

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. 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. 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 in the VFX pipeline. This eventually led to my being recruited into the Art Department as a member of IATSE, Local 800, the Art Directors Guild, where I have been working as a Concept Artist, Set Designer, and Art Director since 2007. While I specialize in Props, vehicles and Environmental design, I am open and willing to try my hand at designing pretty much anything. I love a challenge.

Personal Information

I am 56 years old, been married 28 years, have two married adult sons and 3 grand sons. My Hobbies/Interests are Art (sculpture, computer and painting), building things (furniture, etc), and music (writing, recording, and listening). My favorite film genres are Horror, Science Fiction and documentaries. 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, Interior Design. Essentially, I love working with my hands. 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 / Illustration

3D Rigging /Animation

Tools

Autodesk Suite, Pixologic Z-Brush, Adobe Suite, Unreal Engine, Midjourney, and I have started exploring Blender. I am always willing to learn whatever is necessary for the job. I am always looking for new and exciting challenges.

Professional References

Dave Blass - Production Designer - Picard (Season 2&3) - daveblass@gmail.com

Tom Hammock - Production Designer - Godzilla v. Kong 1 & 2 - tomhammock@gmail.com

Andrew Max Kahn - Supervising Art Director - Godzilla v. Kong 2 - icahn@mac.com

Zack Goebler - Production Designer - Jupiter's Legacy - zack4art@mac.com

Kyle Robinson - Previz Supervisor - MPC/Day For Nite - kyle.robinson.01@gmail.com

Filmography

Sigma - Production - Concept Designer
Interior Chinatown - Set Dec - Set Piece Design
The Brothers Sun - Props - Prop Designer
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
Alice: 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 3 - 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
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 3Tokyo 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
Serenity - VFX - 3D Concept Design\ Modeler\Texture Artist
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