

# Thomas Kayser

VFX ARTIST

## PROFILE

I have now 25 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 as well as screen graphics design and motion graphics.

## EXPERIENCE

CONCEPT ARTIST, DMP, SCANLINE VFX MONTREAL  
Montreal 2020-2024

Avatar: The Last Airbender

Accomplishments:

DMP work  
Asset Design

The Three Body problem  
Concept, DMP work

Star Wars: Andor  
DMP work

Moonfall  
DMP work

SENIOR MATTE PAINTER, FRAMESTORE  
Montreal - 2018-2020

The Midnight Sky

Jingle Jangle

His Dark Materials S1

The Aeronauts

Accomplishments:  
Design, Concept art  
DMP work

## CONTACT

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## Skills

Nuke  
Photoshop  
Maya  
Adobe Suite  
Vue  
Terragen  
Traditional Art  
Painting  
Photography

## Languages

English  
German

SENIOR MATTE PAINTER, METHOD STUDIOS  
Vancouver — 2017-2018

Black Panther

Guardians Of The Galaxy 2

Accomplishments:

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

SENIOR MATTE PAINTER, DOUBLE NEGATIVE  
Vancouver — 2016-2017

Annihilation

Bladerunner

Accomplishments:

Set extension/enhancement, 2.5D projections.

SENIOR MATTE PAINTER, MPC  
Vancouver — 2015-2016

Sully

Ghostbusters

The Finest Hours

Batman vs Superman

Spectre

Mockingjay

Monstertrucks

Accomplishments:

Set extensions, traditional DMP work, 3D projections.

SENIOR MATTE PAINTER, DOUBLE NEGATIVE  
London - 2014

Exodus: Gods and Kings

Accomplishments:  
2D matte painting and 3D projections

SENIOR MATTE PAINTER, METHOD STUDIOS  
Sydney - 2014

Mad Max: Fury Road

SCREEN GFX/MATTE PAINTER  
Sydney - 2013

Infini

Accomplishments:  
DMP for live projection  
Screen graphics for interactive live projection.

MATTE PAINTER/CONCEPT ARTIST, uFX  
London - 2012

The Adventurer - The Curse of the Midas Box

Accomplishments:  
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

VFX SUPERVISOR/DESIGN DIRECTOR/MATTE PAINTER/  
CONCEPT ARTIST, TheLab Sydney  
Sydney 2002 - 2010

Rescue Special Ops (TV series)

South Solitary (2010)

Dying Breed (2008)

Secrets of the Forbidden City (documentary 2008)

Floating Brothel (documentary 2006)

Sea Patrol (TV series)

Man Thing (2004)

Out There (TV series)

Commercials

Accomplishments:

Concept design

VFX supervision on-set and post production

Matte painting,

Motion graphics design and execution

VFX SUPERVISOR/ART DIRECTOR/DESIGNER, Animal Logic  
1996 - 2002

Garage Days (2002)

VFX Supervisor

Mr. Accident (2002)

VFX Supervisor

Crash Palace (TV 2001)

Title Design

Farscape Series 2 (TV 2000-2001)

VFX Supervisor

The Matrix (1999)

Motion graphics design for live projection and execution for the Matrix,

## 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