Michael Morris

3D VISUALIZATION SPECIALIST

Morris FX

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Summary

I am a passionate, Emmy nominated 3D Designer with a leadership and creative background in Visual Effects, Motion Graphics, and Product Visualization. I am obsessed with creative design and constantly explore new techniques to engage with consumers and viewers.

Experience

American Honda Motor Co Inc. | Technical Illustrator (Contractor)   **11/2024 – Present**

Develop 3D animations, 3D renders, graphics and still images for technical training modules.

adidas | Senior 3D Artist (Contractor)   **10/2023 – 7/2024**

Delivered detailed 3D models for 3D print, rapid prototyping, and 3D Rendering.

Provided 3D pipeline consultation and development.

Led on site 3D Design and Visualization support for Fear of God partner sessions.

First Frame Digital | Founder, Freelance Senior 3D Artist   **02/2023 - Present**

Deliver 3D Models, Animations, and 3D Renders for Product, Visual Effects, and Aerospace.

Proudly serving clients across a range of industries including Blue Origin, adidas, Highbar, and Studson.

Vans | Head of 3D Design, Senior 3D Designer, 3D Designer   **03/2017 – 02/2023**

Established Global 3D Apparel team supporting 3D across the entire brand.

Collaborated with key partners in the brand to determine 3D needs.

Developed 3D Roadmap and multiyear Digital Product Creation strategy.

Established relationships cross functionally throughout the entire company.

Hired and lead a team of creatives, delegated responsibilities, and established delivery schedules.

Created a digital sample platform eliminating dependency on physical samples.

Standardized the Digital Asset Pipeline to rapidly generate 3D assets.

Provided and documented training to multiple Design teams throughout the VF organization.

Built an intuitive 3D visualization system and asset library that required no 3D experience.

Provided Marketing with on-site VFX supervision and 3D Visual Effects.

CBS Television Studios | Modeling TD, 3D Artist   **03/2012 – 03/2017**

Responsible for producing photo real 3D environments, props, vehicles, and characters.

Collaborated with a pipeline innovation team to develop a new system to capture and reproduce props and environments utilizing 3D scanning and Photogrammetry.

Software

Maya, Zbrush, CLO3D, Marverlous Designer, Adobe Substance Suite, Adobe CC, Keyshot, Vray, VRED, Unreal, Twin Motion, Geomagic, Faro Scene

Awards

43rd Annual Daytime Emmy Awards nominee "Outstanding Main Title and Graphic Design"
Vans 2020 "Give a Shit" Award