

CREDITS

FEATURE FILM:

<i>My Mother's Curse</i>	DW Productions Nelson Coates, David Lazan	Set Design using AutoCAD
<i>Superhero</i> (2008)(Reshoots)	Super Films Bob Ziembicki, Doug Cumming	Set Design using AutoCAD
<i>The Polar Express</i> (2003)	Rick Carter	CAD Set Design for CGI sets
<i>I Spy</i> (2002) (Reshoots)	Marcia Hinds Bo Johnson	Set Design (Traditional pencil and CAD)
<i>Secret Disguise (American Pie 2)</i> (2001)	Universal Studios Richard Toyon/Kitty Bates	Set Design. (Traditional pencil and model making)
<i>The Last Castle</i> (2001)	DreamWorks Kirk Petrucci/Larry Hubbs	Model Making
<i>Collateral Damage</i> (2000)	Warner Brothers Philip Rosenberg/Marc Fisichella and model making)	Set Design. (Traditional pencil and model making)
<i>Shrek</i> (1997)	DreamWorks SKG: Animation Bill Perkins/James Hegedus	Set Design (CAD), Layout, study models.
<i>Batman and Robin</i> (1997)	Warner Brothers Barbara Ling/James Hegedus	Set Design (CAD)
<i>Contact</i> (1996)	Warner Brothers Ed Verreux/Larry Hubbs	Study model.
<i>Independence Day</i> (1995/6)	20th Century Fox Mike Joyce	Model Making, Dimensional Design.
<i>Batman Forever</i> (1995)	Warner Brothers Mike Joyce	Model Making, Dimensional Design.
<i>Outbreak</i> (1994)	Boss Film - David Jones	Set Design.
<i>Tall Tale</i> (1993)	Walt Disney Pictures Tim James	Prop Maker.
<i>Adams Family II</i> (1993)	Walt Disney Pictures Tim James	Prop Maker.

<i>Toys</i> (1992)	Walt Disney Pictures Tim James	Model Maker.
<i>Batman Returns</i> (1991)	Boss Film David Jones/Mike Joyce	Model Making, Dimensional Design.
<i>Honey, I Blew Up the Kid</i> (1991)	Walt Disney Pictures Tim James	Model Maker.
<i>Another 48 Hours</i> (1991)	Paramount Pictures	Electronics,
<i>Die Hard II</i> (1991)	20th Century Fox Alfred Di Sarro	Electronics, Special Effects
<i>The Doctor</i> (1990)	Touchstone Pictures	Sets.
<i>Solar Crisis</i> (1989-90)	Boss Film David M. Jones/Bill Klinger	Model Maker, Electrical.
<i>The Hunt for Red October</i> (1989)	Paramount Pictures Alfred Di Sarro	Electronics, Special Effects.
<i>Abyss</i> (1989)	Dream Quest	Model Standby.
<i>Batteries Not Included</i> (198?)	Universal Studios Tom Homshire	Electrical.
<i>Dragnet</i> (198?)	Universal Studios	Special Effects
<i>The Beast</i> (1987)	First Take	Prop Builder
<i>Child's Play</i> (1987)	First Take	Prop Builder
<i>Karate Kid II?</i> (1986)	First Take	Prop Builder
<i>Space Balls</i> (198?)	First Take	Prop Builder
<i>2010, Odyssey Two</i> (1984)	MGM Studios - Henry Millar	Electronics
<i>Red Dawn</i> (1983)	MGM Studios	Wired tanks.
<i>Baby</i> (1983)	Walt Disney Studios Ron Tantin	Dinosaur skins.
<i>Star Trek III - Search for Spock</i> (1983)	Paramount Studios Don Elliot	Prop Maker
<i>Splash</i> (1983)	Walt Disney Studios	Prop Maker.

	Bob Spetter	
<i>Beast Master</i> (1981)	Norman Griffan	Prop Maker.
<i>One from the Heart</i> (1981)	Zoetrope Studios Greg Jean	Model Maker, Dimensional Design.
<i>Body Heat</i> (1980)	The Ladd Company - Greg Jean	Miniature backing
<i>Roadie</i> (1980)	Jerry Allen Productions	Model Maker
<i>Cheach and Chong's Next Movie</i> (1979)	Universal Studios David Garber/Wayne Smith	Model Maker.
<i>Airport '79</i> (1979)	Universal Studios - Abe Milrad	Model Maker
<i>Buck Rogers in the 25th Century</i> (1979)	Universal Studios David Garber/Wayne Smith	Model Maker, Dimensional Design.

TELEVISION:

<i>The New Girl - Pilot</i> (2011)	20 th Century Fox Jeff Sage, Michael Budge	Set Design using AutoCAD
<i>Lie to Me - Season 3</i> (2010)	20 th Century Fox Victoria Paul, Robert Strohmaier	Set Design using AutoCAD
<i>Rizzoli & Isles - Season 1</i> (2010)	TNT - Horizon Scripted TV Stephan Marsh, Louise Dorton	Set Design using AutoCAD
<i>Rockford Files</i> (Remake- pilot) (2010)	Universal Studios Maxine Shepard, Michael Budge	Set Design using AutoCAD
<i>Justified - Season 1</i> (2009-10)	FX - Sony Michael Z. Hanan / Charlie Lagola / David Blass	Set Design using AutoCAD
<i>Southland - Season 2</i> (2009)	Warner Brothers Maxine Shepard, Michael Budge	Set Design using AutoCAD
<i>The End of Steve - Pilot</i> (2008)	ShowTime Michael Z. Hanan, Jay Vetter	Set Design using AutoCAD
Golden Oak Ranch Project (GORP) (Disney Ranch new back lot) (2008)	ABC Michael Z. Hanan, Jay Vetter, Dan Jennings	Set Design using AutoCAD
<i>Ghost Whisperer, Season 3</i>	ABC	Set Design using AutoCAD

and part of Season 4 (Ep. 401-408) (2007-8)	Mayling Cheng	
<i>Journeyman</i> - Pilot (2007)	Fox Mayling Cheng	Set Design using AutoCAD
<i>Sleeper Cell</i> - Season 2 (full season) (2006)	ShowTime Stephan Marsh, Randy Moore, T. K.	Set Design using AutoCAD
<i>invasion</i> - Season 1 (full season) (2005-6)	Warner Brothers Mayling Cheng	Set Design using AutoCAD
<i>Everyday Life</i> (2004) (Pilot)	Cabot McMillon - Universal	Set Design (CAD & models)
<i>ER</i> (2003)	Warner Brothers Eric Warren	Set Design (Traditional pencil) & Computer Graphics
<i>The Spaces</i> (2003)	Jim Dultz - Warner Brothers	Set Design (Traditional pencil)
<i>CSI (Crime Scene Investigators)</i> (2000-2002)	Richard Burg / Tim Eckel CBS	Design of new production offices & Set Design (Traditional pencil)
<i>Titus</i> (2001)	Fox / Steve Olson	Set Design (Traditional pencil) And Model Making
<i>Family First</i> (2000) Pilot (<i>That's My Bush</i>)	Tom Azzari Comedy Central	White House Sets (Pencil drafting)
<i>Dog Days</i> (2000)	Carsey-Werner Productions Garvin Eddy / Jerry Dunn	Set Design (CAD)
<i>X-Files</i> (1998)	20 th Century Fox / Corey Kaplan	Set Design (CAD)
<i>The Pretender</i> (1997)	MTM / Jay Vetter	Study model.
<i>The Pentagon Wars</i> (1997)	HBO / Vince Cresciman	Set Design (CAD)
<i>Cracker</i> (1997)	ABC; Jeffrey L. Goldstein	Set Design (CAD)
Various (including: <i>Home Improvement; Boy Meets World</i>) (1991-1994)	Walt Disney Studios Tim James	Prop Maker, Model Maker.
<i>Attack of the Fifty Foot Woman</i> (1993)	Fantasy II Mike Joyce	Model Maker, Live Action Standby.

<i>Buried Alive</i> (1989)	HBO - Bill Klinger	Special Effects
<i>Tales from the Crypt</i> (1989)	Boss Film David Jones	Model Maker, Dimensional Design.
<i>The Owl</i> (1988)	Warner Brothers	Special Effects
<i>Switched at Birth</i> (1988)	Lorimar	Special Effects
<i>Star Trek: (The Next Generation)</i> (1987)	Paramount Pictures Dick Brownfield	Electrical, Rigging.
Various (including: <i>Knight Rider; Air Wolf; Murder She Wrote; Amazing Stories</i>) (1984-1989)	Universal Studios Tom Homshire/Jim Creason	Props, Electronics.
Various (including: <i>Cheers; Happy Days</i>) (1983-1991)	Paramount Studios Don Elliot/Brian Tipten	Props, Special Effects.
Various (including: <i>Max Headroom, Valerie; Perfect Strangers; Dallas</i>) (1987)	Lorimar Studios Tim Smyth	Props, Special Effects
<i>Buck Rogers in the 25th Century</i> (1979-1980)	Universal Studios David Garber/Wayne Smith Peter Anderson/David M. Jones	Model Maker, Props, Dimensional Design.
<i>Battlestar Galactica</i> (1979-80)	Universal Studios David Garber/Wayne Smith	Model Maker, Props.

COMMERCIALS:

Acura (1992)	Boss Film	Props
Anderson Group (1988)	Boss Film	Dimensional Design.
Isuzu (1988)	Fantasy II	Dimensional Design.
McDonalds (1987)	First Take	Prop Builder
Playtex (1983)	Coast Special Effects	Miniatures.
Tomy Toys (1981)	Team Productions	Dimensional Design.
Jovan Dial-A-Tan. (1981)	Precision Film Group	Prop.
Sasson Jeans (1981)	Precision Film Group	3-D logo.

Flying Tigers	Norman Griffan	Oversize watches
Pacific Northwest Yellow Pages	Norman Griffan	Oversize props

OTHER FILM AND VIDEO:

<i>Dinner With Kip</i> (2002) (short film)	Chris Schwartz	Art Director, Set Decorator
<i>House Beautiful/Art Director Guild: Hollywood Bungalow Project</i> (2000)	Bill Durell, Bill Creber Cynthia Charette	Set Design (Pencil)
<i>Gabrielle</i> (2000)	UCS Student Film Stephanie L. Jones	Production Designer, entire Art and Construction Departments
<i>The Continuing Adventures of Kid Dynamo</i> (short film) 1999	Chris Schwartz	Art Director, Set Decorator, Special Effects
<i>Freak Boy</i> (1999)	UCS Student Film Amro Hamzawi	Production Design, Set Decorator, Set Design, Graphics
<i>Absolut Versace</i> (1996) (for 4-97 Vogue Magazine)	L'Wren Scott	CAD Set Design.
Video game (1994)	Stargames	Model Making
<i>Lucky Goldstar</i> (1992) (Simulator ride)	Boss Film David M. Jones	Drafting and managed laser cutting. Model making.
<i>Horizons-Choose Your Tomorrow (EPCOT)</i> (1982-1983)	Walt Disney Productions David M. Jones	Model Making.
<i>High Frontier</i> (1982)	Metavision	Model Maker.

NON FILM:

Design House 2004	IDS Tri-Valley Chapter	Drafting, rendering
Various Interior Design Projects (2003)	Jennifer Herwit	Drafting.
Various Interior Design Projects (2003)	Nicole Sica	Drafting.

Trade Show Display (2003)	Sexy Hair Concepts	Design, drafting, renderings
Star Trek-like Desk (2003)	David Gotlib	Design desk for Star Trek fan
P. B. X. Board (2003)	John Arnold	Redraw in CAD, from old pencil.
<i>Borg Encounter</i> (Bremen Space Park) (2002)	Peter Clemens/Jeff Goldstein Paramount Studios	AutoCAD drafting.
Casella Home (2002)		CAD Drafting for patio.
Pole Home (2002)		CAD Drafting for remodel
Various Architectural Projects (2001)	TDM Architects	AutoCAD drafting.
Various for Nancy Lerner Interior Design	Nancy Lerner	Drafting, traditional and CAD.
<i>Assistance League of Southern California Design House</i> (2000)	Peggy McClellan	Study model and drafting.
Custom Convention Booths (2000)	West Coast Displays	Drafting, CAD and pencil.
Various Live Theater Buildings: New and remodel. (1998-1999)	R. F. McCann & Co. Theatre	Design, drafting (CAD), Architects; Pasadena, Ca. computer renderings, Photoshop.
<i>Indiana Boomtown Casino</i> (1995)	Jerry Allen Productions	Dimensional Design.
<i>City of the Future 2010 - Gas Science Center</i> (1991)	Jerry Allen Productions	Model for Museum
Various amusement facilities (1990)	Walt Disney Imagineering Bill Vanek	Dimensional Design.
<i>Mini Plants</i> (1990)	Landmark Entertainment Group	Design and build animated displays.
Various aerospace (1982-1990)	Tom Taylor	Model Maker.
Various (1981-1993)	Design Models Inc.	Architectural and Industrial models.

Transformer Toy Prototypes (19??)	Mike & Scott	Model making.
Universal Studio Tours, Florida (1982 and 1988)	Design Models Inc.	Architectural models of two versions.
Various amusement facilities (1988)	Design and models. John De Cuir Jr.	Cinimatix
Universal Studio Tours, Florida (1987)	Universal Studio. Tom Homshire	Architectural models.
American Motors (198-)	Brubaker Group	Auto interior.
<i>Communicore</i> (EPCOT) (1982)	Brubaker Group	Model Maker.
Exxon/Esso Gas Station (1980)	Brubaker Group	Model Maker.

Also: numerous kits for collectors.

PERSONAL:

<i>Kaland</i> Theme Park. (1980-present)	1/1000 scale 60" x 60"	Design and model.
<i>Luna One</i> Lunar city. (1980-present)	1/1000 scale 30" x 60"	Design and model.
<i>Deep Sea 6</i> undersea city-seascape (1987)	1/1000 scale 48" x 100"	Design and model.
<i>Neptune's Kingdom</i> Amusement Park. (1975-1976)	1/1200 scale 12" x 18"	Design and model.

Also: numerous dioramas; several planets and moons; numerous spaceships; and home furniture.