

# MICHELE GRAYBEAL

CONCEPT ART & DESIGN

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## Profile

Born in a family of artists, I have been entwined in art ever since I could pick up a pencil. My professional experience began over twenty years ago ranging from graphic art and album cover illustration to concept art and design in the animation industry, where I have found my niche. Working with other artists, conceptualizing, brainstorming and problem solving is where I flourish. I love what I do and approach each project with energy and enthusiasm.

## Experience

### Art Director, WB Animation, Burbank CA May 2014-Sep 2015

Art direction and background paint on the Bugs Bunny animated series **Wabbit**. I helped to develop the look then art directed color, lighting and painting style. I created production key backgrounds, managed in-house art crew as well as freelance artists, presented to top level executives, worked under pressure producing high volume, high quality production art meeting extremely challenging deadlines.

### Character Design, 1337 Game Design, Gothenburg, Sweden Dec 2013-Feb 2014

Designed characters and background art for platform adventure game **Leo's Fortune**.

### Character Design, Innovative Leisure, Pasadena, CA Dec 2012-April 2013

Designed characters and background art for platform game **Super Sitting Ducks**.

### Color scripts, Marza Animation Planet, San Francisco, CA May 2013-Dec 2013

Created color scripts for feature animated film **Robodog**.

### Designer/Production art, Yu+Co Inc., Los Angeles, CA Dec 2012-Aug 2013

Designed and created production art on the title sequence for live action feature film, **OZ The Great and Powerful** along with many other projects.

### Lead Designer, Zeros 2 Heroes, Vancouver, BC Jan 2012-July 2012

Developed look and created background artwork for animated TV series **Animism**. Job entailed streamlining look and technique to help expedite extremely short production turnaround.

### Senior Designer, Nerd Corps Entertainment, Vancouver, BC June 2011-Jan 2012

Created and revised look for Mattel's 3D animated DVD series **Monster High** as well as designing characters and environments.

### Concept art, Warner Bros. TV, Burbank, California May 2010-July 2010

Created color key art and design on 3D Animated television series **Green Lantern** including characters and environments.

### Lead Visual Development, Cartoon Network, Burbank, CA Dec 2009-April 2010

Produced key art for 3D animated movie based on the graphic novel **Firebreather**. Developed color styling for main characters and color and lighting keys for sets and environments. Worked closely with director, production designer, art directors and development team in a collaborative environment conceptualizing and brainstorming helping to solve problems and inspire new ideas.



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## **Concept art, Rainmaker Entertainment, Vancouver, BC July 2007-July 2008**

Created, defined and designed art for 3D animated feature film **Escape from Planet Earth** including characters, color and environments establishing "the look" of the film. Worked closely with production designer, art directors and development team in a collaborative environment, conceptualizing to solve problems and inspire new ideas.

## **Background art, Bardel Entertainment, Vancouver, BC Jan 2007-May 2007**

Created background artwork for Flash animated TV series on a team with very strict time constraints in a fast paced environment.

## **Concept art, Vanguard Animation, Burnaby, BC Dec 2006-Jan 2007**

Worked directly with production designer in assisting with the development of the 3D animated feature film, **Space Chimps**.

## **Graphic art, Independent, Vancouver, BC Oct 2002-Jan 2007**

Branding, web design, advertising for various commercial clientele.

## **Production art, Revolution Studios, Santa Monica, CA Aug 2001-Feb 2002**

Created background designs and illustrations for Flash animated feature film **Lil' Pimp**.

## **Commission fine art, Saltman Art Associates, Oak Park, CA May 2000-present**

## **Background design, WB TV Animation, Sherman Oaks, CA June 1996-Feb 2000**

Designed background illustrations for award winning animated TV series **Superman: The Animated Series, The New Batman Adventures and Batman Beyond**.

## **Referrals**

"Michele is a great Visual Development/Concept artist. She approached each design assignment with enthusiasm and energy while never running out of new creative ideas and solutions. I highly recommend Michele as a collaborative film-making partner."

**Ed Jones, Producer, Visual Effects-credits include Happy Feet, Almost Famous, Who Framed Roger Rabbit.**

"Michele is an outstanding Visual Development/Concept artist, Color and design are her strong points. She is a great potential Art Director for any animated project."

**Barry Jackson, Production Designer, Art Director- credits include Shrek, Nightmare Before Christmas, Prince of Egypt.**

"I found Michele to be a very strong and well-grounded designer. Her sense of composition, color, space, and form is well-developed, and she is very mindful and deep-thinking in her choices. I also found her to be adaptable and willing to take direction, to explore different ideas, and to make revisions to her work. She is always a pleasure to be around and makes a great addition to a team."**Jericca (Rikki) Cleland, Cinematographer-credits include Finding Nemo, Toy Story II**



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“I worked with Michele on Escape from Planet Earth. Not only is her artwork exemplary, but she is a skilled collaborator and designer. Michele was able to match the High bar set by our Production Design and would add her own influences and elements to every design or Key Art piece that she created and push the art to a fantastic level for feature films. She was always a pleasure to work with and took any direction well. Michele is an asset to any production she works on.” **Steve Nichols, Animation Director, Senior Animator ILM- credits include Harry Potter, Star Wars, Men in Black.**

“I found Michele to be conscientious, hard working and exceptionally creative and talented. She works well with a team and would be an asset to any creative project.” **Fred Gambino, Art Director, Illustrator- credits include Tales of Despereaux, Ant Bully.**

### **Skills / Training**

Although I have not had the opportunity to attend any college or university I have had nearly fifteen years of on the job training working with some of the most talented people in the industry, some of which I would call mentors. Not to mention, my father, an Art Center alumni, taught me from a very young age laying the foundation, as it were, for my future in art. Over the years I have attended various workshops and classes to sharpen my skills and to learn new ones. This is something I will always do.

