



Martin entered the film industry at 18 as a trainee for Oscar winning SFX supervisor George Gibbs. Moving on from models and effects he entered the prosthetic and creature field working at Pinewood studios for 5 years, it was here he met Clive Barker on Nightbreed, Clive would eventually give Martin his break in storyboarding on Lord of Illusions in Los Angeles. Martin continues to develop his skills in cinematic storytelling and visual design.

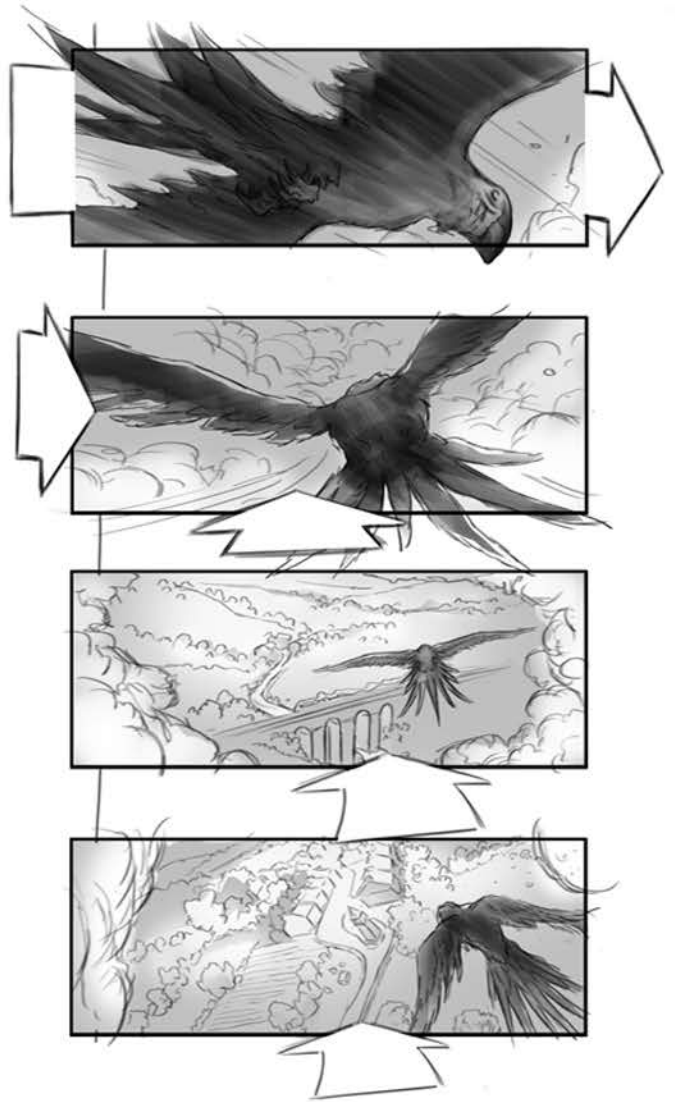
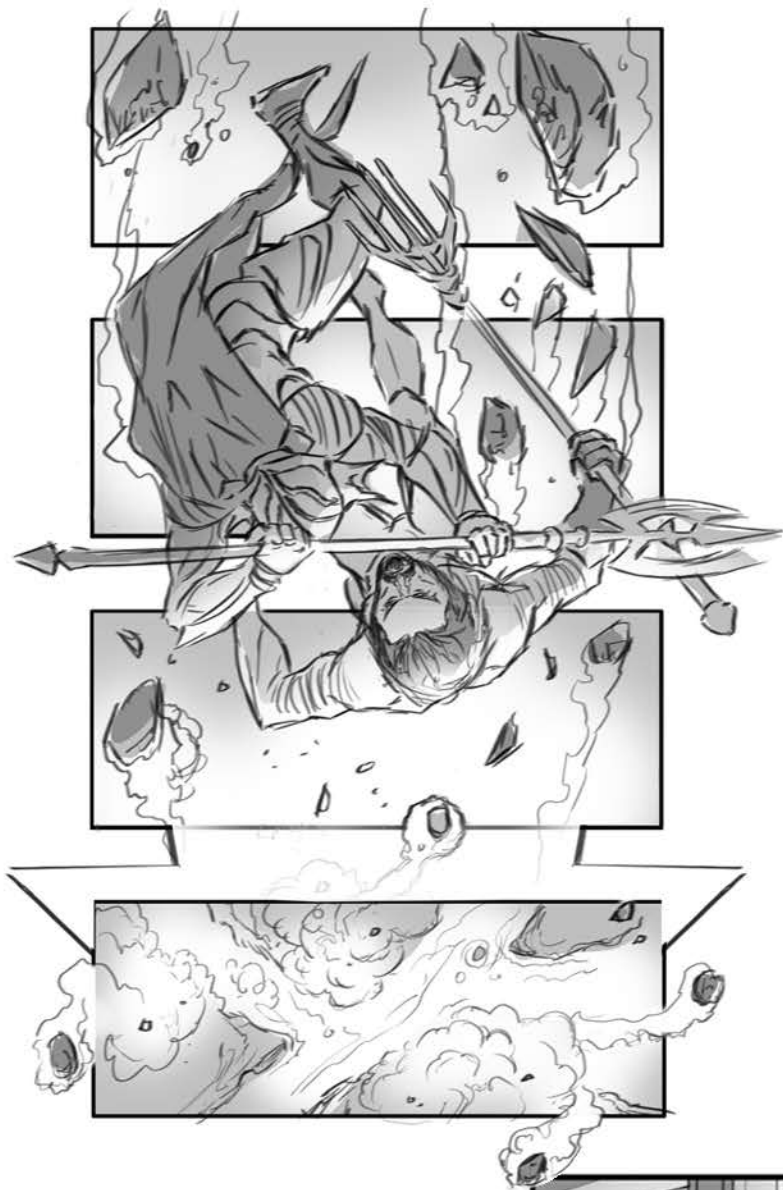
#### FEATURES - SELECTED CREDITS

**MAYDAY** - Storyboard Artist  
**THE ELECTRIC STATE** - Storyboard Artist  
**BAD BOYS 4** - Storyboard Artist  
**AQUAMAN 2** - Storyboard Artist  
**RENFIELD** - Storyboard Artist  
**THE TOMORROW WAR** - Storyboard Artist  
**DOLITTLE** - Storyboard - Sketchviz Artist  
**MALIFICENT 2** - Storyboard Artist  
**AQUAMAN** - Storyboard Artist  
**THE PREDATOR** - Storyboard Artist  
**POWER RANGERS** - Storyboard Artist  
**SUICIDE SQUAD** - Storyboard Artist  
**PARANORMAL ACTIVITY: The Ghost Dimension** - Concept Artist  
**MORTAL INSTRUMENTS** - Concept Artist  
**300 SEQUEL** - Storyboard Artist  
**IRON MAN 3** - Storyboard Artist  
**SILENT HILL 2** - Concept Artist  
**RISE OF THE PLANET OF THE APES** - Storyboard Artist  
**G.I JOE MOVIE** - Storyboard Artist  
**MUMMY 3** - Storyboard Artist  
**JUMPER** - Storyboard Artist  
**MR.AND MRS.SMITH** - Storyboard Artist  
**LORD OF ILLUSIONS** - Storyboard Artist  
**DAREDEVIL** - Storyboard Artist  
**MAGNOLIA** - Storyboard Artist  
**THE WAR ZONE** - Storyboard Artist  
**BOOGIE NIGHTS** - Storyboard Artist

#### TELEVISION/STREAMING - SELECTED CREDITS

**LOKI** - Storyboard Artist  
**STAR TREK DISCOVERY** - Concept Artist  
**ALIENS IN AMERICA** - Concept/storyboard Artist  
**IN CASE OF EMERGENCY** - Storyboard Artist  
**ER** - Storyboard Artist  
**NUMB3RS** (TV series) - Storyboard Artist  
**CSI: NY** - Storyboard Artist  
**FASTLANE** - Action Storyboards  
**CROSSING JORDAN** - Storyboard Artist  
**THE X-FILES** - Concept Artist

## RECENT STORY BOARD SAMPLES



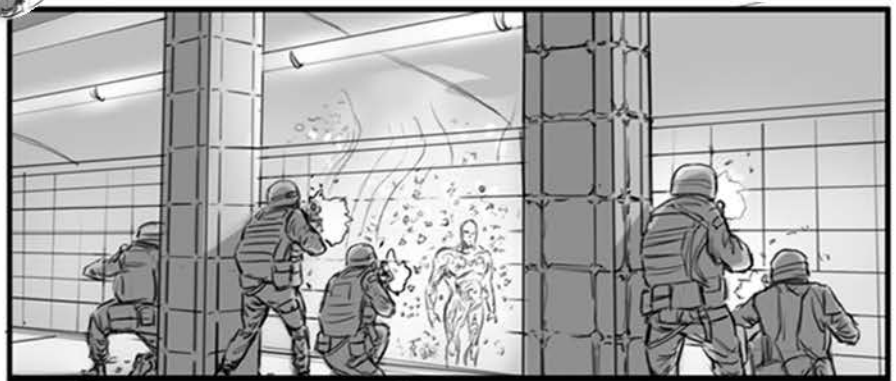
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**Instagram:** @MARTINLMERCER

**FB:** MartinMercerConceptStoryboardArt

**Guilds :** IATSE ADG 800/BFDG



# ARCHITECT

EP4 SC:2/5 TVA\_RECEIVING / PROCESSING\_ROUGH 4TH PASS JULY\_31\_2020

PG:04

## SC:3 TVA RECEIVING ROOM



YOUNG SYLVIE'S  
P.O.V UP AT RENSLAYER...

CUT TO



BACK TO LEADING SHOT  
SYLVIE LOOKING AS..

( OPTION ? IN F/G PRISONER  
INTO FRAME )

CUT TO



YOUNG SYLVIE'S  
P.O.V LOW ANGLE ..

RAVING SCARY MAN

HE IS DRAGGED PAST BY TWO  
MINUTEMEN...

CAM P.O.V PAN WITH

SAME SHOT



PAN WITH AS HE IS TAKEN TO  
DOOR AT BACK OF ROOM..SHOUTING ..

CUT TO



# ARCHITECT

EP4 SC:2/5 TVA\_RECEIVING / PROCESSING\_ROUGH 5TH PASS JULY\_31\_2020

PG:05

## SC:3 TVA RECEIVING ROOM



WIDE LOW BEHIND SLYVIE...  
WALKING THRU RECIVING ROOM..

SAME SHOT..



FOLLOWING SLYVIE ..

CUT TO

## SC:4 TVA PROCESSING JS CHAMBER



HIGH ANGLE MED SHOT SLYVIE..

SAME SHOT



SLOW PUSH IN...

SAME SHOT

# ARCHITECT

EP4 SC:2/5 TVA\_RECEIVING / PROCESSING\_ROUGH 5TH PASS JULY\_31\_2020

PG:06

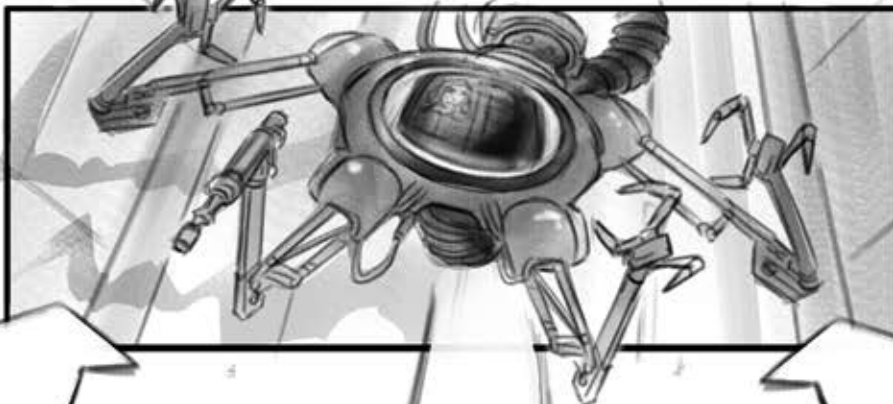
## SC:4 TVA PROCESSING JS CHAMBER



SAME SHOT

CAM PUSH UP TO KID SYLVIE....

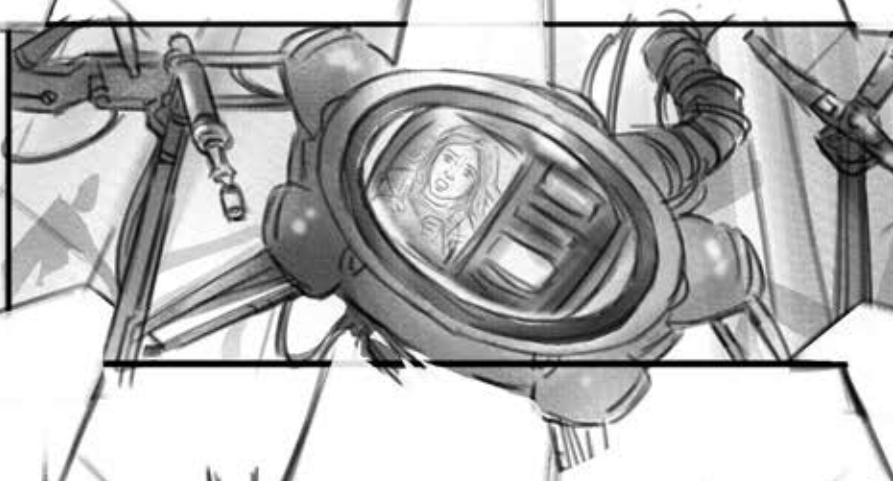
CUT TO



REVERSE LOW ANGLE SHOT...

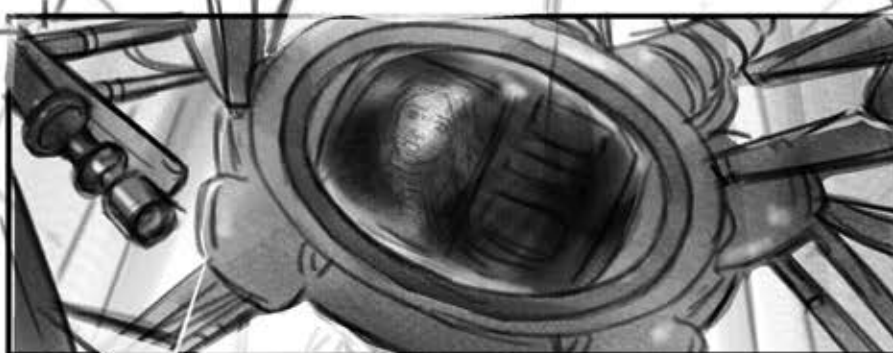
ROBOT COMES AT CAM AS...

SAME SHOT



RAPID PUSH IN...

SAME SHOT



RAPID PUSH IN AS ROBOT RUSHES TO SYLVIE...

CUT TO



# ARCHITECT

EP4 SC:2/5 TVA\_RECEIVING / PROCESSING \_ROUGH 5TH PASS JULY\_31\_2020

PG:05

## SC:5 TVA PAPERWORK CHAMBER



WIDE CENTER PUNCH  
KID SYLVIE DRESSED IN TVA  
OVERALLS....

CUT TO



MATCH REVERSE GUY AT DESK

CUT TO



INSERT : TVA PAPERWORK...

SAME SHOT

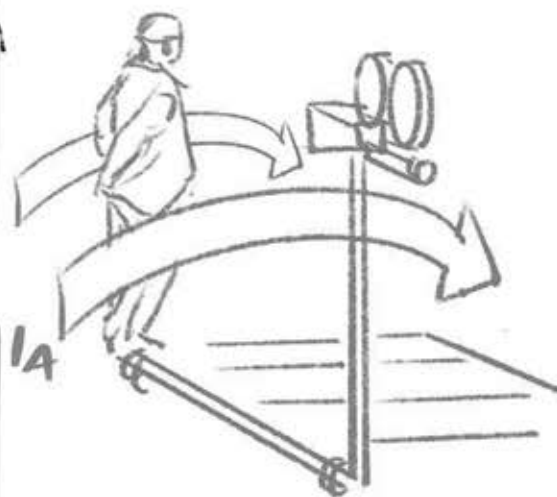


GUY SHOVES IT TOWARDS CAM

CUT TO



1  
CAN FALL WITH  
MARCUS



1A  
MARCUS THROUGH  
FLOOR



2  
BLEND TO 1



2A  
MARCUS EXITS  
OTHER SIDE  
CAM EXITS WITH



2A  
PUSH IN



2B

CAM PUSH IN  
MOVE ROUND TO



2C

FRONTAL MARCUS



2D

MARCUS TILTS  
OUT OF FRAME

REVEAL MARCUS  
SUSPENDED IN  
B/S



2E





3

CAM FINDS  
MARCUS DESCENDS

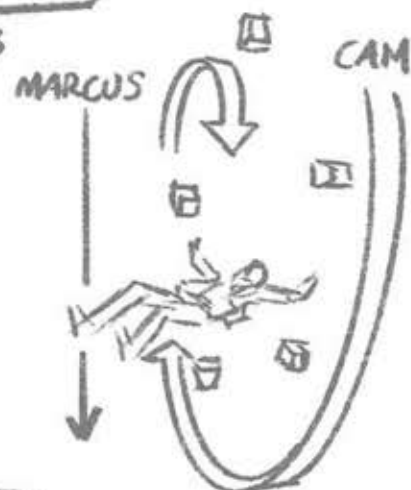


3A

CAM MOVES  
UNDER AS  
HE FALL



3B



3C

CAM 360  
MOVE AROUND



3D CAM END  
LOOKING UP AT  
MARLUS  
TRACK WITH HIM  
ABOVE GUESTS LOOK  
DOWN

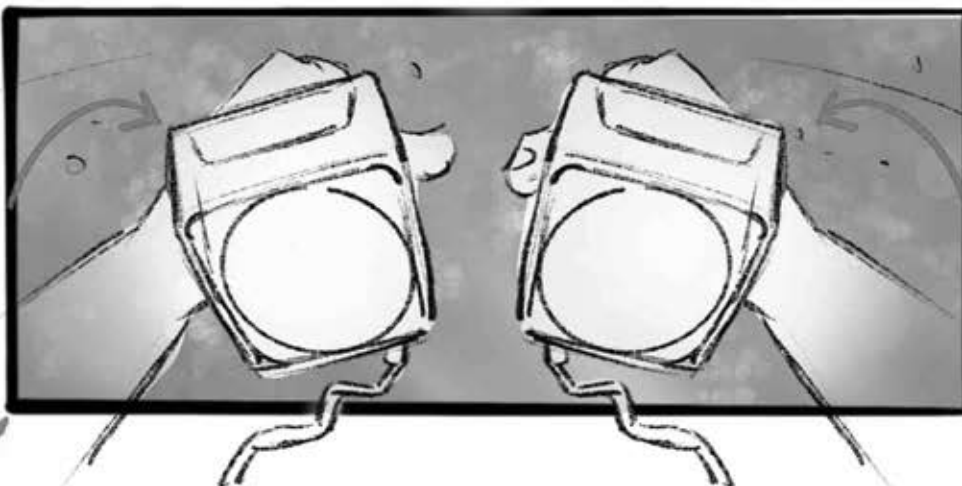


3E  
CAM TRACKS OFF  
INTO BLACK



3F  
BLACK WATER

BLEND TO



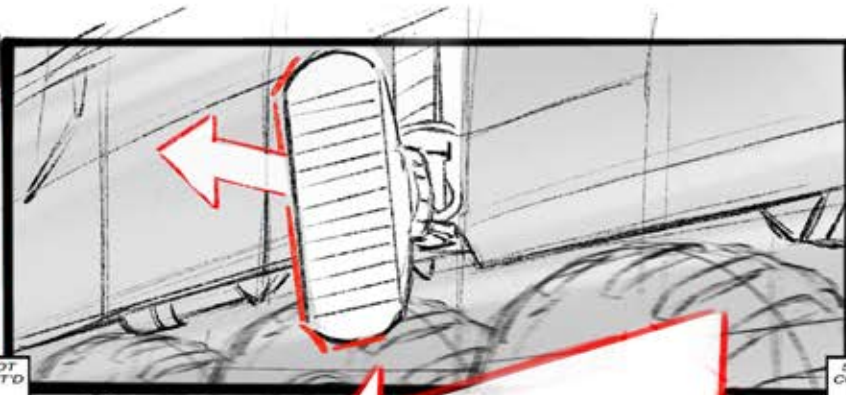
4  
DEFIBRILLATORS  
INTO FRAME

# BLACKBIRD

## OUTRIGGER CAR FLIP

PG:001

001 001  
SHOT FRAME



EXT :MAZ

HYDRAULIC OUTRIGGER  
ACTIVATES...

SHOT  
CONT'D

SHOT  
CONT'D

SAME SHOT

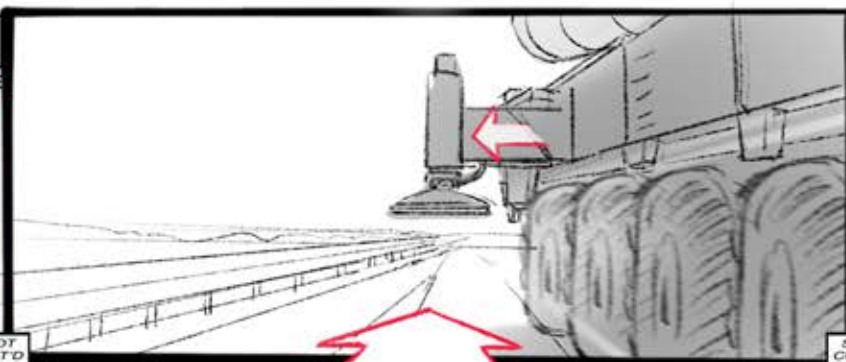
001 002  
SHOT FRAME



OUTRIGGER EXTENDS..

CUT TO

002 001  
SHOT FRAME



EXT: FACING FRONT OF  
MAZ

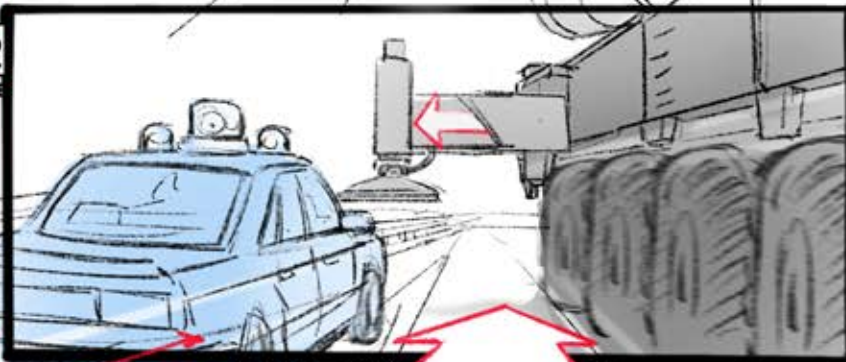
OUTRIGGER EXTENDING  
AS...

SHOT  
CONT'D

SHOT  
CONT'D

SAME SHOT

002 002  
SHOT FRAME



COP CAR ENTERS SHOT

CUT TO

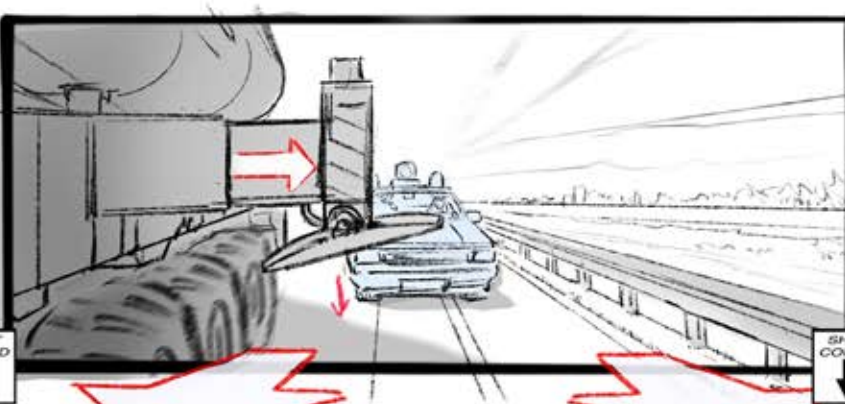


# BLACKBIRD

## OUTRIGGER CAR FLIP

PG:002

003 001  
SHOT FRAME



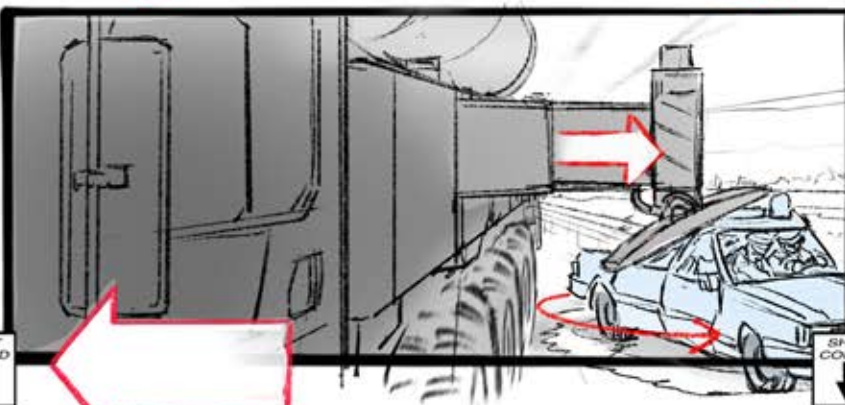
EXT: MAZ FACING REAR

DRIVERS SIDE OUTRIGGER  
EXTENDS...

COP CAR RACING BY SIDE..

SAME SHOT

003 002  
SHOT FRAME



OUTRIGGER CATCHES COP  
CAR AS...

CAM SLIDES ACROSS  
FRONT OF MAZ...

SAME SHOT

003 003  
SHOT FRAME

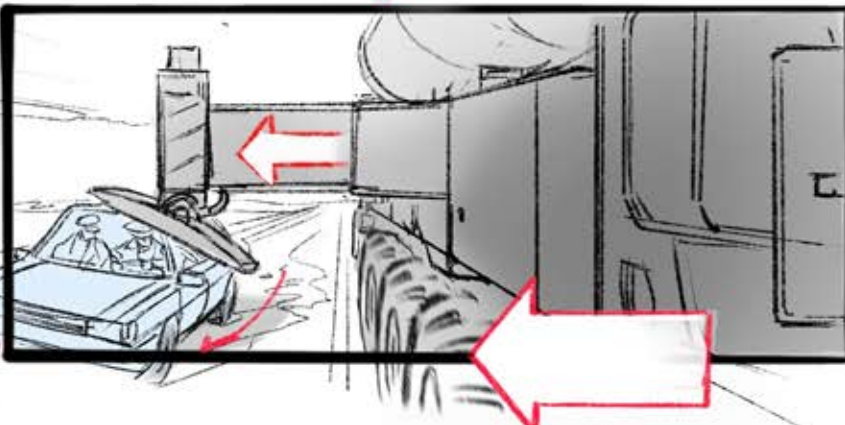


ACROSS FRONT OF  
COCKPIT AND OUT HERO  
NICK/TROY...

CAM CONTINUES TO SLIDE  
ACROSS TO...

SAME SHOT

003 004  
SHOT FRAME



PASSENGERS SIDE MAZ

AS OUTRIGGER MOVES  
INTO OTHER COP CARS  
PATH

CUT TO

# BLACKBIRD

## OUTRIGGER CAR FLIP

PG:003

004 001  
SHOT FRAME

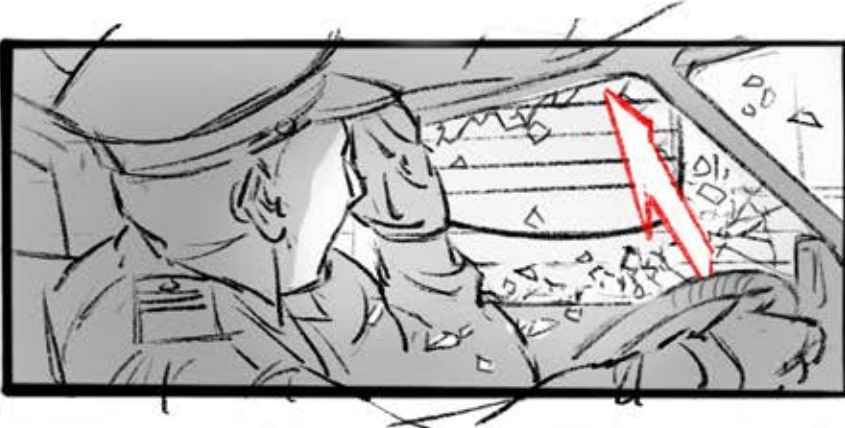


INT: COP CAR BY SIDE OF  
MAZ...

THROUGH DRIVERS SIDE  
WINDOW THE OUTRIGGER  
EXTENDS...

SAME SHOT

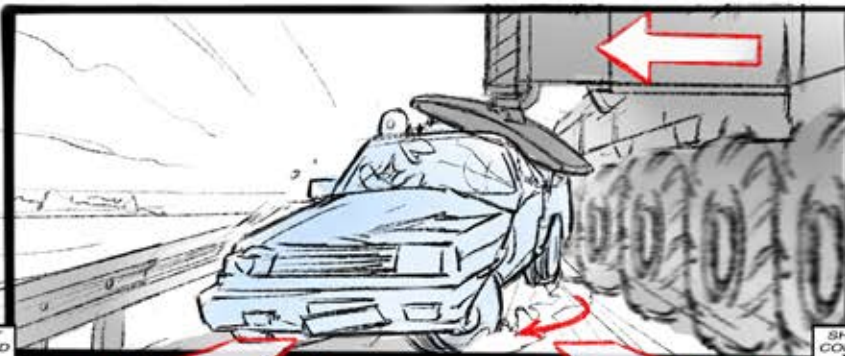
004 002  
SHOT FRAME



THE OUTRIGGER  
CRUNCHES INTO TOP OF  
DRIVERS DOOR/ROOF...

CUT TO

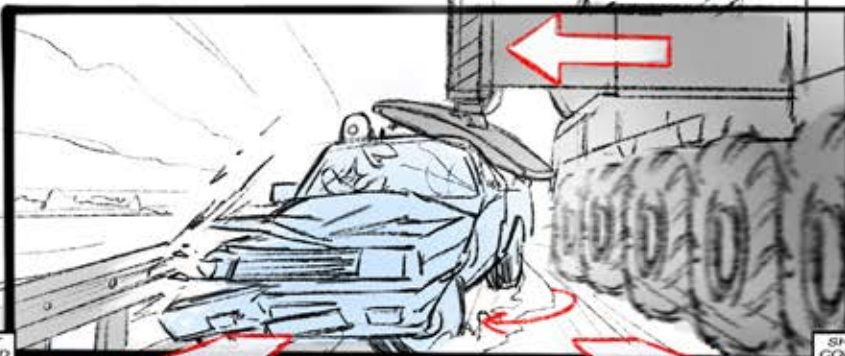
005 001  
SHOT FRAME



LOW WIDE CAM LEADS  
COP CAR AS OUTRIGGER  
PUSHES IT AGAINST THE  
RAILING...

SAME SHOT

005 002  
SHOT FRAME

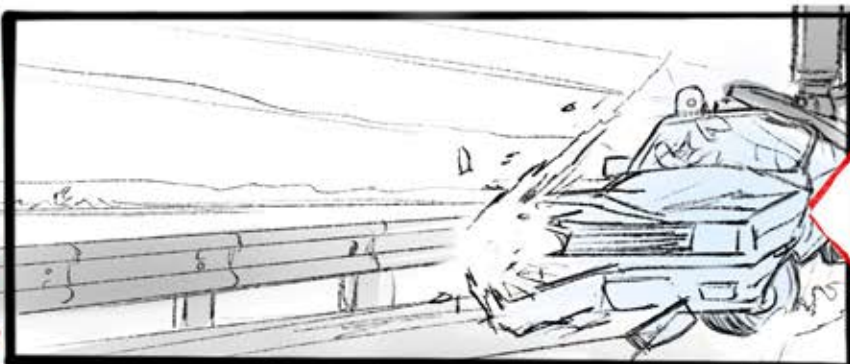


SPARKS FLY AS THE MAZ  
IS DRAGGING THE COP  
CAR ALONG THE RAIL...

SAME SHOT



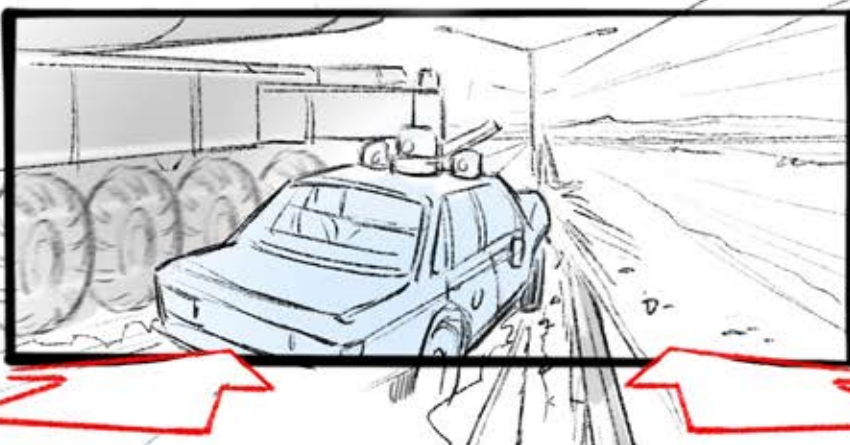
005 003  
SHOT FRAME



CAM SLIDES/PANS  
AS CAR SPARKS ALONG  
RAIL...

CUT TO

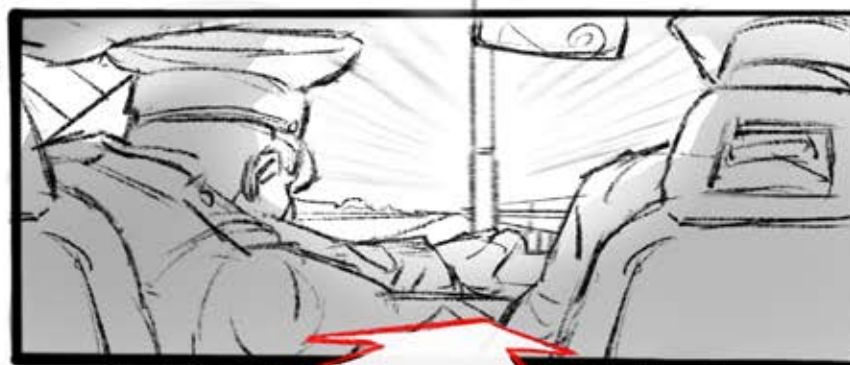
006 001  
SHOT FRAME



OVER COP CAR  
SPARKING ALONG  
IN B/G LIGHT POLE  
RAPIDLY APPROACHES...

CUT TO

007 001  
SHOT FRAME



INT: COP CAR

OVER POLICE AS LIGHT  
POLE RACES UP AND...

HARD CUT TO

008 001  
SHOT FRAME



LOW WIDE..

CRUMP ! COP CAR SLAMS  
INTO LIGHT POLE..

SAME SHOT

SHOT  
CONT'D

SHOT  
CONT'D



# ARCHITECT

EP101 SC:01 GAS STATION\_NIGHT\_ROUGH 5TH PASS OCT\_21\_2020

PG:08

## SC:01 GAS STATION



WIDE  
SHE SNAPS COLLAR AROUND LOKI'S  
NECK..

CUT TO



SINGLE LOW UP AT B-15

HUNTER : ON THE AUTHORITY OF THE  
TIMEKEEPERS I HEREBY ARREST YOU  
FOR CRIMES AGAINST THE SACRED  
TIMELINE.  
YOU'RE COMING WITH US .

CUT TO



MS CLEAN ON LOKI HIS REACTION TO  
ALL THIS..

CUT TO



LOW WIDE  
LOKI UNFREEZES AND FALLS BACK FROM  
THE TIME DELAYED BLOW...

SAME SHOT

# ARCHITECT

EP101 SC:01 GAS STATION\_NIGHT\_ROUGH 5TH PASS OCT\_21\_2020

PG:09

## SC:01 GAS STATION



SAME SHOT  
TWO MINUTE MEN PULL HIM UP..

CUT TO



LOW ANGLE COWBOY ON HUNTER:  
PRUNE IT !

CUT TO



BACK TO WIDE AS MINUITEMAN  
LAYS A RESET CHARGE..

THE OTHERS TURN BACK TO WHERE  
THEY ARRIVED..

CUT TO



INSERT RESET CHARGE...  
THE LIQUIDS WITHIN START  
TO REACT...

CUT TO



# ARCHITECT

EP101 SC:01 GAS STATION\_NIGHT\_ROUGH 5TH PASS OCT\_21\_2020

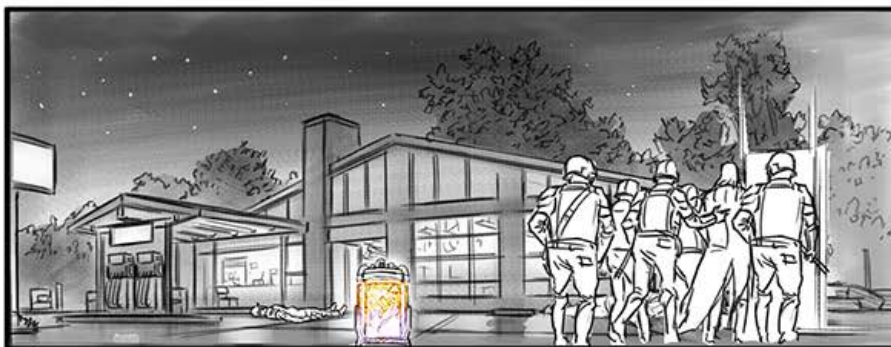
PG:10

## SC:01 GAS STATION



MS GROUP SHOT  
THEY LEAD LOKI TO THE TIMEDOOR

CUT TO



LOW/WIDE  
THE TEAM WITH LOKI HEAD TO  
THE TIMEDOOR...

IN F/G RESET CHANGE INITIATING..

SAME SHOT



THEY EXIT...WE SEE THE TIMEDOOR CLOSE AS... RESET CHARGE NOW FULLY  
ACTIVATED...

SAME SHOT



SAME SHOT THE RESET CHARGE DETONATES...A BLAST OF ENERGY CONSUMES THE STATION  
THE ATTENDANTS THE TRUCK..EVERYTHING.....

SAME SHOT



# ARCHITECT

EP101 SC:01 GAS STATION\_NIGHT\_ROUGH 5TH PASS OCT\_21\_2020

PG:11

SC:01 GAS STATION

SAME SHOT



FROM NOTHING THE SCENE RECONSTITUTES ITSELF.....

SAME SHOT



NOW BACK TO THE OPENING..ATTENDANT # 1 LISTENS TO HIS RADIO..ATTENDANT # 2  
FIXES HIS TOW-TRUCK.....AND NO PRINCE OF ASGARD FALLING THRU THE ROOF...  
MUSIC SWELLS AND WE HARD CUT TO THE FIRST TITLE CREDIT OF THE SHOW

