

Kirk Henderson

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ART DIRECTION • VISUAL CONCEPTS • MOTION GRAPHICS • ANIMATION

Experienced professional working within a broad spectrum of the arts including feature films, games, corporate identity and advertising. Versed in motion graphics, keen timing sense, good written and verbal skills, team player, schedule conscious, comfortable in a fast paced environment, goal oriented. Can work in-house or from my studio space, Kirksworks, which is well-equipped for both pixel and pencil.

Software skill set: After Effects, Photoshop, Illustrator, Final Cut Pro.

Language: Proficient English / Some Japanese

INDEPENDENT (2001 – Present)

- 2010 IWIN INC. - JEWEL QUEST MYSTERIES 3 (game)
art direction (iWin Games)
- 2009 SEGA STUDIOS - IRON MAN 2 (game)
motion graphics - storyboard animatics - visual concepts - art direction
KIDFLIX GLOBAL - KIDFLIX (film distribution company)
art direction - motion graphics - animation for animated company logo
- 2008 PRANKSTER ENTERTAINMENT - “THE PRANKSTER” (feature film)
art direction - motion graphics - animation
PARKER FILMS, INC - “UNTITLED” (feature film)
mattes – composites - rotoscope - wire removal
- 2007 SECRET LEVEL - IRON MAN (game) / GOLDEN AXE (game)
motion graphics - storyboard animatics - art direction - film editing
ASTROPOLITAN PICTURES - MOUSE MEN (interactive)
interactive project visual concepts
RHYTHM & HUES - FERRARI THEME PARK (theme park for Dubai)
visual concepts
- 2006 ELEMENT FX – “INVINCIBLE” (feature film)
visual concepts
KAIBRIDGE GAMES - SAVE THE DINOS (game)
art direction - visual concepts - animation
- 2005 STEVE BECK – “JOURNEY TO THE CENTER OF THE EARTH” (feature film)
visual concepts
UNIVERSAL ORLANDO - HARRY POTTER THEME PARK (theme park)
visual concepts
- 2003-4 WALT DISNEY / HOTYBOY PICTURES – “THE WILD” (feature film)
pitch concepts - environmental visual concepts
- 2002 ELECTRONIC ARTS - TIGER WOODS PGA TOUR 2003 (game)
visual concepts
ELECTRONIC ARTS - JAMES BOND: NIGHT FLIGHT (game)
visual concepts - storyboards
- 2001 PARKER FILMS, INC – “BARTLEBY” (feature film)
digital mattes – composites - motion graphics - visual concepts – storyboards

COMMERCIALS (1998 - Present)

art direction - visual concepts - storyboards for too many commercials to list for such companies as: ILM, RHYTHM & HUES, HOTYBOY PICTURES, THE ORPHANAGE, CARL’S FINE FILMS, KALEIDOSCOPE SF, TIPPETT STUDIO, DONER ADVERTISING and many others.

INDUSTRIAL LIGHT AND MAGIC (1998 – 2001)

ART DEPARTMENT - VISUAL CONCEPTS / ART DIRECTION

“STAR WARS EPISODE II ATTACK OF THE CLONES” (feature film)
art direction - storyboards – visual concepts
“MINORITY REPORT” (feature film)
digital art for mapping onto CG building surfaces
“PETER PAN” (feature film)
tinkerbell character concepts
“HARRY POTTER AND THE SORCERER’S STONE” (feature film)
visual concepts
“PERFECT STORM” (feature film)
visual concepts - motion graphics - storyboards
“SPACE COWBOYS” (feature film)
Ikon satellite visual concepts
“GALAXY QUEST” (feature film)
visual concepts - storyboards
“MAGNOLIA” (feature film)
art direction - raining frogs visual concepts
“THE MUMMY”
visual concepts

EARLIER WORK

LUCASFILM LTD - “EWOKS AND DROIDS” (video release)
art direction - design for title sequence
PARKER FILMS, INC – “MASHIE NIBLICK” (feature film)
art direction – storyboards – animated titles
LUCASFILM LTD – “TIGER TALES” (video series)
art direction – animated title sequence
CRYSTAL DYNAMICS - GEX (game)
Visual concepts - level graphics – animation
TOEJAM & EARL PRODUCTIONS - ORLY’S DRAW A STORY (CD ROM game)
art direction – UI design – animation – story development for Broderbund game
SEGA OF AMERICA – DINOMIGHT (game)
art direction - visual concepts – animation
LUCASFILM LTD - “ALL NEW EWOKS” (animated TV series)
production design
COLOSSAL PICTURES
art direction on many in-house productions for such clients as FRANCIS COPPOLA, MTV,
PEPSI MIRINDA, LEVI-STRAUSS and DIET COKE
UNITED FILMS / COLOSSAL PICTURES - “FLICKS” (feature film)
art direction - direction - design of many sequences for this feature including: “CAT AND
MOUSE” (short animated film) - “FLICKS” OPENING TITLE SEQUENCE and VARIOUS
ANIMATED SEGMENTS used throughout the film

EDUCATION

SAN FRANCISCO STATE UNIVERSITY 1972 - film
DIABLO VALLEY COLLEGE, Pleasant Hill, CA 1970 – fine arts

REFERENCES

recommendations available at [LinkedIn.com](https://www.linkedin.com)

