Stephan Martiniere

Phone USA (312) 316 8793

e-mail stephan@martiniere.com

Web Site <http://www.martiniere.com>

## Current. US, France

Owner and Creative Director of Green Monkey Design. and Martiniere & Sowd Studios, providing conceptual work, visual development and consulting for films, animation, games, theme park and architecture projects.

**CONCEPTUAL DESIGN:**

**Live Action**

Warner Brothers, ***Aquaman2***, characters and costumes. 2020-21

Sony Marvel, ***Madame Web***, environments, key art illustration. 2020

Marvel Studios, ***Shang-Chi***, characters and costumes. 2019

Apple TV, ***Foundation***, Environment, ship designs, key art illustration. 2019

Columbia Pictures, ***Venom***, environment, key art illustration. 2017

Warner Brothers, ***Aquaman***, environment, costumes, props.2017

Fox, ***Alita Battle Angel***, environment, key art illustration. 2017

Columbia Pictures- Studio 8, ***Alpha***, key art illustration 2016

Warner Brothers***, Ready Player One,*** environment,key art illustration, props, storyboard 2015

Fox/TrixterFilm, ***Independence Day Resurgence***, key art illustration . 2015

Columbia Pictures, ***The Fifth Wave***, space ship design. 2015

Warner Brothers, ***The Suicide Squad,*** environment, costume***,*** key art illustration 2014-2015

Disney, ***Tomorrowland***, environment. 2013

Sony Pictures, ***The Avengers age of Ultron***, environment, key art illustration , props, ship design. 2013

Infinity Productions/Marvel. ***The Guardians of the Galaxy***, environment, ship design. 2013

Universal Pictures, ***RIPD***, key art illustration . 2012

Warner Brothers, ***300, Rise of an empire***, key art illustration . 2012

Lionsgate, ***The Hunger Games***, key art illustration. 2011

Sony pictures, **total recall**, environment, props, ship design. 2011

Warner Brothers, ***Akira***, key art illustration . 2010 – 2011

Radar pictures, ***A Better World***, key art illustration . 2010

Rhythm & Hues, ***Three Wishes***, creature design. 2009

Creek pictures, ***The Guardian,*** environment, props, creature design***,*** key art illustration. 2009

Disney, Digital domain, ***Tron Legacy*** environment, key art illustration . 2008

Universal Studios, ***Barbarella,*** environment, ship design***,*** key art illustration .2007

Summit Entertainment, ***Knowing***, ship design. 2007

Paramount, ***Star trek XI***, environment. 2007

20th century fox, ***I robot, environment,***  key art illustration .2004

Lucas Films, ***Star Wars, (Episode Three,*** environment robot design. 2002

Dreamworks, **the** ***Time Machine***, environment, storyboard. 2000

Lucas Films, ***Star Wars (Episode Two),*** environment.1999

Warner Brothers/Digital Domain,  ***Red Planet, environment, creature design.*** 1999

Disney/Hammerhead Prod., ***House X***, environment. 1999

David Kirschner Productions, ***Outlander,*** creature design.1999

Univeral Studios/Metrolight, ***Dragonheart Two,*** creature design.1999

Newline Prod. /VIFX, ***The Astronaut’s Wife, creature design.*** 1999

Tatopoulos Design, ***Battlefield Earth,*** environment,key art illustration . 1998

Universal Studios, ***Virus,*** creature design. 1997

Disney, ***Flubber, environment,*** robot design***.*** 1996

Sony/Gaumont, ***the Fifth Element,*** ship design. 1993

**Games**

**Mothership Entertainment**  2016

***Aven Colony***

**Cloud Imperiun** 2014

***Star Citizen***

Created environment and space ships concepts designs

**Bethesda** 2012

Concept Design

***Fallout 4***

Created environment and vehicle concept designs

**Genesis Works**, NC (freelance) 2004

Concept Design

**Genesis (PC)**

* Created character and environment concept designs

**Pandemic Studios**, Westwood, CA (Freelance) 2001

Concept Design

***Starwars* (PSX2)**

* Created character concept designs

**3DO**, Redwood, CA (Freelance) 2001

Concept Design

***The Four Horsemen (PSX2)***

* Created environment concept designs

**Vortex ,** Los Angeles, CA

Art director 1996-1997

**Madeline’s “the puppet show”**

Concept Design

**Madeline’s Adventure in Europe**

Created environment and character concept designs

**ART DIRECTION AND CREATIVE DIRECTION**

**ID software. Dallas**. 2008 – 2012

Art Director ***“Rage”***

* Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervised a team of 14 artists. I worked closely with the animation and design leads as well as the Creative director. My role was to ensure the consistency and quality of the visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding for trailers and cut scenes and supporting the marketing team by creating art content, concepts art and illustrations for web site, magazine, box art, comics and book covers and supervising the comic book.

**Midway games.** Chicago, IL 2007- 2008

Creative Visual Director

* Managing the Chicago studio concept group and independent contractors to provide concepts and visual guidance for six other midway projects.
* Establish a compelling and strong artistic vision for each project.  Work and communicate with the technical art directors or leads to assign the game teams to maintain and unify the aesthetics over the lifespan of the project.
* Define a visual development process in an adaptive manner that best fits the needs and situation of the team. Strive to standardize a pipeline to deliver the highest quality end result.
* Review processes and schedules, providing management with visibility into the progress of visual benchmarks. Take the necessary steps required to ensure those benchmarks are achieved.
* Assist art, design, UI, cinematic and marketing groups, communicate and share efforts to create a cohesive and consistent presentation for the final product. Active involvement supporting and strengthening marketing messaging when applicable.
* In addition to assisting with the art staffing efforts of teams, attract and route new talent to fill available positions. Attend, participate and promote the company at conferences, lectures, classes and portfolio reviews, attracting high caliber talents.
* Guide and mentor the concept art teams
* Cultivate client relationships through summits, discussions and frequent communication.
* Help identify and arbitrate conflicts or concerns to come to a viable solution for aspects such as scheduling, deliverables, expectations
* Help build a sense of community among the concept artists, art leads and other teams
* Support company and marketing group to exploit my name and reputation and create marketing opportunities in connection with personal awards, publicity and media exposure.
* Visual Design Director “***Stranglehold”*** (PC, Xbox, PS3) 2004 - 2007
* Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervised a team of 6 concept artists. I worked closely with a team of 20+ people including the design, art and cinematic team, their lead as well as the art director. My role was to ensure the consistency and quality of the visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding and directing the cut scenes, working closely with the UI team and providing visual advice to the marketing team.

**Cyan Inc.** Mead, WA 2001- 2004

Visual Design Director

“***URU***” ***Ages beyond Myst*** (PC)

***“URU”* The path of the shell**(PC)

“***Myst 5”*** (PC, Mac)

* Responsible for creating and overseeing the artistic content and visual- look of the games. As the only concept artist at Cyan. I was responsible for creating every concept art piece including; sketches, color comps, elevations, maps, paintings, and often textures. Responsible for designing characters, creatures, vehicles and props as well as environments. I worked closely with an artistic team of seven people including the technical art director. This team was responsible for the modeling, texturing, lighting and animation process. I was responsible to oversee this team to ensure the consistency and quality of the contents during the production process. This also included approving the results during and until the process was completed. Being also part of the game design team I participated in the story development as well. Often my designs have shaped and sometimes reshaped the story.

**Little Gangster Entertainment,** Los Angeles, CA 1993

Owner and Creative Director

Alien vs Predator, Space Monkeys, Star Trek

**CONCEPTUAL DESIGN: Theme Park & architecture projects**

Forrec, ***Qiddiya Project, Saudi Arabia***, 2020

IDEA, ***Al-Ula Project-Saudi Arabia***, 2020

Mediapro, ***Neom Project-Saoudi Arabia***, 2019

Shake and Bake, ***Neom Bay project-Saudi Arabia***, 2019

Disney Imagineering, Florida***, Guardians of the Galaxy*** 2018-19

Vidanta,Brock Larsen, ***Mexico Park***, 2018

Forrec, ***Qiddiya Project, Saudi Arabia***, 2017

Falcon Treehouse, ***Various Projects***, 2017

Prana Studios-Mario Kamberg Designs, ***Alien Attack***,2016

Prana Studios-Mario Kamberg Designs, ***Independence Day Defiance***,2016

Adam Bizark, ***Various Projects***,2015,2016

Landmark Entertainment, ***Virtual World Fair***, 2015

Disney Imagineering***, Shanghai Disneyland, Pirates of the Caribbean*** 2010-15

Disney Imagineering, ***Avatar*** 2014-15

Granoli Design, ***Startrek***, 2010

Disney Imagineering, ***Star Wars*** 2009-13

Mario Kamberg Designs, ***Expo 2010 Shanghai China***, 2010

**CONCEPTUAL DESIGN: 3 D Motion Ride**

Mario Kamberg Design, ***2010 World expo***, Chinese pavilion

Universal/Metrolight, ***Poseidon’s Revenge***1997

Rhythm and Hues, ***the Race for Atlantis***1996

Rhythm and Hues, ***Star Trek: The Experience*** 1996

**CONCEPTUAL DESIGN: 3D Animation**

DNA production, ***The Ant Bully*** 2004

SD Entertainment, ***Centipede*** 2000

Mainframe, ***Gulliver’s Travels*** 1999-2000

Industrial Light and Magic/Universal, ***Frankenstein*** 1998

DreamWorks/Industrial Light and Magic, ***XO*** 1998

## CONCEPTUAL DESIGN: 2D Animation

Disney, (direct video**) tinkerbell** 2003

Universal, (TV series) **the mummy** 2001

Saban, (TV series) ***Cyber 9*** 1999

Fox Animation, (feature film) ***Titan A.E.*** 1997-1998

Landmark, (TV series) ***Skeleton Warriors*** 1992

Perfect World Entertainment, (feature Film*)* ***Virtual Meltdown*** 1997

Where’s Waldo Company, (direct video) ***Where’s Waldo #1, 2 & 3*** 1997

DIC, (TV series) ***Swamp Thing*** 1990

DIC, (TV series) ***The Real Ghostbusters*** 1987

DIC, (TV series) ***Inspector Gadget*** 1984

DIC, (TV series) ***Heathcliff***1984

**CONCEPTUAL DESIGN: TV Commercials and Advertizing**

TV. ***Mercedes Benz*** AMG engine. Concept for the beast

TV. ***Mountain dew*** commercial. Concept for the skateboard flying saucer

TV. ***Cherrios***. Concept for the bee

TV. ***Omnivore***. Concept for character

TV. ***NXT-ivore***. Concept for the “Audrey” carnivorous plant

TV. ***L’Oreal***.( upcoming) Concept for the environment and tree

TV. ***Shilo design***. Concept for techno characters

Publishing. ***Commscope***. City scape painting

Publishing. ***Danzka***. Concept for environments

Poster. ***Disney***. Space Mountain

Poster. ***Herschend***. Dollywood Mystery mine

Poster. ***Herschend***. Dollywood Eagle ride

Billboard. ***Utopials*** festival event

Billboard. ***Seattle Science Fiction Museum*** opening

Train decal. ***Seattle Science Fiction Museum*** opening

## STORYBOARD

Film. DreamWorks**,** (feature film) ***TheTime Machine*** 2000

Film. Warner Brothers, (feature film) ***Sphere*** 1996

Animation. Warner Brothers, **Zeta** (animated TV series) 2000

Animation. SD Entertainment (3D animation), ***Noddy*** 2000

Animation. SD Entertainment (3D animation), ***Centipede*** 2000

Animation. Jumbo Pictures, (animated TV series) ***P B & J*** 1998 & 1999

Animation. Jumbo Pictures, (animated TV series) ***Doug***1998

Animation. Columbia Tri-Star, (animated TV series) ***Dragon’s Tales***1998

Animation. Fox Animation (animated feature film) ***Titan A.E.*** 1997

Animation. MGM Animation, (animated TV series) ***Robocop***1997

Animation. Warner Brothers/Little Gangster (animated TV series) **C*alamity Jane*** 1997

Animation. Marvel, (animated TV series) ***Spiderman*** 1995

Animation. Film Roman, (animated TV series) ***Mighty Max***1994

**DIRECTOR-ANIMATION**

**Where’s Waldo Company** (direct video) Where’s Waldo #1, 2, & 31997

**Gangster Entertainment,** (animated TV series) The Busy World of Richard Scarry1992 & 1993

**Story Entertainment**, (animated TV series) ***T Rex***, and ***King Arthur*** 1992

**DIC**, (animated TV series) ***Where's Waldo***1991-1992

**Saban**, (animated TV series) ***Video Power*** and ***The Little Mermaid*** 1990-1991

**DIC/France Animation/Cinar Canada**, (five 1/2 hour musical animated TV specials) Madeline. 1989-1991

DIC, (animated TV series) ***Dennis the Menace*** and ***Dinosaucers*** 1987-1988

**COMIC STRIP DESIGN**

Where’s Waldo, worldwide syndicated Sunday strip 1994-1997

**PUBLISHING**

Over 150 book covers and editorial illustrations published since 2001 for such publishers including:

**National Geopgraphic, Popular Science,Tor books, Penguins, Simon and Schuster, Pyr, Random House, Daw Books and Baen**

**COLLECTOR’S MARKET**

**Acme Archives,** Creating Disney, Dreamworks and Star Wars original art for the limited edition collector’s market, 2013-current

**AWARDS**

**1989-1991** Madeline (the five animated specials); Winner of: The Children's Hall of Fame Award, The Humanitas Award, The Parent’s Choice Award, The ACT Award and Nominated for an Emmy Award

**1997** The Spectum Silver Award for editorial illustration

**2001** The THEA Award for Theme Parks

The Spectrum gold Award for comic book cover

**2004** The Expose Master Award for environment illustration

The Expose Master Award for transport illustration

The Expose Excellence Award for character illustration

The Expose Master Award for character illustration

**2005** The Expose Excellence Award for cityscape illustration

The Expose Excellence Award for transport illustration

The BSFA Award for best book covers illustration

**2006** The Chesley Award for best book covers illustration

Nominated for the Hugo Award for best book cover illustration

Grand Master Expose Award

Nominated for the Hugo Award

**2007** The Chesley Award for best book covers illustration

The Expose Excellence Award for science-fiction illustration

The Expose Excellence Award for action illustration

Nominated for the Hugo Award

**2008** The Spectum Silver Award for book covers illustration

Four Expose Excellence award

The Expose Master award for science-fiction

The Hugo Award for best professional artist

**2009** Boskone art exhibit, best in show

**2010** Bookgasm Best Cover Artist

The Ennie Award for best art cover

The expose 8 Master award for science fiction

The Expose 8 Excellence Award for science fiction

The Expose 8 Excellence Award for futurescapes

The Expose[8](http://www.ballisticpublishing.com/books/Expose3/awards/) Excellence Award for transport

**2012** Voted one of the 50th most inspirational artists by Imagine FX Magazine.

**2014** Grand Prize WinnerIBA Infected by Art

Digital/Photoshop Winner IBA Infected by Art

Advisory board member for the CG society since 2004

**Master class** The Game Connection, Paris 2012

**Lectures** *GDC San Jose California, MIG Montreal, the Gnomon School of Design, Los Angeles, The Industry Giants, Dallas***,** *SMU,Dallas, Nemo academy Florence, School of comics Florence*

**Interviews**

**TV***Attack of the show****,***

**Radio** *Sidebar*

**Internet** *schoolism, Io9, Nerd Mentality, Stainless Still Droppings, Concepts and Legends*

**Magazines** *CG Magazine, 1 Up, SF Revue, CG Society, CG Networks, Starlog, the Union, Gamasutra, FX magazine, Locus, Uncle Jam*

**Concept Design Workshops** *behind the Iron Curtain, Romania 2010, the Concept Art Academy*, *Los Angeles 2008, 2010*

***Art books,*** *Quantum dreams, 2005, Quantumscapes, 2008, Velocity, 2011, Trajectory 2013*

**EDUCATION**

1983-1984 Animationschool **( les gobelins).** Paris, France

1979-1983 SuperiorSchool of applied arts **(Duperre)** Paris, France. B.A. with honors in Graphic Art.