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CURRICULUM VITAE / Resume:

As of this writing, I am employed as a Graphic Art Director (VFX and graphic design) and Lead Concept Artist at Tippett Studio in Berkeley, California. (Oct 2008 – present)

My experience lies in most pre-and-post production procedures and Art Department/ Production Design tasks. Prior to Tippett Studio I was the creative Director at Damnfx for 4 years (2004-08), and have, overall 21 years of entertainment industry experience going back to 1995.

My focus has been on creature and animation related projects, primarily. I have worked on Feature films such as 'Star Wars, The Force Awakens', 'Twilight: Breaking Dawn', 'Ted' and Disney's upcoming 'Beauty and the Beast', 'Emmy-winning shows such as "When Dinosaurs Roamed America" and internationally successful games such as HALO3, and have won a VES award for "Sea Monsters".

I have a traditional media background and am accomplished in illustration, graphic design and sculpture. At Tippett Studio I have been tasked not only with the Direction of the Art department, but have also been involved in the creation of assets, such as digital models, texture painting and matte painting, in addition to concept Art. I have also been involved in large part in mold making, casting and physical model building. I have been involved in the sculpture of RoboCop that is being put up in Detroit, as it was my sculpture that was scanned for the Project.

In addition, I have aided in business development, having been instrumental in landing contracts for Damnfx such as HALO3, Sea Monsters and National Geographic as a client, and have also been put in a similar role at Tippett Studio, whereby I work with the executive producers in a creative fashion to land clients.

Education: I completed a certificate at Dawson College in Montreal (1994) in illustration and design, focusing on sculpture. I began my career in 2d animation, storyboard, design, etc., eventually switching to CG/VFX production in 2000 and working up to Graphic Art Director.

I am not averse to roles that are more supportive, and am also eager to learn new techniques and processes.

Awards: 2008 Visual Effect Society award, special venue film, SEA MONSTERS

Education:

Diploma: Illustration and design, Dawson College, Montreal, Quebec, Canada
Graduated 1993

Employment History: Film, television & advertising

Current:

Tippett Studio, Berkeley, California, USA

Graphic Art Director and Lead Conceptual Designer

Major responsibilities included:

- The design, Art Direction, illustration and concept development of creatures, Characters, virtual environments and motion graphic elements for VFX and CG Projects.
- Due to the nature of smaller CG projects, juggle a variety of disparate designs, elements and concepts and assure they are properly explored and executed in a timely fashion.
- Management of creative outputs across a spectrum of VFX Artists as well as traditional illustrators, designers, storyboard Artists.

October 2008-Present**Notable Projects:**

Beauty and the Beast (2017) *Character Design, Beast - Disney*

Fantastic Beasts and Where to Find Them (2017) *Creature Design, uncredited - Warner Bros.*

Antarctica (in development 2017) *Graphic Art Director / Character Designer - Dir: Don Hertzfeldt*

Gods of Egypt (2016) VFX *Graphic Art Director/ Character Design – Summit Entertainment*

Star Wars, the Force Awakens (2015) *Graphic Art Director / Digital Model - Disney*

Ted 2 (2015) VFX *Graphic Art Director / Texture Painter - Universal Pictures*

A Million Ways to Die in the West (2014) VFX *Graphic Art Director, Concept Design - Universal Pictures*

Jetsons (2015) *Concept Artist / Digital Model / Art Direction - Kanye West*

After Earth (2013) VFX *Graphic Art Director / Concept Design – Columbia Pictures*

Twilight: Breaking Dawn pt. II (2012) *Digital Painter – Lionsgate Films*

Ted (2012) *Digital Painter – Universal Pictures*

Mirror Mirror (2012) *Digital Painter / Concept Design – Relativity Media*

Immortals (2011) *Digital Painter / Concept Design – Relativity Media*

The Smurfs (2011) *VFX Graphic Art Director / Concept Design – Sony/Columbia Pictures*
Priest (2011) *VFX Graphic Art Director / Creature Design – DMG/Screen Gems*
Season of the Witch (2011) *Creature Design / Digital Model – Rogue/Relativity Media*
Cats and Dogs: The Revenge of Kitty Galore (2010) *Digital Painter / Concept Design – Warner Bros.*
Drag Me to Hell (2009) *Digital Painter / Concept Design - Universal Pictures*

Other:

Robocop statue for Detroit (est. Unveiling 2017) Sculpted the base statue that was scanned for the project. Will be cast in bronze.

DINOSAUR REVOLUTION (2011) *Digital Sculptor, Dinosaurs – Discovery Channel*
Contributed digital sculpts (Zbrush, Maya) of a lot of the key dinosaurs in the series.

DAMNFX, Montreal, Canada

VFX Graphic Art Director / Lead Concept Artist / Creature Supervisor

2004-September 2008

Projects:

Where the Wild Things Are (2009) *VFX Art Direction, Damnfx – Uncredited -Warner Bros.*

Journey to Mecca IMAX (2009) *VFX Graphic Art Director/design – Desert Door Productions*

Screamers 2: The Hunting (2009) *Creature Design -Sony*

The Librarian 3 (2008) *Design, asset build supervisor. -Electric Entertainment*

Digging the Bible (2008) *Graphic Art Director – National Geographic Television*

Regenesis (2008) *Creature design/ assoc. VFX Supervision. -The Movie Network / Shaftesbury Films*

René Lévesque II (2008) *Art Direction, VFX Supervision -CBC, Ciné Télé Action*

Sea Monsters, A Prehistoric Adventure (2007) *VFX Graphic Art Director, creature design –National Geographic Films, IMAX*

Mars Rising (2007) *Additional Art Direction and design -Discovery Channel*

Hatshepsut, Secrets of Egypt's Lost Queen (2007) *VFX Graphic Art Director -Discovery Channel*

St. Urbain's Horseman (2007) *(mini) TV Series VFX Graphic Art Director, design - CBC Television*

The Great War (2007) *(TV) VFX Graphic Art Director –CBC Television*

Dinosaurs Alive! IMAX (2007) *Graphic Art Director and creature design – Giant Screen Films*

Kaw (2007) *Creature Design – SciFi Pictures Original Film*

Arthur CGI demo (2007) *VFX Graphic Art Director (Damnfx) – Cookie Jar/ WGBH Boston*

Decoys 2: Alien Seduction (2007) *VFX Graphic Art Director and creature design – Imagination Worldwide*

Grand Star (2006) *TV Series, Additional design –Space*

Amazing Planet (2006) *VFX Graphic Art Director - National Geographic Channel*

Indian Summer: The Oka Crisis (2006) *(mini) TV Series, VFX Graphic Art Director - CBC*

Quest for Truth - Mysteries of the Bible: all episodes (2006) *Graphic Art Director, design - National Geographic Channel*

Mega-bloks advertising campaign (2005) *Graphic Art Director, additional design- Demo clip for new product*

Tornado Intercept (2005) *Graphic Art Director- National Geographic Channel (3D/Live Action) – USA*

Pyramids of fire (2005) *Graphic Art Director- National Geographic Channel (full 3D) – USA*

Océanautes (2005) *Creature Design – Bureau De Poste*

Collapse (2005) *Graphic Art Director- National Geographic Channel (3D/Live Action) – USA*

King Tut's Final Secret (2005) *Graphic Art Director- National Geographic Channel*

The Pharaoh's Curse (2004) *Graphic Art Director- Brando Quilici productions / National Geographic*

Alone in the Dark video game 'cinematics' (2004) *design elements / matte painting (Damnfx) – Atari*

Fungus the Bogeyman (2004) *VFX Graphic Art Director (Damnfx) – BBC / Galafilm / Indie Kids*

MEGAFUN/GREENSPACE Productions, Montreal, Canada

VFX Graphic Art Director / Lead Concept Artist, **2003**

Projects:

Urlaubsmaschine Prora (2003) *VFX Graphic Art Director – Steffen Schneider, dir. (Germany) / Greenspace*

Voyage au Centre de la Pierre (2003) *Graphic Art Director - Bonne Pioche / Greenspace - NATIONAL GEOGRAPHIC FRANCE*

The Boy, season 1 (2003) *Graphic Art Director – Megafun / YTV*

Freelance, 2002-03:

Iceman: Hunt for a Killer (2003) *Graphic Art Director, 2nd unit Director - Brando Quilici Productions / Discovery*

Iceman: Hunt for a Killer (2003) *2nd unit Director - Brando Quilici Productions / Discovery*

Volcanoes (ultimate guide) (2003) *Graphic Art Director, - Brando Quilici productions / Discovery*

METEOR STUDIOS, Montreal, Canada

VFX Graphic Art Director / Lead Concept Artist, **2001-2003**

Major responsibilities included:

- The design, Art Direction, illustration and concept development of creatures, characters, virtual environments and motion graphic elements for VFX and CG projects.
- Due to the nature of smaller CG projects, juggle a variety of disparate designs, elements and concepts and assure they are properly explored and executed in a timely fashion.
- Management of a team of designers and illustrators.
- Become well versed in the scientific principles inherent in Discovery/TLC television projects, as I would become the creative envoy to develop and create the elements and graphic content needed to illustrate their ideas.

Projects:

Extreme Engineering (2003) *TV Series (storyboard Artist) (unknown episodes)*
Dinosaur Planet episodes (2002-03) *Asia, South America - Creature Design/ Art Direction - Evergreen / Discovery*
Women Pharaohs (2002) *supervising Art Direction – Providence Pictures / Discovery*
Weapons of the New War (working title) (2002) *concept design Discovery L'Empreinte des Dinosaures (Tracking Africa's Dinosaurs) (2002) Graphic Art Director, creature design – Bonne Pioche / Greenspace*
Giant Monsters w/ Jeff Corwin (2002) *Graphic Art Director, creature design - TLC*
The Great Warming (2002) *Concept matte paintings - TLC*
Journey to the Center of the Earth (2002) *Creature Design - TLC*
Ultimate guide: Iceman (2002) *Graphic Art Director - Brando Quilici productions / Discovery*
Hell's Kitchen (2002) *initial concept design – Warner Brothers / John Copeland prod*
Before We Ruled the Earth (2002) *Graphic Art Director, creature design - Evergreen / TLC*
What Killed the Mega Beasts? (2002) *Graphic Art Director, creature design - Darlow Smithson Productions / Discovery*
Island of the Pygmy Mammoths (2002) *Graphic Art Director, creature design – Discovery*
Pyramids, Mummies and Tombs (2002) *concept – TLC*
The Real Eve (2002) *Graphic Art Director – Granada Productions / Discovery*
Chasing Giants: on the Trail of the Giant Squid (2002) *Graphic Art Director, creature design - Discovery*
Engineering the Impossible (2002) *storyboard - supervising Art Direction - Discovery*
Destination Future / High Tech Metropolis (2002) *design / supervising Art Direction - TLC*
The Search of the U.S.S. Indianapolis (2002) *Technical design (Japanese submarine I-38) / supervising Art Direction – Partisan Pictures / Discovery*
Valley of the T. Rex (2002) *Graphic Art Director, creature design – Film Oasis / Discovery*
When Dinosaurs Roamed America (2002) *Graphic Art Director/storyboard, creature design (Icestorm/Meteor Studios) – Evergreen / Discovery (EMMY NOMINEE, winner: best sound - 2002)*
Weather Extreme- Hurricane (2001) *Art Direction / initial development Evergreen / Discovery*
Weather Extreme - Tornado (2001) *Art Direction/ initial development Evergreen / Discovery*

Freelance:

'Tribes' - music video (2002) *design of animated characters, illustration - Sierra Games*

ICESTORM DIGITAL, Montreal, Canada

Lead Concept Artist, Graphic Designer, **2001**

Major responsibilities included:

- The Graphic design, Art Direction, illustration and concept development of creatures, characters, virtual environments and motion graphic elements for VFX and CG projects.

Projects:

Tornado Sangria commercial (2001) storyboard – Icestorm Digital
Ghostbusters Television Pitch: (2001) Art Director, Prop Builder, Storyboard artist
Development of a pitch for a television series based on the film property, 'Ghostbusters'.
The Megiddo, Omega Code 2 (2001) 'pitch', concept

CINAR ANIMATION, Montreal, Canada

2D animation production, Layout and Posing, **2000**

Projects:

Arthur season 6 (2000-01) *Layout / posing - Cinar Animation / WGBH - 2000 (EMMY WINNER - 2001)*
The Arthur Christmas Special (2000) *design / layout - Cinar Animation / WGBH*

Freelance:

The Dukes of Hazzard 2: daisy dukes it out (2000) *Storyboards - Sony Playstation - SouthPeak Interactive / Four Elements*
Fridge Magnets (2000) *Character development -Tube Studios*

CINEGROUPE, Montreal, Canada

2D animation production, storyboard and design, **1998-2000**

Projects:

The Lion of Oz (2000) *character / prop design supervisor – Cinegroupe / Sony*
HEAVY METAL 2000 (1998-99) *design / storyboard / layout - Cinegroupe Animation*

CINAR ANIMATION, Montreal, Canada

2D animation production, storyboard and design, **1996-1998**

Projects:

The Adventures of City Mouse and Country Mouse (1998) *character / prop design - WGBH*
Caillou season 1 (1998) *storyboard - WGBH*
Animal Crackers (1997) *design/storyboard - WGBH*
The Busy World of Richard Scarry season 5 (1996-97) *storyboard - WGBH*

Print and illustration

National Geographic Magazine: *Graphic Art Director*

- - *King Tut Sarcophagus (3D images and stills for web) – USA-*
- - *USS Cumberland (3D image) – USA-2006*
- - *Sea Monsters (3D images and a cover page) – USA-2006*
- - *Bizarre Dinos (Cover page) – USA-2007*
'Liaoning dinosaurs'– illustrations -2006

Harcourt Publishers: images and animation for books (2005) *Graphic Art Director- USA*

Tribe 8 (1998) *poster for gaming product - illustration - Dream Pod 9*

Mutant Chronicles (1996) *Role-playing game Illustration - Target Games*

Conceptual design (development)