

Michael Meyers

3D Artist, Designer, and Art Director

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Professional Summary

My Name is Michael Meyers, and I have been working in the Film, and Television Industries, since 1996, as an Artist, Supervisor, and Designer. I have worked on more than 50 films ([IMDB](#)), as well as a variety of television projects, games and even forensic reconstruction. The first half of my career focused on VFX work, everything from Previsualization to Final Post. As a 3D Generalist, much of what I did was sorting out, or “making things work”, by improving or redesigning concepts, so they would function properly on the Animation side. This eventually led to my being recruited into Production working in the “Art Department” as a member of IATSE, Local 800, the Art Directors Guild, where I have been working as a Concept Artist since 2007.

As an artist, I tap into decades of experience, both professional and personal, to create imaginative, yet practical, useful, and functional designs. Maintaining "Form follows function" as a personal mantra, my designs focus on functionality, and solving for existing limitations, whether they be budgetary or practical. I create useful elements, both for Practical as well as Visual Effects purposes.

As a Supervisor/Art Director I demonstrate critical thinking, highly evolved problem solving and organizational abilities, to lead and manage projects, meeting deadlines, within budget, delivering work of the highest quality possible, by identifying, motivating, and capitalizing on the strengths of the team.

Personal

I am 55 years old, married 28 years and have two adult sons. My Hobbies/Interests are Music (writing, recording, and listening), Art (sculpting, airbrush, computer), and building things (furniture, etc). My favorite film genres are Horror and Science Fiction. I love comic books/graphic novels, movies, toys and tech. I spend a lot of time tinkering in my workshop at home. I have remodeled homes, restored classic cars, but I also enjoy gardening. Essentially, I love working with my hands. I also like to write. I am an all-around creative thinker. I am also Ambidextrous, and “reside in both halves of my brain”, which is to say I am not only highly organized and analytical, but also creative. I love team-work, and problem solving. I am hard working, honest, and loyal.

Skills

Art Direction / Leadership / Mentoring
Concept Design / Design Visualization
3D Modeling / Texturing
3D Rigging /Animation

Tools

Autodesk Suite, Pixologic Z-Brush, UV Layout, Adobe Suite, Microsoft Office Suite, and I am not opposed to learning whatever is necessary.

Professional References

- Tom Hammock (Production Designer - Godzilla V Kong) - [Email](#)
- Patrick Banister (Supervising Art Director - Jupiter’s Legacy) - [Email](#)
- Kyle Robinson (Previs Supervisor - Aquaman, Speed Racer, GvK) - [Email](#)
- Jon Billington (Production Designer - XXX3, WWZ, The Interview.) - [Email](#)

Filmography

Godzilla vs. Kong II - ART/Props - Concept Designer
Star Trek Picard (Season two and three) - Art - Concept Designer
Paper Girls (Season one) - ART/Props - Concept Designer
Jupiter's Legacy - ART Department - Concept Designer
Godzilla vs. King Kong - ART Department - Concept Designer
Godzilla vs. King Kong - ART Art Director
Best Worst Weekend Ever - ART Department - Concept Designer
Hotel Artemis VFX Concept Designer / 3D Modeler
The Orville ART S - ART Department - Concept Designer
Apollo 11 Command Module - Autodesk/Smithsonian - VR 3D Modeler
XXX3 The Return of Xander Cage - ART Department - Concept Designer
Through the Looking Glass - VFX - Concept Designer
Monster Truck - ART Department - Concept Designer
Captain America 3 PROPS 3D - ART Department - Concept Designer
Captain America 3 - ART Department - Concept Designer
GeoStorm - ART Department - Concept Designer
Jungle Book - ART Department - Concept Designer
The Interview - ART Department - Concept Designer
Jurassic Park 4 - VFX - Previsualization Artist
Divergent - ART Department - Concept Designer
Spiderman 5 - VFX - Previsualization Artist
Jupiter Ascending - ART Department - Concept Designer
Ender's Game - ART Department - Concept Designer
Ouija - ART Department - Concept Designer
GI Joe 2 - ART Department - Concept Designer
Oblivion - ART Department - Concept Designer
Green Lantern - VFX - 3D Concept Illustrator/Design Visualization
The Avengers - ART Department - Concept Designer
Transformers 3 - ART Department - Concept Designer
"The Thing" VFX 3D Concept Design Visualization
20,000 Leagues Under The Sea - ART Department - Concept Designer
Visualization Rapture (Bioshock) - ART Department - Concept Designer
Transformers 2 - ART Department - Concept Designer
They Came From Upstairs - VFX - Previsualization Designer / Animator
Speed Racer - ART/VFX - Modeling Supervisor & Concept Designer
The Fast and The Furious 3 Tokyo Drift - VFX - Previsualization Artist
Charlotte's Web - VFX - Previsualization Designer / Animator
The Santa Claus 3 - VFX - Previsualization Designer / Animator
World Trade Center - VFX - Previsualization Artist
My Super Ex-Girlfriend VFX 3D Modeler
The Chronicles of Riddick - VFX - 3D Modeler
Van Helsing - VFX - 3D Modeler\Texture Artist
The Princess Diaries 2 - VFX - 3D Modeler\Texture Artist
The Village - VFX - 3D Modeler
Serenity - VFX - 3D Concept Design\ Modeler\Texture Artist
The Mask 2 - VFX - 3D Modeler
Casanova - VFX - 3D Modeler\Matte Painter\Texture Artist\Animator
Superman Returns - VFX - Previsualization FX Animator
Stay Alive - VFX - Weapon Designer
Eight Crazy Nights - VFX - Animation Technical Director
Bruno - VFX - Character Designer/Modeler
Small Soldiers - VFX -Character Modeler
D... VFX - Modeling Supervisor