrote and supervised storyboard crew of an ambitious Discovery Channel digital animation dinosaur show. Kept storyboard crew on schedule and generated six hours of stories from scratch, writing the stories, planning out the schedules and maintaining control of the budget, earning membership into the DGA. Hired by Creative Differences, the production company involved. Dave Harding was the Executive Producer.

## Battle: Los Angeles

### Storyboards

## Sym-bionic Titan

Writer, Storyboard Artist and Concept design.

Storyboarding, designing and even writing for episodes of the Cartoon Network Animated Series created by Genndy Tartakofsky.

## How to Train Your Dragon

### Character Design

Designed Dragon antagonist of the story for Chris Sanders, Dean DeBois and Dreamworks Feature Animation.

## '9'

### Storyboards (uncredited)

Boarded an action sequence for the Tim Burton-produced feature at Duncan Studios.

## JOHN CARTER OF MARS

### Visual Development

## **GULLIVER'S TRAVELS**

### **Storyboards**

Storyboarded a few sequences of the upcoming Fox live-action feature.

## **X-MEN ORIGINS: WOLVERINE**

### **Storyboards**

Contributed storyboards for several fight and dramatic scenes for the movie version of the famous Marvel character. Worked with Director Gavin Hood, Vis Effects Sup Pat McClung and Vis Effects Producer Greg Baxter.

## **EAGLE EYE**

### **Storyboards**

Boarded a car chase/ drama scene for Director DJ Caruso.

## **SAM SPECTER AND THE BOOK OF SPELLS**

### **Writer**

Published first Novel, available from amazon.com, courtesy of E-Treasures Publishing.

## **STAR WARS: CLONE WARS- The animated series**

### **Concept design**

Spent a month designing props, characters and environments for an episode of the 3D Lucasfilm animated series.

## **MUMMY: TOMB OF THE DRAGON EMPEROR**

### **Concept Design**

Created illustrations depicting Ancient China for the opening sequence.

## **WRECK-IT-RALPH**

### **Visual development**

Spent two years in 2005-6 contributing designs to the picture when it was called Joe Jump, for Producer Don Hahn and Director Sam Levine.

## **EVAN ALMIGHTY**

### **Comedy Storyboards**

Spent a few months storyboarding some comedic situations in the sequel, working with Director Tom Shadyac and Producer Ilona Herzberg

## **AVATAR: THE LAST AIRBENDER**

### **Bryan Konietzko and Nike Di Martino**

Worked with designers , directors and creators of the show in assembling reference, providing early concepts and giving early guidance to the character, prop and background artists on the

animated series.

## **WALL-E**

Visual Development

Spent six months developing environmental and vehicular concepts for the picture, working with Art Director Ralph Eggleston

## **ERAGON (uncredited)**

Storyboards

Stafen Fangmeier

Storyboarded a few action sequences for the dragon fantasy film.

## **THE INCREDIBLES**

Visual Development

Brad Bird

Spent six months developing different environmental and robotic concepts for the PIXAR animated picture.

## **MUPPET'S WIZARD OF OZ**

Conceptual Design and Storyboards

Kirk Thatcher

Contributed designs for different environments, as well as storyboarding several sequences with the director.

## **SKY HIGH**

Conceptual Design and Storyboards

Mike Mitchell

Mixed storyboarding comedy/ action sequences with designing costumes props and sets for the super hero high school film.

## **ELEKTRA**

Fight Storyboards

Rob Bowman

Storyboarded a few fight sequences for the Director, based on the Marvel Comics character. Lots of cutting, dramatic angles and chiaroscuro helped push the fights in a different, dynamic direction.

## **HAUNTED MANSION**

Storyboards

Live-action/ Feature Animation hybrid storyboards for the mausoleum zombie sequence, ball of light sequence for the Director and Producer Don Hahn. Had to place the accent on keeping the tone of the story spooky/ funny as opposed to frightening.

## **MATRIX RELOADED and MATRIX REVOLUTIONS**

Storyboards

### The Wachowski Siblings

Spent nine months storyboarding many complicated sequences for the Brothers, drawing detailed, large -frame storyboards for the visual-effects heavy sequels.

### EURO TRIP

Comedy Storyboards

Alec Berg, David Mandel and Jeff Schaffer

Storyboarding comedic exterior sequences for the directors in this teenage campus comedy.

### X 2 (uncredited)

Pre-production character development

Bryan Singer

Worked six weeks conceptualizing the character of Nightcrawler during the early development of the picture for the Director and Producer Ralph Winter. Explored different color schemes, make-up directions and costume designs for the Marvel Comics Character.

### JURASSIC PARK III

Conceptual design and storyboards

Joe Johnston

Conceptual renderings of the plane crash set preceded a storyboard pass at the Spinosaur/ Tyrannosaur fight.

### OSMOSIS JONES

Visual Development

Tom Sito and Piet Kroon

Contributed design passes of the main characters for the microscopic-themed animated/ live-action feature.

### THE EMPEROR'S NEW GROOVE

Visual Development

Worked on Director Roger Aller's version of the story, exploring environments of the Incan/ Mesoamerican setting.

### TREASURE PLANET

Disney Feature Animation

Visual Development

Ron Clements and John Musker

Brainstormed different idea and design directions for most of the cast, working with the Directors in search of a different take on aliens in outer space.

### ATLANTIS-THE LOST EMPIRE

Disney Feature Animation

Production Design (shared credit)

Kirk Wise and Gary Trousdale

Spent almost two years conceptualizing the underground environment and cultures of the

Atlanteans for the Disney animated feature. Designed characters, creatures, situations, vehicles, architectural directions, as well as contributing story ideas.

## **DINOSAUR**

Disney Feature Animation

Character Design and Story

Hired onto the project as a designer due to the comic book dinosaur work, spent a year and a half on the digital/ live-action feature creating dinosaur designs, concepts and color schemes before spending six months as part of the Story crew working on different sequences working with Director of Story Thom Enriquez.

## **MEN IN BLACK**

Conceptual Design

Spent eight months working at the Amblin' compound for Producers Colin Wilson, Jerry Molen and Steven Spielberg developing the picture before there was even a Director attached.

## **APOLLO 13**

Storyboards

## **TRUE LIES**

Conceptual design/sculpting

## **STAR TREK DEEP SPACE NINE**

Conceptual design

## **AGE OF REPTILES**

Dark Horse Comics

Three 4-issue series

Writer and Artist

Trade Paperback Introductions by:

Ray Harryhausen

John Landis

Thomas Schumacher

Created, wrote and illustrated two dinosaur comic book series for Dark Horse Comics. The series was critically acclaimed, nominated and won comics industry awards and was published through out the world. Spawned a series of limited edition prints, a 1999 calendar and was part of a museum exhibit in Paris' Museum of natural History.

## **ART CENTER COLLEGE OF DESIGN**

BFA in Illustration class of 1989

Instructor since 2006

