

Mark Dubeau

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EXPERIENCE

(*For Sculpture, collectibles, illustration, please jump to the last page)

TIPPETT STUDIO, Berkeley, CA — Art Director, Lead Concept Artist, Jr VFX supervision

Oct 2008 - CURRENT

In addition to art director, I have provided concept art, modeling, practical sculpting/mold making and creature build supervision. Recently I've been involved in projects that require stop-motion puppet fabrication and have been leading those teams. This has touched on 3d printing prep and digital and practical fabrication techniques. I've recently been elevated to VFX supervisor on a project.

DAMNfx, Montreal, Canada — Art Director, Creative Director, Lead Concept Artist

2004 - sept 2008

Performed duties as lead art director as well as creative lead for the company.

Megafun/Greenspace Productions, Montreal, Canada — Art Director; Lead Concept Artist

2003

Participated in both 2d and 3d animation projects.

Meteor Studios, Montreal, Canada — Art Director, Concept Artist

2001 - 2003

Participated in 3d animation projects for Discovery Channel and National Geographic, and specialized in Dinosaur creature projects

SKILLS and TOOLSET

Digital:

Zbrush, Maya, Photoshop, Illustrator, Shotgun, Meshlab

Practical:

Sculpture, Moldmaking, casting, painting and surfacing

AWARDS

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

LANGUAGES

English, spoken and written.

Understand written French, just do not fluently speak it.

Icestorm Digital, Montreal, Canada — *Art Director, Concept Artist, Storyboard Artist*

2001

Cinar Animation, Montreal, Canada — *2d layout artist, Storyboard artist.*

2000

Cinegroupe, Montreal, Canada — *Character concept artist/ 2d layout artist/ Storyboard artist.*

1998 - 2000

Cinar Animation, Montreal, Canada — *2d layout artist, character design, Storyboard artist.*

1996 - 1998

EDUCATION

Dawson College, Montreal — *Illustration and Design*

1991 - 1994

illustration and design, focusing on sculpture. Learned a variety of skills from drawing, airbrushing to digital media (photoshop, illustrator)

PROJECTS

October 2008-Present Tippett Studio. Notable Projects:

Spiderwick Chronicles (series, In production 2023): VFX supervision, Concept art - Disney+

Witcher s3 (series, In production 2023): Art Direction, Concept art, Concept art - Netflix

The Secret Invasion (series, In production 2023): Art Direction, concept art - Marvel Studios, Disney+

TED the Series (series, In production 2023): Art Direction - Fuzzy Door Productions; MRC Television; Universal Content Productions

Skeleton Crew (Star Wars series, In production 2023): Concept Art, Art direction, Stop Motion puppet team lead -Lucasfilm, Disney+

Poker Face, ep. "The Orpheus Syndrome" (2023): Art direction, Concept Design, Stop Motion puppet fabrication - Peacock

Mandalorian S3 (2023) Environment Design, conceptual maquette building, mines of Mandalore: Lucasfilm, Disney+

Black Adam (2022): Art direction, Concept Design - Warner Bros.

Kenobi New York Times Square 3d ad (2022) Art direction, Motion capture actor - Lucasfilm, Disney+

Book of Boba Fett New York Times Square 3d ad (2022) Art direction, Motion capture actor - Lucasfilm, Disney+

Book of Boba Fett (2021) Art direction, Stop Motion puppet team lead (B'Omarr Monk Spider): Lucasfilm, Disney+

I Know What You Did Last Summer (Series 2021): Art direction, Concept Design - Amazon Studios/Sony/Mandalay

The Falcon and the Winter Soldier (2021): Art Direction, concept art - Marvel Studios, Disney+

Variety of Chinese dark ride Entertainment films (2019-2021), Art Direction, Concept art

Solo, a Star Wars Story (2018) Art Director / Digital Modeling for Stop-Motion Puppet manufacturing- Lucasfilm; Disney

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

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

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

Star Wars, the Force Awakens (2015) Art Director / Digital Modeling for Stop-Motion Puppet manufacturing- Lucasfilm; 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

Freelance:

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 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 Dinosauriens (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 Smithsonian 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 I38) / 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 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 Projects:

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)

Sculpture and Collectibles:

Mondo Mecha (2019): Sculpted three Marvel character robots. Not yet released - Mondo

RoboCop ED209 collectible statue and RoboCop Cain collectible Statue (2014) moldmaking and casting/mastering - Chronicle Collectibles

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