FROM STAR WARS: EPISODE VII TO JURASSIC WORLD

Good Things are Coming to Comic-Con from

The Art Directors Guild

LOS ANGELES, June 9, 2015 — The Art Directors Guild is promising to make an exciting contribution to Comic-Con this year, with special panels of Production Designers and Illustrators who helped create many of the recent top movies and television shows this year. Fans will have the opportunity to hear their stories and talk to them.

From the motion picture world come Darren Gilford, who designed both Star Wars: Episode VII - The Force Awakens and TRON: Legacy, and Ed Verreaux, Production Designer of Jurassic World and Looper. Television hits such as Agents of S.H.I.E.L.D. and The Walking Dead will be deconstructed by Production Designer Greg Melton, while Production Designer John Mott will talk about 12 Monkeys, a Syfy show about a time traveler from a post-apocalyptic future, and the very different hit The Americans. John Muto will be moderating this panel, on Saturday, July 11 at 12:00 PM (Room 23ABC), followed by an autograph session.

The Art Directors Guild Illustrators panel features some of the most talked about movies of the recent past and near future and some of the longest titles. Ed Natividad was conceptual vehicle designer on the upcoming Batman v Superman: Dawn of Justice and conceptual designer on Transformers: Age of Extinction, while Amy Lynn Umezu is a storyboard artist on Kong: Skull Island and also on this year’s Insurgent. Patrick Rodriguez worked on The Incredible Hulk and Iron Man 2 and Jeffrey Errico was storyboard artist on this year’s Terminator Genisys and Straight Outta Compton. Tim Burgard, whose latest credits include Jurassic World and Fantastic Four, will moderate this panel, scheduled for Sunday, July 12 at 12:30 PM in Room 23ABC.

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ABOUT THE ART DIRECTORS GUILD:
The Art Directors Guild IATSE Local 800) represents nearly 2,300 members who work throughout the United States, Canada and the rest of the world in film, television and theater as Production Designers, Art Directors, and Assistant Art Directors; Scenic, Title, Graphic; Illustrators and Matte Artists; Set Designers and Model Makers; and Previs Artists. Established in 1937, ADG’s ongoing activities include a Film Society; an annual Awards Banquet, a creative/technology community (5D: The Future of Immersive Design) and Membership Directory; a bimonthly craft magazine (Perspective); and extensive technology-training programs, creative workshops and craft and art exhibitions. The Guild’s Online Directory/Website Resource is at www.adg.org

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