



MEINERT HANSEN

CONCEPT ARTIST & ILLUSTRATOR

Professional History

FILM, TELEVISION & GAMES

2015 PARAMOUNT PICTURES

- Concept Artist/Illustrator for the feature film **“Arrival”**

2013- Present and ongoing: DAWSON COLLEGE

- Professor - Illustration & Design

2011 - 2013 WARNER BROS GAMES MONTREAL

- Senior Concept Artist for the video game **“Batman: Arkham Origins”**

2011 RELATIVITY MEDIA

- Concept Artist and Illustrator for the feature film **“Mirror Mirror”**

2010 ONYX FILMS

- Concept Artist and Illustrator for the feature film **“Upside Down”**

2009 IGNITION PRINT

- Movie poster designs for **“District 9”** and **“2012”**

2008 UBISOFT ENTERTAINMENT

- Concept art and storyboards for **“Splinter Cell: Conviction”**

2008 AMANDA MABRO

- Created and directed an animated music video for **“Nuit Blanche”**

2008 IMAX

- Large format digital matte paintings for **“Journey to Mecca”**

2007 UNIVERSAL PICTURES

- Illustrator for **“The Mummy: Tomb of the Dragon Emperor”**

2007 UNIVERSAL PICTURES

- Illustrator for **“Leatherheads”**

2006 PARAMOUNT

- Illustrator and concept artist for **“The Spiderwick Chronicles”**

2006 TRISTAR PICTURES

- Concept art and digital matte paintings for the feature **“Silent Hill”**



2006 SONY / REVOLUTION

- Concept art for visual effects for the Julie Taymor feature "**Across the Universe**"

2005 WARNER BROS.

- Concept artist for the live-action feature film "**300**"

2005 GALAFILM

- Concept artist for the live-action television docudrama "**Race to Mars**"

2005 MANDATE PRODUCTIONS

- Concept artist for the live-action Marc Forster feature "**Stranger Than Fiction**"

2005 JAMTI PRODUCTIONS

- Digital Matte Painter for the live-action film "**Champlain**"

2004 DIMENSION FILMS

- Digital Matte Painter for the live-action Wes Craven feature "**Cursed**"

2004 LINCOLN MUSEUM AND LIBRARY

- Mural / Digital backdrop 18 ft digital painting for the **Lincoln Museum and Library** in Springfield Illinois.

2004 METEOR STUDIOS / DISCOVERY CHANNEL

- Digital Matte Painter for Discovery Channel's "**Pompeii: The Last Day**"

- Concept Artist for Discovery Channel's special, "**Alien Planet**"

2003-2004 FOX / NEW REGENCY

- Art Director – Visual Effects, and digital matte painter for the live-action feature "**Stay**"

2002-2003 UBISOFT ENTERTAINMENT

-Lead Concept Artist / Senior Art director for the computer game "**Myst 4: Revelation**"

2001-2002 MEDIA PRINCIPIA

-Art Director – Visual Effects for the live-action feature "**The Baroness and the Pig**".

-Concept Artist for the live action feature "**The Blue Butterfly**".

1998 – 2001 ICESTORM DIGITAL STUDIO

-Concept Artist, as well as Visual Effects Designer for the live-action adventure series "**The Secret Adventures of Jules Verne**" (22 episodes) – SciFi Channel.

-Concept Artist – VFX Design "**Inside the Space Station**" – Discovery Channel.

-Concept Artist "**Valley of the T-rex**" – Discovery Channel

-Concept Artist "**Lost Worlds–Life in the Balance**" IMAX film.

As Freelance: Design and storyboards for "**Oceania**" – Interactive submarine ride for Expo '98 in Lisbon.

ANIMATION

1997-98 CINEGROUPE ANIMATION

-Director of 26 x 11-minute episodes of the animated series "**Bad Dog**" – Fox Family Channel.



1996 - 97 CACTUS ANIMATION

-Production Designer for the animated series "**Bob Morane.**"

1993 - 96 BUZZ IMAGE GROUP: Animation Director and Director of Development.

-Wrote, Created and Directed the animated short "**The Adventures of Captain Buzz Cheepley**" - Hanna Barbera.

-Designed Visual effects for the live-action feature "**Screamers**" - Tristar Pictures.

-Storyboarded and Animated 21 commercials. Clients included Lincoln, Bell and Pepsi.

-Created opening title sequences for several TV series, including "**Omerta**" and "**Trudeau: Memoirs**". - CBC

-Directed and Animated 3 animated "Schwa" shorts.

1991 - 92 CRAYON ANIMATION (former CINAR studios)

-Location Designer for "**Young Robin Hood**" - Family Channel.

-Directed and storyboarded "**Angela's Airplane**" and co-directed "**Mortimer**" for the award-winning Bunch of Munsch series.

1989 - 90 CINEGROUPE

-Layout Supervisor for "**The Little Flying Bears.**"

1987-89 MICHAEL MILLS PRODUCTIONS

-Animator, layout artist, background designer, storyboards for over 2 dozen television commercials.

1986 - ON/Q CORPORATION

-Designed touch-screen graphics and animations for **Northern Telecom**

1985 -86 ATKINSON FILM ARTS - OTTAWA

-Senior Layout Artist for the animated series "**The Adventures of Teddy Ruxpin**".

1984 - 85 ARRAKIS TECHNOLOGIES

-Designed and animated sequences for **McGraw Hill's** educational software packages.

TEACHING & LECTURING

My reputation as an illustrator, designer and storyboard artist has allowed me the privilege of teaching part-time, full-time, and giving guest lectures. These include:

2008 - 2010, 2012 - Present and ongoing - **DAWSON COLLEGE** - Illustration and Design program / 3D Animation & CGI program -Teaching beginner and advanced photoshop illustration.

SYN STUDIO - Teaching Environment Design and Digital Painting.

2008 - **CAMPUS UBISOFT** (Cegep de Matane) 15-week Introduction to Illustration.

1995 and 1996 - **N.A.D. Center** (National Animation and Design Center)

Two years as part-time teacher.

-Storyboard workshop for animation professionals from Cinar and Cinegroupe.

-Special guest speaker at the **ADAPT Conference** (Advanced Digital and Production Techniques) in 2006 and 2007.



EDUCATION

- Concordia University – Fine Arts program (one year only)
- Dawson College – Degree (DEC) - Communications / Cinema.
- Hudson River Valley Art Workshops – Watercolor intensive with Frank Webb.

AWARDS & NOMINATIONS

2017 Nomination for Excellence in Production Design for “Arrival”

- Art Directors Guild (ADG)

2008 Nomination for Excellence in Production Design for “The Spiderwick Chronicles”

- Art Directors Guild (ADG)

1976 Award for Best Graphic Design

- Dawson College - Communication/Cinema Department

ADDITIONAL DETAILS

- Languages: English and French
- Expertise in Photoshop - 20+ years.
- Well versed in all painting & drawing media.
- 3 years of experience with Softimage 3D
- Experienced prop/model maker.

For more information, visit my blog: meinerthansen.com