

## TyRuben Ellingson

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### EDUCATION

**Master of Fine Art**, Painting, 1988  
Southern Methodist University, Dallas, TX

**Master of Art**, Painting, 1982  
St. Cloud State University, St. Cloud, MN

**Bachelor of Elective Studies**, Major: Art, 1981  
St. Cloud State University, St. Cloud, MN

### TEACHING EXPERIENCE

Residency for Departments of Art and Theater, February 1999  
St. Cloud State University, St. Cloud, MN

Adjunct Faculty, 1993  
San Francisco State University, San Francisco, CA  
Course: Special Projects: Cinema

Adjunct Faculty, 1992  
San Francisco State University, San Francisco, CA  
Workshop: Art Direction/Production Design, Visual Effects Art Direction

Teaching Assistantship, 1981 - 1982  
St. Cloud State University, St. Cloud, MN  
Courses: Drawing I, Design I

### ENTERTAINMENT & DESIGN RELATED PROFESSIONAL EXPERIENCE

**Alieninsect.com**, Chandler, AZ  
Concept Designer/Visual Consultant, 1995 - Present  
Develop concept designs for feature films

**Sideshow Collectibles**, Thousand Oaks, CA  
Concept Development Consultant, 2012 - Present  
Assist in development of Intellectual Property

**Combustion Studios**, Novato, CA  
Co-founder/Creative Director, 1997-2000  
Provided design and project development of proprietary location-based entertainment ventures

**Industrial Light and Magic, a division of Lucasfilm**, San Rafael, CA  
Senior Visual Effects Art Director, 1989-1995  
Provided conceptual design and aesthetic guidance for visual effects

**Skywalker Development Company, a division of Lucasfilm**, Larkspur, CA  
Director of Design, 1988-1989  
Produced concept designs and illustrations for entertainment-centered real estate development packages

**E-Systems**, Garland, TX

Model Shop Manager, 1988

Established, operated, and supervised the model shop, which produced a range of design aids and detailed display models for inter-company and trade show usage

**Hudson-Harrell Scale Models**, Dallas, TX

Shop Supervisor, 1984-1988

Constructed detailed architectural and industrial models

**RTKL Associates, Architects**, Dallas, TX

Model Builder, 1983

Produced scale models for use as design aids and project marketing

## FILM CREDITS

Conceptual Designer, *Pacific Rim*, Dir. Guillermo del Toro, 2013

Concept Designer, *Elysium*, Dir. Neill Blomkamp, 2013

Conceptual Designer, *Priest*, Dir. Scott C. Stewart, 2011

Concept Designer, *Battle Los Angeles*, Dir. Jonathan Liebesman, 2010

Vehicle Designer, *AVATAR*, Dir. James Cameron, 2009

Concept Designer, *Surrogates*, Dir. J. Mostow, 2009

Concept Designer (un-credited), *Eagle Eye*, Dir. DJ Caruso, 2008

Concept Designer (un-credited), *Hellboy II: The Golden Army*, Dir. Guillermo del Toro, 2008

Executive Producer, Creature Designer, *Unearthed*, Dir. Matt Leutwyler, 2007

Concept Designer (un-credited), *Alien Planet* (TV), Dir. Pierre de Lespinois, 2005

Concept Designer, *Blade Trinity*, Dir. David Goyer, 2004

Concept Designer, *Hellboy*, Dir. Guillermo del Toro, 2004

Concept Designer (un-credited), *Van Helsing*, Dir. Stephen Sommers, 2004

Creature Designer, *Signs*, Dir. M. Night Shyamalan, 2002

Concept Designer, *Blade 2*, Dir. Guillermo del Toro, 2002

Creature Designer (un-credited), *Bless the Child*, Dir. Chuck Russell, 2000

Creature Designer, *Mimic*, Dir. Guillermo del Toro, 1997

Concept Designer, *Spawn*, Dir. Mark Dippe, 1997

Concept Designer (un-credited), *Men in Black*, Dir. Barry Sonnenfeld, 1997

Effects Art Director, *Star Wars* (Special Edition), Dir. George Lucas, 1997

Effects Art Director, *Twister* (ILM CGI test), 1996

Concept Designer, *Small Soldiers* (ILM CGI test), 1996

Effects Art Director, *Casper*, Dir. Brad Silberling, 1995

Effects Art Director, *Disclosure*, Dir. Barry Levinson, 1994  
Concept Designer (un-credited), *Wolf*, Dir. Mike Nichols, 1994  
Effects Art Director, *Flintstones*, Dir. Brian Levant, 1994  
Effects Art Director, *Jurassic Park*, Dir. Steven Spielberg, 1993  
Effects Art Director, *Rising Sun*, Dir. Philip Kaufman, 1993  
Effects Art Director, *Space Rangers* (TV), Dir. David Morris, 1993  
Concept Designer (un-credited), *Backdraft*, Dir. Ron Howard, 1991  
Concept Designer (un-credited), *Star Trek VI*, Dir. Nicholas Meyer, 1991

## COMMERCIALS

Concept Designer, *Hurricane Harry's*, Advent Entertainment, 1999  
Concept Designer, *Cybervator*, Egghead.com, 1999  
Concept Designer, *Rock & Roller Coaster*, Disneyworld, 1999  
Creature Designer, *Journey*, Coca Cola, 1999  
Effects Art Director, *Casper*, PepsiCo, 1995  
Concept Designer, *Darth Vader*, Eveready, 1994  
Associate Director, *Jurassic Trailer*, Universal Studios, 1992  
Effects Art Director, *20<sup>th</sup> Century Fox Theatrical Logo*, 20<sup>th</sup> Century Fox, 1992  
Concept Designer, *Tennis Balls*, Reebok, 1992  
Effects Art Director, *Stylin'*, Miller Brewing Co., 1992  
Effects Art Director, *Antaeus*, Chanel, 1992  
Concept Designer, *Elevator*, British Petroleum, 1992  
Concept Designer, *Power Source*, Intel, 1992  
Effects Art Director, *Talking Tennis Balls*, Reebok, 1991  
Effects Art Director, *Double Dip Crunch*, Kellogg's, 1991  
Concept Designer, *California Status*, CMAB, 1990  
Effects Art Director, *Who'll Stop the Rain*, Olympic Stain, 1990

## INDEPENDENT VIDEO & FILM

Co-Director, *Frankenstein*, 1993  
Director/Producer, *Morbid Self-Attention*, 1987

## MUSIC VIDEO

Director, "Architects," *Moth Macabre*, Interscope Records, 1993  
Director/Producer, "Spoon Bender," *Mood School*, Brain Pan Records, 1993

## COMMISSIONED DESIGNS

Ducati ST2 Motorcycle graphic, *Blade 2*, 2002

Millennium Reserve label, Cuvaion Winery, 1999

Maniac Mansion logo graphic, Lucasfilm Ltd., 1992

Original Lobby Installation, Industrial Light and Magic, a division of Lucasfilm, Ltd., 1991

## VIDEO GAME DESIGN

Vehicle Designer, *Avatar*, Ubisoft, 2009

Concept Development Consultant, Electronic Arts (preproduction), 2005

## THEME PARK/ATTRACTIONS

Concept Designer, *Phoenix*, Showscan, 1992

Production Designer, *Space Race*, Showscan, 1991

## LECTURES & SPEAKING ENGAGEMENTS

The VFX Show Podcast, Episode 156, "P. Jackson's King Kong," September 2012

The VFX Show Podcast, Episode 152, "The Dark Knight Rises," June 2012

The VFX Show Podcast, Episode 149, "Prometheus," June 2012

The VFX Show Podcast, Episode 146, "Alien and Aliens," May 2012

"Managing Dreams and Creativity in a Technological Industry," Trilogy STEM Club, Peoria, AZ, March 2012

The VFX Show Podcast, Episode 139, "The Tree of Life," December 2011

The VFX Show Podcast, Episode 136, "In Time/Gattaca," November 2011

The VFX Show Podcast, Episode 135, "The Thing," October 2011

"Art School to AVATAR," Fall Tech Forum, University of Advancing Technology, Tempe, AZ, October 2011

"Vehicle Designs of AVATAR," Phoenix ComiCon, Phoenix, AZ, May 2011

The VFX Show Podcast, Episode 117, "The Black Swan," February 2011

"Art School to AVATAR," St. Cloud State University, St. Cloud, MN, February 2011

"Personal Value and the Creative Process," Art Department, "2-D or not 2-D" Club, Arizona State University, Tempe, AZ, November 2010

"From Art School to AVATAR," Presentation with Yuri Bartoli, Sponsored by Edgen Films, Austin, TX, August 2010

"The Evolution of Cinematic Special Effects," *Talk of the Nation*, National Public Radio (NPR), December 2009

"Personal Value and the Creative Process," Department of Industrial Design, Arizona State University, Tempe, AZ, October 2008

"Proactive Concept Design: Looking In, to See Out," Gnomon School of Visual Effects, Hollywood, CA, June 2008

"The Future of Entertainment," Presentation with DJ Marini, North Bay Multimedia Association, San Rafael, CA, April 1999

"Creativity in the Coming Millennium," St. Cloud State University, St. Cloud, MN, February 1999

"Conceptual Design in Film," St. Cloud State University, St. Cloud, MN, October 1997

"To Create the Non-Existent," Guadalajara Museum of Arts, Guadalajara, Jalisco, Mexico, September 1995

"Designing the Future," Lecture with Ellen Poon, Stanford University, Palo Alto, CA, November 1995

Keynote for graduation ceremony, Expression College for Digital Arts, Emeryville, CA, May 1995

"The Art of Star Wars," The Center for the Arts, San Francisco, CA, 1995

"Ethics and Responsibility in Film Making," Dominican University of California, San Rafael, CA, 1994

"Design in Visions of the Future," Art Department, San Jose State University, San Jose, CA, 1993

"Conceptual Design Approaches in Visual Effects," Art Center College of Design, Pasadena, CA, 1993

"Independent Production House Panel," San Francisco State University, San Francisco, CA, 1993

"Computers and the Changing Role of Visual Effects Art Direction," San Francisco Society of Illustrators, San Francisco, CA, 1993

"The Visual Effects of Jurassic Park," St. Cloud State University, St. Cloud, MN, October 1993

Keynote for the International Council of Fine Art Deans Conference, San Francisco State University, San Francisco, CA, 1992

## ARTICLES & INTERVIEWS

Wood, Lorin. *Nuthin' But Mech*. Culver City: Design Studio Press, 2012. 116-119, 127.

Nazarro, Joe. "Battle: Los Angeles, Building a Better Alien." *Famous Monsters in Filmland*. (2011): 18-21.

Lesnick, Silas. *WonderCon Exclusive Interview: Scott Stewart Talks Priest*.

<http://www.shocktilyoudrop.com/news/18692-wondercon-exclusive-interview-scott-stewart-talks-priest> (April 2011).

Duncan, Jody. "Battle: Los Angeles, Aliens in the City of Angels." *Cinefex* 125 (April 2011).

Bitzan, Tara. "Summertime on Lake Irene." *Alexandria Echo Press*. July 2010, A8.

Duncan, Jody. "Avatar, The Seduction of Reality." *Cinefex* 120 (January 2010).

Duncan, Jody and Lisa Fitzpatrick. *The Making of Avatar*. New York: Abrams Books, 2010. 74-76, 106-107, 207, 258.

Shoemaker, Marsha. "Reel World Fantasy." *St. Cloud State University Outlook Magazine* (2010): 18-19.

Fitzpatrick, Lisa. *The Art of Avatar*. New York: Abrams Books, 2009. 12, 15, 22-23, 66, 84-85, 90-91, 105.

Ellingson, TyRuben. "Designing Killer Weapons." *Image FX* (2006): 86-89.

Ellingson, TyRuben. "Introduction" for Mike Mignola. *Hellboy 5: Right Hand of Doom*. Dark Horse Comics, 2004. 5-6.

Nazzaro, Joe. "Art of Darkness." *Starlog* 326 (2004): 70-73.

Duncan, Jody. "To Hell and Back." *Cinefex* 97 (April 2004): 59.

Kohman, Liz. "Gun Guy Makes Magic." *St. Cloud Times*, 2004, 1C.

Allie, Scott, Ed. *Hellboy: The Art of the Movie*. Milwaukie, OR: Dark Horse Books, 2004. 7, 20-22, 73, 104-105.

Mignola, Mike. *Hellboy: Weird Tales Volume 1*. Milwaukie: Dark Horse Books, 2003. 110.

Pierson, Michele. *Special Effects: Still in Search of Wonder*. New York: Columbia University Press, 2002. 97.

Worley, Rob. "Hellboy." Interview with *Comics2Film*.  
<http://www.comicbookresources.com/?page=article&id=14234> (October 2002).

Magid, Ron. "Stanley Kubrick's Lost Movie." *Entertainment Weekly* (1999): 39-41.

Stensland, Lucas. "Alumnus Specializes in Effects." *University Chronicle*, 1999, 1.

Weiners, Brad "The Anti-Mickey." *Wired Magazine* (1998): 39.

"TyRuben Ellingson." Interview with *ILMFan*.  
<http://ilmfan.com/articles/view/interview-with-tyruben-ellingson> (June 1998).

Nistler, Jeanine. "Art: The SCSU/West Coast Alumni Connection." *St. Cloud State University Outlook Magazine* (1997): 5.

Bergquist, Kris. "St. Cloud Man Goes Buggy for Mimic." *St. Cloud Times*, 1997, 8E.

Spelling, Ian and Dan Yakir. "Mimic: Inventing the Insects." *Starlog* 243 (1997): 36-39.

Fett, Carb. *Star Wars Official 20<sup>th</sup> Anniversary Commemorative Magazine* (1997): 40-41.

Bergquist, Kris. "St. Cloud Native Redraws History in Star Wars." *St. Cloud Times*, 1997, 10E-11E.

Titleman, Carol, Ed. *The Art of Star Wars: A New Hope*. New York: Ballantine Books, 1997. 178-189.

Vaz, Mark and P. R. Duignan. *Industrial Light + Magic: Into the Digital Realm*. New York: Ballantine Books, 1996. 219-220, 84-86, 287, 290-294.

Dyas, Guy. "ILM AD (Art Director)." *Designer's Workshop* (Japan) (1995): 132-135.

Dorantes, David. "Crear lo inexistente." *Sociedad Siglo 21 Guadalajara*, 1995. 3 Vida & Cultura.

Magid, Ron. "ILM Meets The Flintstones." *American Cinematographer* (1994): 62, 68-69.

Duncan, Jody. "Flintstones, The Making of a Rockbuster." *Cinefex* 58 (1994).

Bergquist, Kris. "Having a Special Effect." *St. Cloud Times*, 1993, 11D.

Weiners, Brad. "If We Build It, They Will Come." *The City: San Francisco's Magazine* (1992): 34-35.

Ertl, Jim. "Grids, Cubes Reflect Society's Direction in Artist's Work." *St. Cloud State University Chronicle*, 1982.

## **FINE ART EXHIBITIONS & AWARDS**

*"Quarry Bridge"*, Two-Man Show, Atwood Gallery, St. Cloud State University, St. Cloud, MN, March 31 – April 26, 2012

*"Textuality"*, Juried Exhibit of Works Incorporating Text, Manifest Gallery, Cincinnati, OH, March 9 – April 6, 2012

Qualifying Exhibition Master of Fine Arts, Meadows School of the Arts, Southern Methodist University, Dallas, TX, 1988

Southern Methodist University Juried Exhibition, Dallas, TX, 1987

La Grange National XI, Chattahoochee Valley Art Association, La Grange, GA, 1986

14<sup>th</sup> Annual National Juried Art Exhibition, Montana Institute of the Arts, Castle Gallery, Billings, MT, 1986

Southeastern Juried Exhibition, Fine Arts Museum of the South, Mobile, AL, 1986

Purchase Award, University of Minnesota, "Young Minnesota Artists: A Juried Competition", Minneapolis, MN, 1982

Two-Man Exhibition, 5<sup>th</sup> Avenue Gallery, St. Cloud, MN, 1982

One-Man Master of Arts Exhibition, Kiehle Visual Arts Center, St. Cloud State University, St. Cloud, MN, 1982

First Place Award, Five State Faculty/Senior Student Exhibition, Civic Fine Arts Center, Sioux Falls, SD, 1982

Mid-America Biennial, Owensboro Museum of Fine Arts, Owensboro, KY, 1982

Purchase Award, 44<sup>th</sup> Annual Fall Show, Sioux City Art Center, Sioux City, IA, 1982

Two-Man Exhibition, Kiehle Visual Arts Center, St. Cloud State University, St. Cloud, MN, 1981

Minnesota Art Student Invitational Traveling Exhibition, 1981

Art Scholarship for Artistic and Academic Achievement, St. Cloud State University, St. Cloud, MN, 1981

Scholarship Award, Student Art Show, St. Cloud State University, St. Cloud, MN, 1980

One-Man Show, Atwood Center, St. Cloud State University, St. Cloud, MN, 1980

Juried Student Art Show, Atwood Center, St. Cloud State University, St. Cloud, MN, 1980

Scholarship Award, Student Art Show, St. Cloud State University, St. Cloud, MN, 1979

Kiehle Visual Arts Center Drawing and Print Show, St. Cloud State University, St. Cloud, MN, 1974

## **PROFESSIONAL AFFILIATIONS**

Art Director's Guild: Local 800, Studio City, CA, Member since 2007

## REFERENCES

Mr. Matthew Robbins  
Film Director and Screenwriter  
P.O. Box 736  
Inverness, CA 94937  
415 669 1215 - tel.  
415 244 9239 - mob.  
matthew@januaryfilms.com

I met Matthew in 1991 when I held the post of Visual Effects Art Director at Lucasfilm's Industrial Light & Magic. In subsequent years, I worked with Matthew on television commercials and feature films and consider him an important professional mentor and counselor.

Mr. Stefan Dechant  
Art Director  
1745 Deerhill Trail  
Topanga, California 90290  
310 455 3082 - tel.  
310 344 4130 - mob.  
sdechant@mac.com

In 1992, Stefan interned in Lucasfilm's Industrial Light & Magic art department and as a Senior Art Director, I provided him with guidance and instruction. In the years since, we have remained in professional contact, and in 2008, worked together closely on James Cameron's *Avatar*.

Ms. Anita Mills  
Educator and Artist  
2916 Ericka Dr.  
Hillsborough, NC 27278  
919 245 3671 - tel.  
919 302 8897 - mob.  
anitamills@earthlink.net

From 1978-1981, Anita was one of my design and drawing instructors at St. Cloud State University, where I earned my Bachelors Degree. In the decades since, we have remained in professional contact.