

Robert Vukasovich

Art Director

Art Directors Guild 800

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Me..... I am an Emmy nominated Art Director with a career spanning 25 + years in the fields of Television, Feature Film, Themed Entertainment, Live Stage Productions, and Architecture.

Recent Projects

Horizon: An American Saga (Chapter 2) Feature Film

Kevin Costner, Director / Executive Producer

Derek Hill, Production Designer

Lady in the Lake (Supervising Art Director) Apple TV+

Natalie Portman, Alma Har'el, Executive Producers

J.C. Molina, Production Designer

Emmy Nominations

Modern Family (Season 1) ABC Television

* Emmy Nomination, Best Art Direction. 2010

* Art Director's Guild Nomination. 2010

Steve Levitan, Christopher Lloyd, Executive Producers

Richard Berg, Production Designer

House (Seasons 2-5) NBC/Universal.

* Emmy Nomination, Best Art Direction. 2006

Hugh Laurie, David Shore, Executive Producers

Derek Hill, Production Designer

Selected Television Projects

Station 19 ABC Television

Shondra Rhimes, Paris Barclay, Executive Producers

Alicia Maccarone, Production Designer

Lethal Weapon Warner Brothers Television

Matt Miller, Executive Producer

Richard Berg, Production Designer

Gotham (Season 2) Warner Bros. Television

Bruno Heller, Danny Cannon, Executive Producers

Richard Berg, Production Designer

The Last Ship TNT Television

Michael Bay, Steven Kane, Executive Producers

Alicia Maccarone, Production Designer

Parks and Recreation (Season 7) NBC/Universal Television

Greg Daniels, Amy Poehler, Michael Shur Executive Producers

Ian Phillips, Production Designer

Dallas TNT/Warner Brothers

Michael Robin, Cynthia Cidre Executive Producers

Richard Berg, Production Designer

Miami Medical Warner Brothers Television

Jerry Bruckheimer, Executive Producer

Richard Berg, Production Designer

Themed & Immersive Design

Walt Disney Imagineering 1998-2001 Glendale, California

Tokyo Disney Seas: Art Director, Live Entertainment

Brad Kaye, Creative Lead

- Design of scenic elements and props for theatrical productions and touring troupes throughout the Park. (Mad Scientists, Orin, The Mayor, Weather Makers)
- Disney's California Adventure: Show Set Design
- Primarily focused on Themed Attractions: Muppet Vision 3D, Feature Animation Building, Limo Ride

Skills & Values.....

- Keep Creative Intent and Vision on track all the way through the Design process, from concept to realized environments.
- Excellent in high pressure situations with the ability to work with "eccentric" individuals.
- I create a responsible, trustworthy, and safe working environment to foster creativity & education for all team members.
- Comfortable in a constantly changing environment with new, daily challenges.
- Experience in travel beyond Southern California includes: NYC, Washington D.C., Baltimore, and Dallas.
- Extensive Studio experience having worked for Apple, Disney, Fox, Universal, and Warner Brothers.

Responsibilities frequently include.....

Coordination and scheduling over several departments:

Art, Construction, Scenic, Set Decoration, Props, Special Effects, and Visual Effects

Care and Management of all Art Department installations at each Location. Those have included:

- The Colorado River in Moab, UT, large mansions with private Art Collections, Shopping Malls, Airports, Hospitals, Office Buildings, small residences....
- As well as Naval Destroyers and Aircraft Carriers.

Comfortable working with Outside Vendors and keeping communication lines open and fluid.

Interaction with full creative chain from Studio Executives and Show Creators to Producers, Directors, Writers.

Management of Art Department Budget and responsibility for maintaining Design intent within that budget. (Recently +/- \$7M per show)

Qualified to search and recruit team members, usually with 10 - 20 people directly reporting to me and excel at creating a cohesive team

Scope of jobs range from multiple sound stages of 30k sqft. to open landscape of 100's of acres.

Education

UCLA. MFA Program.

School of Theatre, Film, and Television

Texas Tech University - Bachelors in Architecture

Continuing Studies:

Art Center College in Generative AI & Pop Up Books

Art Directors Guild: UnReal Engine, & Twinmotion

Adobe MAX Conference 2023, IDEO U,

UCLA Extension, Studio Arts, Unity, Gravity Sketch