



THOMAS KAYSER

ARTIST

PROFILE

I have now over 20 years experience in visual effects. During this time I've had many roles in the field including vfx supervision, art direction and matte painting, concept art and screen graphics design, motion graphics etc. More recently I've specialized in environments, I love light, weather, architecture, history. I'm happy when I'm painting, photographing, and designing the world around us.

EXPERIENCE

SENIOR MATTE PAINTER, METHOD STUDIOS

Vancouver — 2017-2018

BLACK PANTHER

GUARDIANS OF THE GALAXY 2

Highlights:

- 3D projection work
- Creation of sky dome assets (Black Panther)
- Savannah environment design, art direction, visual development for Marvel's Black Panther.

SENIOR MATTE PAINTER, DOUBLE NEGATIVE

Vancouver — 2016-2017

ANNIHILATION

BLADERUNNER

Highlights:

- Set extension/enhancement, 2.5D projections.

CONTACT

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SKILLS

Nuke
Photoshop
Maya
AfterEffects
Illustrator
Vue
Terragen
Traditional Art
Painting
Photography

LANGUAGES

English
German

SENIOR MATTE PAINTER, MPC

Vancouver – 2015-2016

SULLY

GHOSTBUSTERS

THE FINEST HOURS

BATMAN VS SUPERMAN

SPECTRE

MOCKINGJAY

MONSTERTRUCKS

Highlights:

- Photorealistic, “invisible” matte paintings of snowy landscapes for The Finest Hours
- Creation of a 1970s New York street, buildings and poster design for Ghostbusters

SENIOR MATTE PAINTER, DOUBLE NEGATIVE

London - 2014

EXODUS: GODS AND KINGS

Highlights:

- 2D matte painting and 3D projections enhancing CG

SENIOR MATTE PAINTER, METHOD STUDIOS

Sydney - 2014

MAD MAX: FURY ROAD

Highlights:

- 2.5D matte painting projection, set extensions

SCREEN GFX/MATTE PAINTER

Sydney - 2013

INFINI

Highlights:

- 2D matte painting for live projection
- Screen graphics design for interactive live projection.

MATTE PAINTER/CONCEPT ARTIST, uFX

London/Sydney - 2012

THE ADVENTURER - THE CURSE OF THE MIDAS BOX

Highlights:

- Design and build of the Prince Regent Hotel, the hero architecture of the show.
- Concept art and DMP projections.

MATTE PAINTER, CONCEPT ARTIST, DR.D STUDIOS

Sydney - 2011

HAPPY FEET 2

Highlights:

- Concept art and DMP projections.
- Creation of sky domes.

VFX SUPERVISOR/DESIGN DIRECTOR/MATTE PAINTER/ CONCEPT ARTIST, THELAB SYDNEY

Sydney 2002 - 2010

RESCUE SPECIAL OPS (TV)

SOUTH SOLITARY (2010)

DYING BREED (2008)

SECRETS OF THE FORBIDDEN CITY (documentary 2008)

FLOATING BROTHEL (documentary 2006)

SEA PATROL (TV)

MAN THING (2004)

OUT THERE (TV)

COMMERCIALS

Highlights:

- Concept design
- VFX supervision on-set and post production for commercials
- Photoreal matte painting
- Motion graphics design and execution

VFX SUPERVISOR/ART DIRECTOR/DESIGNER, ANIMAL LOGIC

Sydney, 1996 - 2002

GARAGE DAYS (2002)

MR. ACCIDENT (2002)

CRASH PALACE (TV)

FARSCAPE SERIES 2 (TV)

THE MATRIX (1999)

COMMERCIALS

Highlights:

- VFX supervision features and TV
- Design and direction of commercials
- Screen graphics design for The Matrix
- Titles design for features and TV
- Motion graphics design and execution

EDUCATION

Australian Film, TV and Radio School, Sydney

B.A. Film and TV - Production Design

1992 - 1996

Curtin University, Perth, Western Australia

B.A. Fine Arts - Sculpture

1984 - 1986

Curtin University, Perth, Western Australia

B.A. (hons.) Media Design

1981 - 1983

Completed High School in Bonn, Germany