Summary:

World building specialist, bringing to life the visions of famous writers, directors, producers and cinematographers.
Decades of experience as the head of film and television Art Departments managing design, crew, budgets and schedules.
Skilled illustrator, 3D modeler, previs artist, sculptor and painter with a solid foundation in art and architecture.
Extensive travel knowledge supervising large filmset builds in foreign locations, working with local cultures and currencies.
Received 2 Primetime Emmy nominations and 3 Art Directors Guild nominations.*

Embraced generative AI from the onset. Studied Python coding using ChatGPT at Studio Arts to incorporate Midjourney, DALL-E and Unreal deeper into my workflow that has expanded into games environment art direction and experiential event design.

Skills:

3D Modeling, 2D drafting, concept art, digital rendering and animated previsualizations.
Freehand illustration, painting, sculpting, scenic paint and distressed finishes.
Graphic design, signage, typography, website design and HTML coding.
Architectural scale models, 3D printed props, prototypes and hand sculpted maquettes.
Fabrication experience in CNC, hotwire foam, vacuum forms, latex & fiberglass injection molds and furniture.
Drone pilot surveys, RTK photogrammetry, lidar as well as traditional site surveys.
Generative AI in Midjourney, DALL-E and ChatGPT as well as Python programming.
Presentations with detailed research, curated mood boards and color palettes.
Management, scheduling and budgeting of large and small construction installations.
Classic foundation in architecture, art, furniture, drapery, fashion, composition, style, color and lighting.

Experience:

Production Designed and Art Directed numerous local and international film and television productions, both large and small.
As Department Head I was responsible for the design and visual style of the show and coordinated the combined creative efforts of concept artists, set designers, art directors, decorators, graphic artists, sculptors, carpenters, painters, location scouts and lighting to align with the vision of the director and cinematographer, whilst navigating budget, script and schedule changes.
(Please view selected film credits: zackgroblerdesign.com/filmography)

Most recently, I completed an 8-episode limited series: CLASS OF '09 (FX), written by Tom Rob Smith and starring Kate Mara and Brian Tyree Henry, that was released in May 2023.

May - September 2023: Experiential Designer contract for startup Humaning Inc. where I designed interactive computer game environments. By incorporating Midjourney's generative AI in our workflow, I expedited the creative process substantially.

October - December 2023: Successfully completed a 120hr Unreal Connectors course at Studio Arts to get certified in previs.

January - March 2024: Designed an 800sq.ft. 2 bed, 2 bath Accessory Dwelling Unit in Los Angeles, building to start in August.
March 14th to April 10th: Served on the Jury Panel for the IFTA Awards for Production Design (Irish Film & Television Academy).

Awards:*

Primetime Emmy nomination - WESTWORLD	Art Directors Guild nomination - THE DARK KNIGHT RISES
Primetime Emmy nomination - LOST	Art Directors Guild nomination - PIRATES OF THE CARIBBEAN
	Art Directors Guild nomination - LOST

Software:

Rhino, SketchUp, Blender, AutoCAD, Maya, Modo, ZBrush, Unreal Engine, Twinmotion, MetaHuman, Quixel Megascans, Keyshot
Photoshop, Illustrator, Lightroom, InDesign, Dreamweaver, Substance Painter, Microsoft Word, Excel, PowerPoint, Google Drive
RealityCapture & -Scan, Polycam, Agisoft Metashape, Meshroom Drone Deploy, Litchi, Dronelink, DJI Pilot, Map Pilot Pro
Python Visual Studio Code, ChatGPT, Midjourney, DALL-E, Adobe Firefly, Canva, Kivy

Hardware:

2x Computers: i9-3GHz, RTX 4070 Ti PC and a 3Ghz 10-Core iMac Pro.
2x Drones: DJI Mini 3 Pro and Mini 2, sub 249g for silent and discreet photogrammetry surveys with GCPs.
HTC Vive Pro virtual reality headset with 4 room sensors on tripods for immersive previs walkthroughs.
7x 3D Printers: 5 Large format FDM plastics and 2 DLP resin for fast and accurate scale models.
2x Canon and 1x Leica cameras, assorted lenses and tripods, Bosch laser leveling and laser distance measurers.

*Please view portfolio: http://zackgroblerdesign.com