



# STEPHAN MARTINIERE

Stephan Martiniere is an internationally acclaimed Science Fiction and Fantasy artist. In the past 25 years he has become known for his talent, versatility and imagination in every entertainment fields including feature films, animation, video games, theme parks, editorial, commercial and book covers.

His clients include ILM, Disney, Universal, Paramount, Warner Brothers, 20th Century Fox and DreamWorks. Stephan Martiniere has worked on movies such as *Tomorrowland*, *Avengers: Age of Ultron*, *Guardians of the Galaxy*, *300: Rise of an Empire*, *Total Recall* (2012), *I, Robot*, *Tron: Legacy*, *Star Wars Episodes 2 and 3*, *Star Trek* (2009), *Knowing*, *The Fifth Element*, *Virus*, *Red Planet*, *The Astronaut's Wife*, *Sphere*, *Titan A.E.*, and *Time Machine*, as well as the upcoming *The Fifth Wave*, *Independence Day*, *Resurgence*, *The Suicide Squad* and *Solutrean*.

Stephan was the Art Director for the visually acclaimed game *Rage* for ID Software. He was the Visual Design Director responsible for the games *URU: Ages beyond Myst*, *URU: The Path of the Shell* and *Myst 5*. He worked several years as Visual Design Director for the game *Stranglehold* in Chicago for Midway games and later as Creative Visual Director of the concept department for other Midway games including *Black Site Area 51*, *Blitz*, *Ballers*, *MK vs DC*, *Wheelman* and several un-announced titles.

Stephan has also worked extensively over the last 5 years with Disney Imagineering on the upcoming Disneyland parks and expansions across the globe doing concepts and paintings for *Pirates of the Caribbean*, *Avatar*, and *Star Wars*.

Stephan Martiniere is also an accomplished illustrator. Other the last fifteen years Stephan has produced over 150 book and comic book covers for clients including National Geographic, Popular Science, Tor Books, Pyr, Simon and Schuster, Penguin, and Random House. Stephan is currently the owner and Creative Director of Green Monkey Design LLC and doing consulting and visual development on a variety of films, games and theme park projects.

## Resume

### GAME EXPERIENCE

ID Software, Dallas, Texas.

2008 - 2012

Art Director, ***Rage***

- Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervise a team of 12 artists. I work closely with the leads as well as the Creative director. My role is to ensure the consistency and quality of the



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visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding supporting the marketing team.

Midway Games, Chicago, IL

2007 - 2008

## Creative Visual Director

- Managing the Chicago studio concept group and independent contractors to provide concepts and visual guidance for six other Midway projects.
- Establish a compelling and strong artistic vision for each project. Work and communicate with the technical art directors or leads to assign the game teams to maintain and unify the aesthetics over the lifespan of the project.
- Define a visual development process in an adaptive manner that best fits the needs and situation of the team. Strive to standardize a pipeline to deliver the highest quality end result.
- Review processes and schedules, providing management with visibility into the progress of visual benchmarks. Take the necessary steps required to ensure those benchmarks are achieved.
- Assist art, design, UI, cinematic and marketing groups, communicate and share efforts to create a cohesive and consistent presentation for the final product. Active involvement supporting and strengthening marketing messaging when applicable.
- In addition to assisting with the art staffing efforts of teams, attract and route new talent to fill available positions. Attend, participate and promote the company at conferences, lectures, classes and portfolio reviews, attracting high caliber talents.
- Guide and mentor the concept art teams
- Cultivate client relationships through summits, discussions and frequent communication.
- Help identify and arbitrate conflicts or concerns to come to a viable solution for aspects such as scheduling, deliverables, expectations
- Help build a sense of community among the concept artists, art leads and other teams
- Support company and marketing group to exploit my name and reputation and create marketing opportunities in connection with personal awards, publicity and media exposure.

Visual Design Director **Stranglehold** (PC, Xbox, PS3)

2004 - 2007



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- Responsible for creating the artistic content and visual- look of the game and shepherding the visual content through the production pipeline. I supervised a team of 6 concept artists. I worked closely with a team of 20+ people including the design, art and cinematic team, their lead as well as the art director. My role was to ensure the consistency and quality of the visual content during the production process. This also includes approving the results during and until the process is completed. My responsibility also included storyboarding and directing the cut scenes, working closely with the UI team and providing visual advice to the marketing team.

Cyan Inc., Mead, WA

2001- 2004

Visual Design Director **URU: Ages beyond Myst** (PC), **URU: The Path of the Shell** (PC), **Myst 5** (PC, Mac)

- Responsible for creating and overseeing the artistic content and visual-look of the games. As the only concept artist at Cyan. I was responsible for creating every concept art piece including; sketches, color comps, elevations, maps, paintings, and often textures. Responsible for designing characters, creatures, vehicles and props as well as environments. I worked closely with an artistic team of seven people including the technical art director. This team was responsible for the modeling, texturing, lighting and animation process. I was responsible to oversee this team to ensure the consistency and quality of the contents during the production process. This also included approving the results during and until the process was completed. Being also part of the game design team I participated in the story development as well. Often my designs have shaped and sometimes reshaped the story.

Genesis Works, (Freelance)

2004

Concept Design, **Genesis** (PC)

- Created character and environment concept designs

Pandemic Studios, Westwood, CA (Freelance)

2001

Concept Design, **Star Wars** (PSX2)

- Created character concept designs

3DO, Redwood, CA (Freelance)

2001

Concept Design, **The Four Horsemen** (PSX2)

- Created environment concept designs

Vortex , Los Angeles, CA 1

1996-1997

Art Director, **Madeline's "The Puppet Show"**

Concept Design, *Madeline's Adventure in Europe*

- Created environment and character concept designs



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Little Gangster Entertainment, Los Angeles, CA

1993

Owner and Creative Director, *Alien vs Predator*, *Space Monkeys*, *Star Trek*

## CONCEPTUAL DESIGN: LIVE ACTION

Warner Brothers, *Ready Player One*, 2015  
Fox/TriXter Film, *Independence Day Resurgence*, 2015  
Columbia Pictures, *The Fifth Wave*, 2015  
Warner Brothers, *The Suicide Squad*, 2014-2015  
Studio 8, *Solutrean*, 2014  
Disney, *Tomorrowland*, 2013  
Sony Pictures, *The Avengers age of Ultron*, 2013  
Universal, *RIPD*, 2012  
Sony Pictures. *The Guardians of the Galaxy*, 2011-2012  
Warner Brothers, *300: Rise of an Empire*, 2011  
Lionsgate, *The Hunger Games*, 2011  
Warner Brothers, *Akira*, 2010 - 2011  
Radar pictures, *A Better World*, 2010  
Rhythm & Hues, *Three Wishes*, 2009  
Creek pictures, *The Guardian* 2009  
Disney, *Tron Legacy* 2008  
Universal Studios, *Barbarella* 2007  
Summit Entertainment, *Knowing* 2007  
Paramount, *Star Trek XI* 2007  
20<sup>th</sup> century fox, *I robot* 2004  
Lucas Films, *Star Wars, (Episode Three)* 2002  
DreamWorks, *The Time Machine* 2000  
Lucas Films, *Star Wars (Episode Two)* 1999  
Warner Brothers/Digital Domain, *Red Planet* 1999  
Disney/Hammerhead Prod., *House X* 1999  
David Kirschner Productions, *Outlander* 1999  
Universal Studios/Metrolight, *Dragonheart Two* 1999  
Newline Prod./VIFX, *The Astronaut's Wife* 1999  
Tatopoulos Design, *Battlefield Earth* 1998  
Universal Studios, *Virus* 1997  
Disney, *Flubber* 1996  
Sony/Gaumont, *The Fifth Element* 1993

## CONCEPTUAL DESIGN: 3D ANIMATION

DNA production, *The Ant Bully* 2004  
SD Entertainment, *Centipede* 2000



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Mainframe, **Gulliver's Travels** 1999-2000  
Industrial Light And Magic/Universal, **Frankenstein** 1998  
Dreamworks/Industrial Light and Magic, **XO** 1998

## CONCEPTUAL DESIGN: 2D ANIMATION

Disney, (direct video) **tinkerbell** 2003  
Universal, (TV series) **the mummy** 2001  
Saban, (TV series) **Cyber 9** 1999  
Fox Animation, (feature film) **Titan A.E.** 1997-1998  
Landmark, (TV series) **Skeleton Warriors** 1992  
Perfect World Entertainment, (feature Film) **Virtual Meltdown** 1997  
Where's Waldo Company, (direct video) **Where's Waldo #1, 2 & 3** 1997  
DIC, (TV series) **Swamp Thing** 1990  
DIC, (TV series) **The Real Ghostbuster** 1987  
DIC, (TV series) **Inspector Gadget** 1984  
DIC, (TV series) **Heathcliff** 1984

## CONCEPTUAL DESIGN: 3D MOTION RIDE

Mario Kamberg Design, **2010 World expo**, Chinese pavilion  
Universal/Metrolight, **Poseidon's Revenge** 1997  
Rhythm and Hues, **The Race for Atlantis** 1996  
Rhythm and Hues, **Star Trek: The Experience** 1996

## CONCEPTUAL DESIGN: THEME PARK

Disney Imagineering, **Hong Kong Disneyland, Pirates of the Caribbean** 2010-15  
Disney Imagineering, **Shanghai Disneyland, Pirates of the Caribbean** 2010-15  
Disney Imagineering, **Avatar** 2014-15  
Disney Imagineering, **Star Wars** 2009-13  
Mario Kamberg Designs, **Expo 2010 Shanghai China**, 2010  
Mario Kamberg Design, **Dubai Park** 2009  
Disney Imagineering, **Adventureland** 2009  
Paramount, **Tomb Raiders** 2000  
Paramount, **TV Land** 1999  
Paramount, **Nicktoon** 1999  
Paramount, **Volcano** 1998  
Mario Kamberg Design, **Leavesden** 1997  
Disneyland, **A Bug's Life** 1996  
Universal/Mario Kamberg Design, **Jurassic Park** 1991  
Landmark, **Caesar's Palace: The Magical Empire** 1990  
Landmark, **The Fantastic Puroland** 1989



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## STORYBOARD

Dreamworks, (feature film) **the time machine** 2000  
Warner Brothers, **Zeta** (animated TV series) 2000  
SD Entertainment (3D animation), **Noddy** 2000  
Jumbo Pictures, (animated TV series) **P B & J** 1998 & 1999  
Jumbo Pictures, (animated TV series) **Doug** 1998  
Columbia Tristar, (animated TV series) **Dragon's Tales** 1998  
Fox Animation (animated feature film) **Titan A.E.** 1997  
MGM Animation, (animated TV series) **Robocop** 1997  
Warner Brothers/Little Gangster (animated TV series) **Calamity Jane** 1997  
Warner Brothers, (feature film) **Sphere** 1996  
Marvel, (animated TV series) **Spiderman** 1995  
Film Roman, (animated TV series) **Mighty Max** 1994

## DIRECTOR

Where's Waldo Company (direct video) **Where's Waldo #1, 2, & 3** 1997  
Gangster Entertainment, (animated TV series) **The Busy World of Richard Scarry**  
1992 & 1993  
Story Entertainment, (animated TV series) **T Rex**, and **King Arthur** 1992  
DIC, (animated TV series) **Where's Waldo** 1991-1992  
Saban, (animated TV series) **Video Power** and **The Little Mermaid** 1990-1991  
DIC/France Animation/Cinar Canada, (five 1/2 hour musical animated TV specials)  
**Madeline** 1989-1991  
DIC, (animated TV series) **Dennis The Menace** and **Dinosaucers** 1987-1988

## PUBLISHING

Over 150 book covers published since 2001 for such publishers including:  
Tor Books, Penguins, Simon and Schuster, Pyr, Random House, Daw Books and Baen

## COMIC STRIP DESIGN

**Where's Waldo**, Worldwide Syndicated Sunday Strip 1994-1997

## AWARDS

### 2014

- Grand Prize Winner IBA Infected by Art
- Digital/Photoshop Winner IBA Infected by Art



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## 2012

- Voted one of the Top 50 Most Inspirational Artists by Imagine FX Magazine.

## 2010

- Bookgasm Best Cover Artist
- The Ennie Award for Best Art Cover
- The Expose 8 Master Award for Science Fiction
- The Expose 8 Excellence Award for Science Fiction
- The Expose 8 Excellence Award for Futurescapes
- The Expose 8 Excellence Award for Transport

## 2009

- Boskone, Best in Show

## 2008

- The Hugo Award for Best Professional Artist
- The Spectrum Silver Award for Book Cover
- The Expose 6 Excellence Award for Futurescapes
- The Expose 6 Excellence Award for Conflict
- The Expose 6 Excellence Award for Environment
- The Expos 6 Excellence Award for Fantasy
- The Expos 6 Master Awards for Science Fiction

## 2007

- The Chesley Award for Best Book Cover
- The Expose 5 Excellence Award for Action
- The Expose 5 Excellence Award for Science Fiction

## 2006

- The Chesley Award for Best Book Cover
- The Expose 4 Grand Master Award
- The Expose 4 Excellence Award for Cityscapes
- The Into the Pixel Award E3

## 2005

- The Expose 3 Master Award for character in Action
- The Expose 3 Excellence Award for Transport
- The Expose 3 Excellence Award for Transport
- The Expose 3 Excellence Award for Transport
- The Expose 3 Excellence Award for Cityscapes
- The Expose 3 Excellence Award for Cityscapes
- Into the Pixel Award E3



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## 2004

- The Exposé 2 Master Awards for Environment
- The Exposé 2 Master Awards for Transport
- The Exposé 2 Excellence Award for Character in Action
- The BSFA Award for Best book Cover
- The Seattle Show Award
- The Spectrum Gold Award for Best Comic Book Cover

## 2001

- The Thea Award for Best Attraction

## 1989-2000

- *Madeline* (the five animated specials); Winner of: The Children's Hall of Fame Award, The Humanitas Award, The Parent's Choice Award, The ACT Award and Nominated for an Emmy Award
- The Spectrum Silver Award for Editorial.

## LECTURES

- *Accademia Nemo, Italy*
- *GDC, San Jose*
- *MIG, Montreal*
- *The Gnomon School, Los Angeles*
- *Industry Giants, Dallas*

## INTERVIEWS

### TV

*Attack of the show,*

### Radio

*Sidebar*

### Magazines

*CG Magazine, 1 Up, SF Revu, CG Society, CG Networks, Starlog, the Union, Gamasutra, FX magazine, Locus, Uncle Jam, Le Journal de Quebec, Le Soleil*

## WORKSHOPS





# STEPHAN MARTINIÈRE

- Behind the Iron Curtain, Romania
- The Concept Art Academy, Los Angeles
- Master Class Game Connection, Paris

## EDUCATION

1983-1984 **Animation School** (Chambre De Commerce les gobelins). Paris, France

1979-1983 **Superior School of Art ( Duperre)** Paris, France. B.A. with Honors in Graphic Art.