

# LORIN WOOD

## **CONTACT INFORMATION**

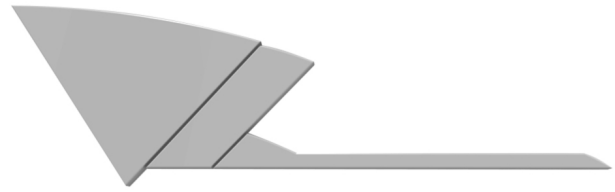
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L O R I N W O O D E S I G N

conceptual design | visual development

## **AFFILIATIONS**

Visual Effects Society

Concept Art Association

## **EXPERIENCE (Selected)**

### **ADAPT ONE Montreal Canada - Sept 6 2025 - Present**

#### **Instructor**

- First instructor of the new educational division of the Adapt organization efforts to train upcoming talent to meet the current needs of the job market.

### **EMBASSY VFX Vancouver BC - May 2023 - Present**

#### **Concept and Character Designer**

- Designed engaging characters for high-profile commercials (Volkswagen, Zevo, Flonase, Nissan, Netflix), enhancing the brand storytelling and narrative depth.
- Collaborated with cross-discipline teams to develop the visual concepts for vfx and animation.

### **DESIGN STUDIO PRESS Culver City CA — July 2010 - Present**

#### **Project Manager / Illustrator / Editor**

- Created and managed six publications (Nuthin' But Mech 1-4, Woosh! Traverse) some with upwards of nearly sixty world-wide artists. My focus was on the delivery of material while working around the timezones and professional obligations of contributors.
- Maintained comprehensive project documentation and design revisions, reducing errors in the final publications.

### **SONY PICTURES ANIMATION Culver City CA — Mar 2021 - May 2021**

#### **Visual Development Artist**

- I was invited for a brief run as a vizdev artist on *Spiderman: Across the Spideverse* animated feature where I created compelling environment concepts, enhancing the dynamic animation experience.
- Collaborated with the production designer and art director to refine visual styles, contributing to a cohesive aesthetic that engaged audiences.

### **ART CENTER COLLEGE OF DESIGN Pasadena CA — Aug 2020 - June 2022**

#### **Professor**

- I was given the *Mechs and Robots Entertainment Design* class where I facilitated workshops, enhancing class value for the students and developing a collaborative learning environment.
- Revamped course curriculum to align with industry standards, resulting in improved student project quality and enhanced peer collaboration.
- Hands-on projects and use of analog tools challenged students creatively, significantly elevating their practical skills and portfolio quality.

### **900LBS OF CREATIVE Dallas TX — Jun 2019 - 2021**

#### **Storyboard Artist / Conceptual Designer**

- Designed and executed compelling storyboards for immersive narratives thereby enhancing the engagement for client Bell Helicopter, and significantly elevating project presentations.

### **GEARBOX SOFTWARE Frisco TX — Oct 2007 - 2017**

#### **Senior Conceptual Designer**

- Helped pioneer visual aesthetic and design concepts for game environments, augmenting player immersion across titles *Borderlands 1-3*, *Borderlands: Pre-Sequel*, *Aliens: Colonial Marines*, and *Battleborn*.
- I collaborated with various teams and departments to streamline the design process, resulting in improved design and final asset quality.
- Fostered a positive learning environment among the art department and junior designers, mentoring them to enhance their skills and contribute meaningfully to project outcomes.

#### **PERSISTENCE OF VISION Los Angeles CA — Sept 2002 - Jul 2007**

##### **Storyboard Artist / Previsualization Animator**

- Designed storyboards and high-quality keyframe illustrations for founder David Dozoretz's *Zafari* IP, that effectively conveyed narrative arcs, elevated pitch presentations and secured studio interest.
- Executed concept designs for *xXx: State of the Union* (Revolution Studios), and previs animations for major feature films, *Unique* (Disney) and *The Day the Earth Stood Still* (20th Century Fox), ensuring accurate visual representation that supported production planning.

#### **XO / EXOPOLIS Los Angeles CA — Sept 2006 - Nov 2006**

##### **Visual Development Artist**

- Crafted visually striking textures inspired by artist Edward Hopper, elevating the visual narrative and client engagement for *Turner Classic Movies' "Now Showing"* rebranding tv spot.

#### **METHOD STUDIOS Los Angeles CA — Jun 2006 - Jul 2006**

##### **Creature Designer**

- Conceptualized unique Loch Ness Monster designs for the *Toyota Tacoma "Nessie"* commercial to enhance the storytelling and engage the commercial director.

#### **DETOUR / WARNER INDEPENDENT PICTURES Austin TX — Mar 2005 - Oct 2005**

##### **Rotoscope Animator**

- Utilizing a proprietary software, I helped create dynamic rotoscope animations for the film *A Scanner Darkly*, heightening the storytelling with a unique artistic style.
- As an animation team we collaborated to refine character movements, resulting in smoother transitions and improved audience immersion while adhering to contractual actor likenesses.

#### **REEL FX Dallas TX — 2002-2004**

##### **Concept Art / Storyboards**

- Collaborated with diverse teams to create compelling storyboards, enhancing visuals that aligned with client visions. Produced high-quality concept art for major clients, contributing to successful campaigns and increasing client satisfaction. Contributed to creating a dynamic creative environment that inspired innovative storytelling solutions.
- Clients included: Texas Instruments, Lucasfilm, Disney, Hasbro, William Joyce, CBS, and NBC.

## **EDUCATION**

### **THE UNIVERSITY OF TEXAS AT DALLAS**

**Master of Fine Arts** - Arts, Technology and Emerging Communication: Animation (2024)

**Bachelor of Arts** - Visual and Performing Arts (2020)

## **ACCOMPLISHMENTS**

### **THE UNIVERSITY OF TEXAS AT DALLAS**

**Guest Lecturer** - Beginning Animation, Digital Imaging, & Principles of Design

### **DALLAS MUSEUM OF ART (DMA)**

**Presenter/Lecturer** - Previsualization and Conceptual Design "Art Bytes"

### **THE CHURCH OF JESUS CHRIST OF LATTER-DAY SAINTS**

**Missionary** - Proselyting and Service Mission (May 1998-2000)

## **SKILLSET**

Concept Design/Illustration, Storyboarding, Visual Development, Hard-surface Design, Character Design, 3D Modeling, Project Management, Art Direction

## **REFERENCES**

**David Dozoretz:** Creator, Executive Producer, Supervising Director, Zafari LLC

**Scott Robertson:** Designer, Founder, Design Studio Press

**TyRuben Ellingson:** Virginia Commonwealth University (VCU)

**George Hull:** Senior Concept Designer, George Hull Design