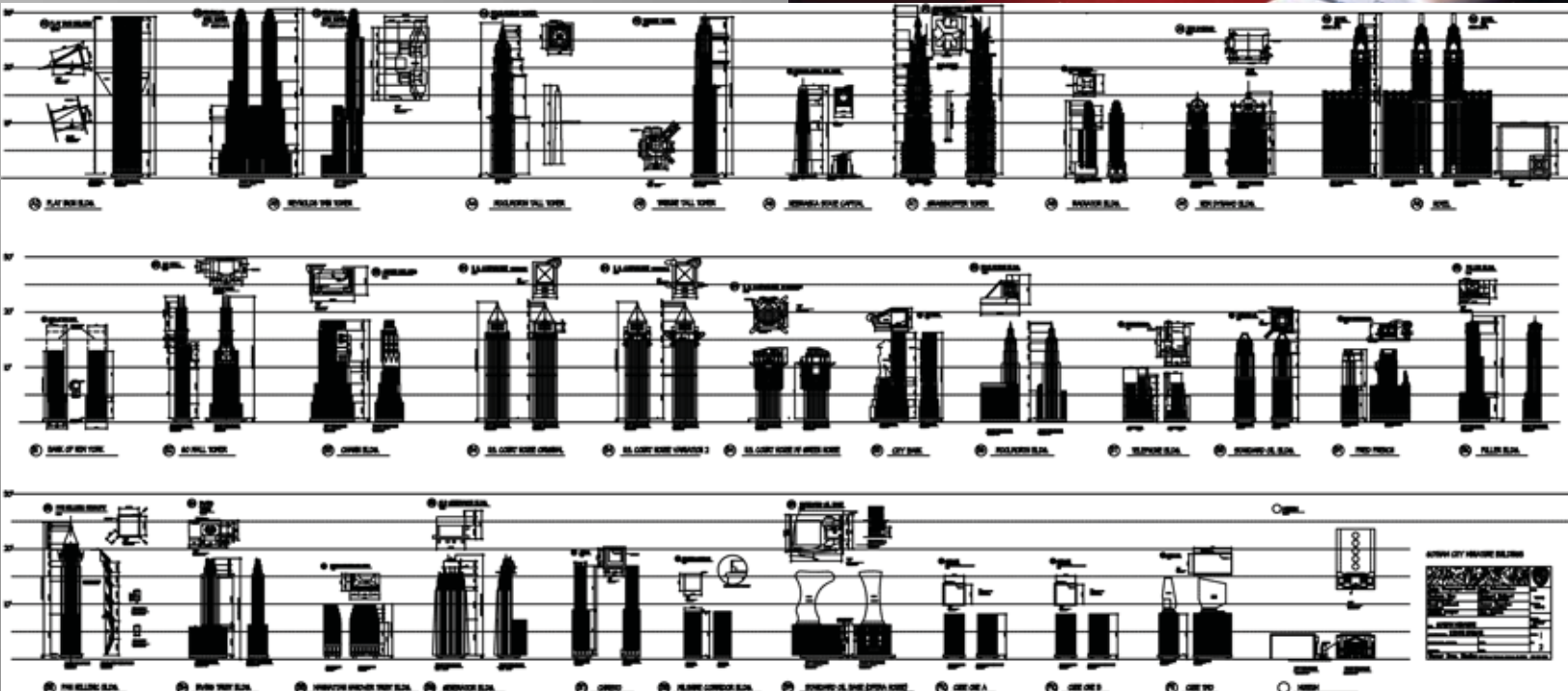


# Kenneth A. Larson - Senior Set Designer



I started as a Computer Specialist Set Designer in 1996 working as a Visual Effects Set Designer on *Batman and Robin* (below). But this was not my beginning. I had long been a Visual Effects Model Maker and Prop Maker on productions such as *Buck Rogers* (above) and *Star Trek* (right).



This is one of four wall hanging charts in which I drew every model in scale to aid in shot design.

Senior Set Designer  
Computer Specialist  
Member IATSE Local 800  
Member Visual Effects Society  
818-368-9388  
818-360-4050  
k-larson@att.net  
www.setdesigner.biz  
www.kesigndesign.com



I am most proud of my work on *Shrek*

AutoCAD since 1991

# Theme Park Dimensional Design (Model Making)



Cinematix



Universal Studios Tour, Florida

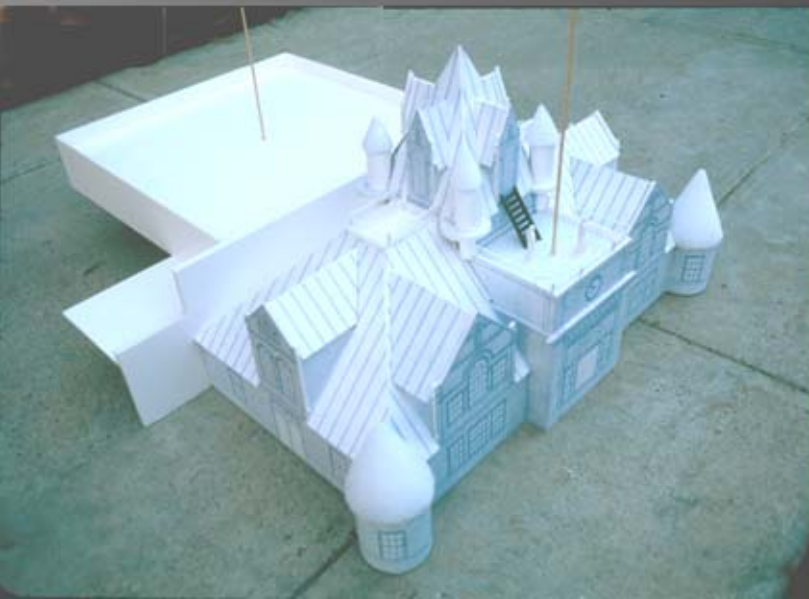
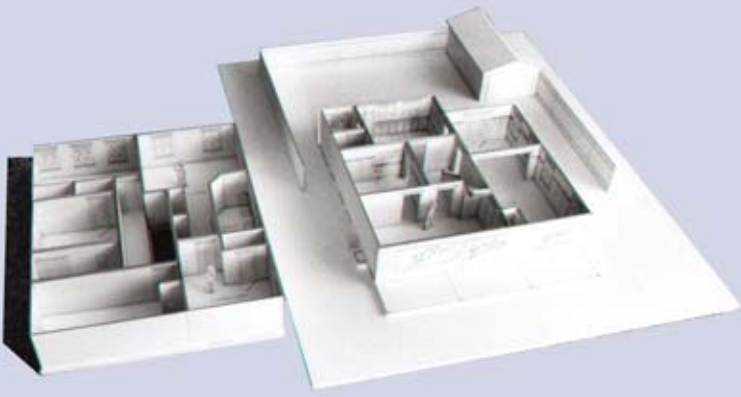


Disney Studio Tour, Tokyo

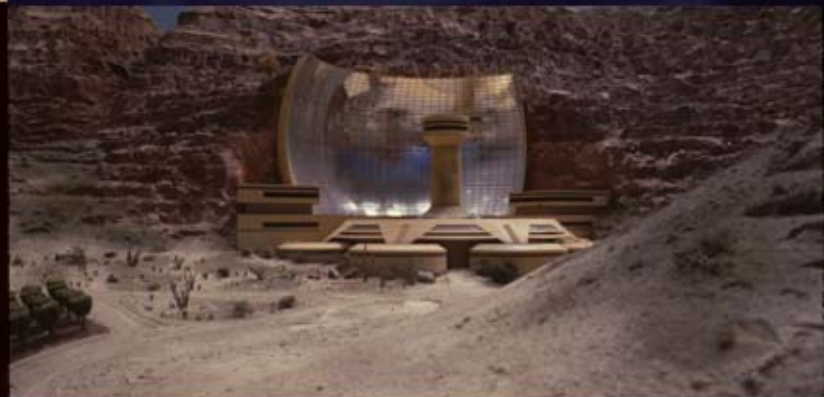


Indiana Boomtown Casino

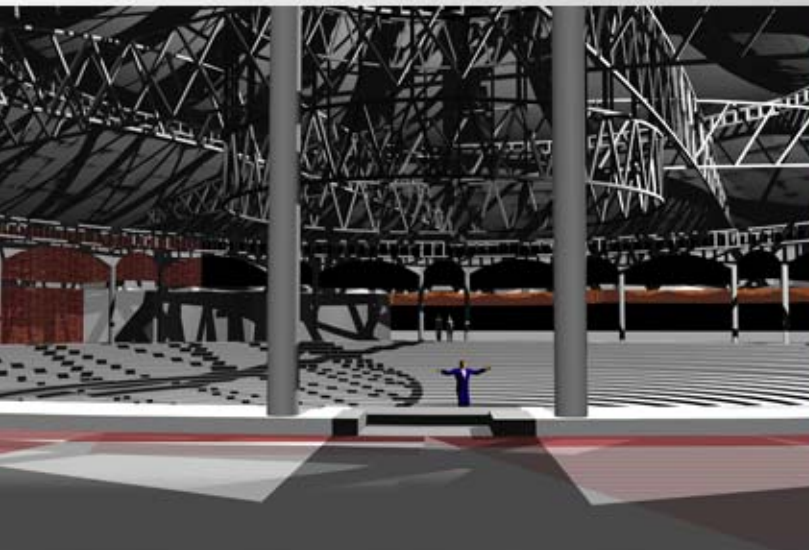
# Set Design Model Making



# Visual Effects Model Maker



# Working for R. F. McCann Theatre Architect, Pasadena



Sacramento Light Opera Association (SLOA)



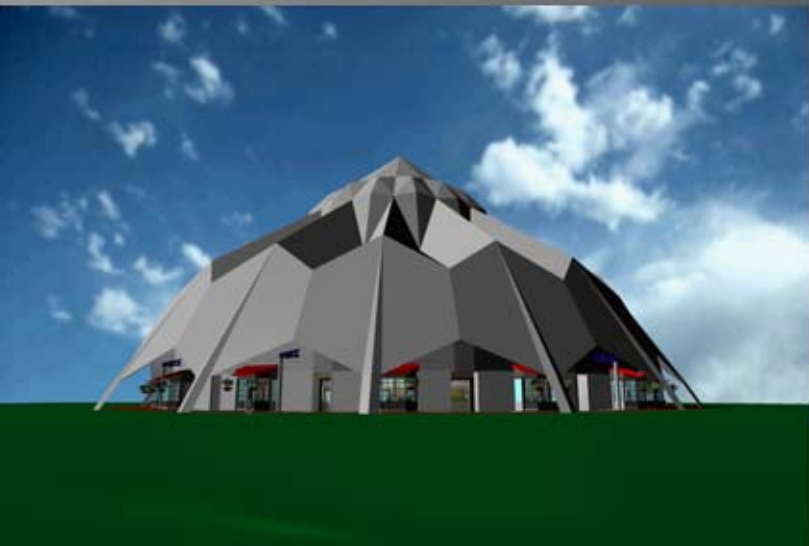
Sacramento Theatre Company (STC)



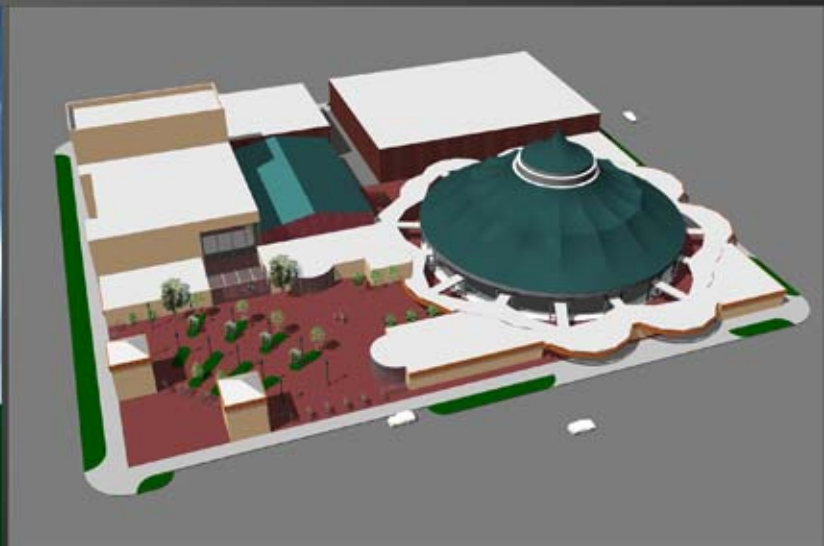
Presentation of SLOA



SLOA tent in evening



SLOA tent variation study

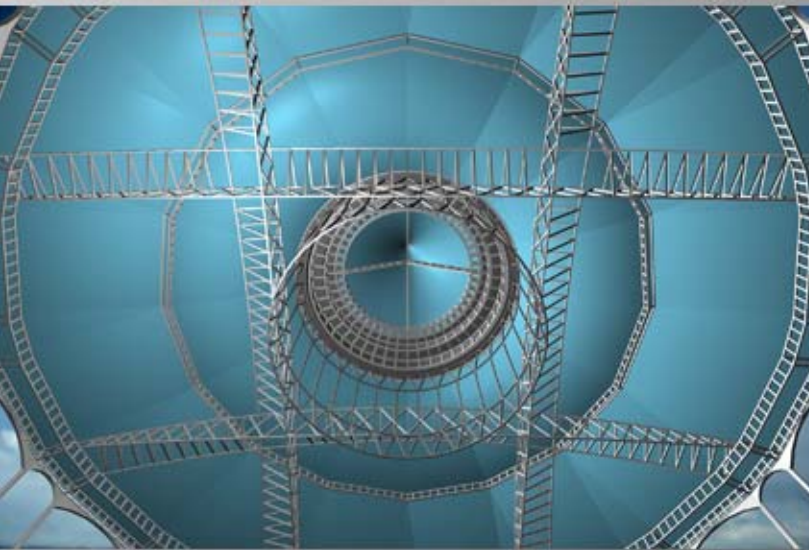


SLOA - STC site

# Working for R. F. McCann Theatre Architect, Pasadena

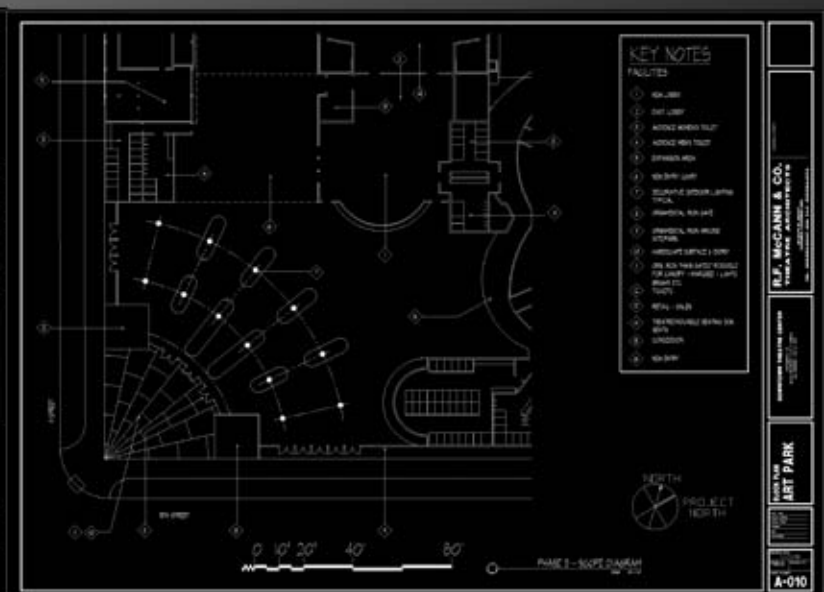
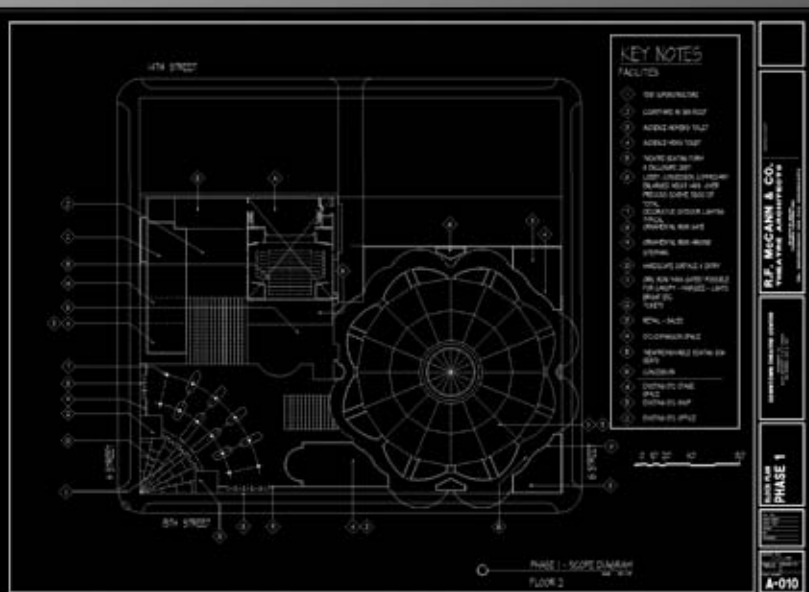


Sacramento Light Opera Association and Sacramento Theatre Company, joint entrance



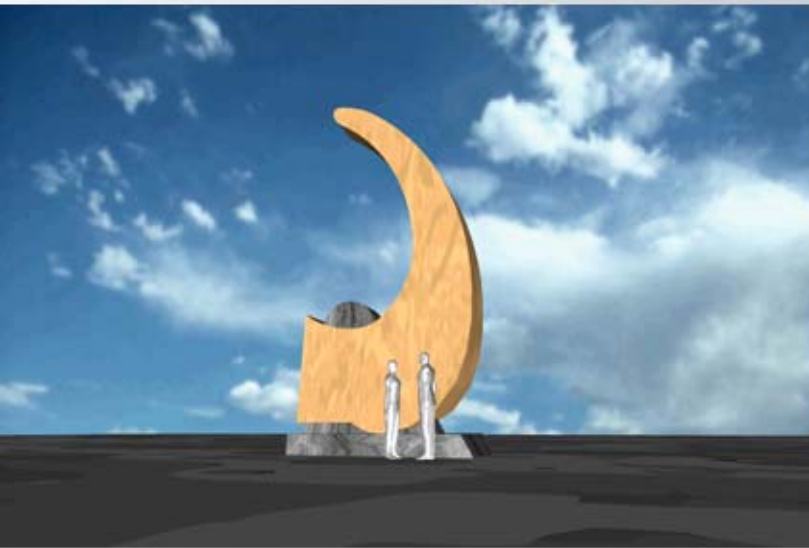
Looking up at the SLOA permanent tent

SLOA Tent in evening



SLOA - STC presentation drawings

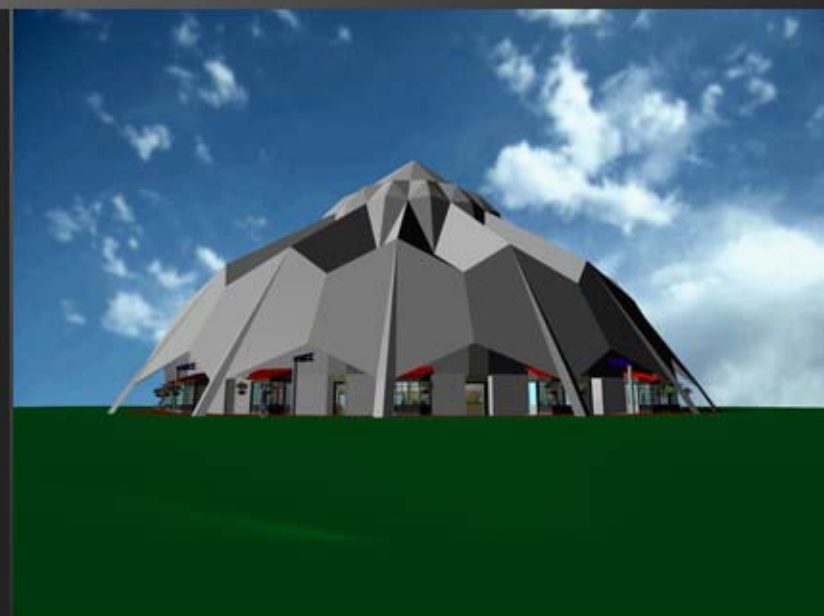
# Working for R. F. McCann Theatre Architect, Pasadena



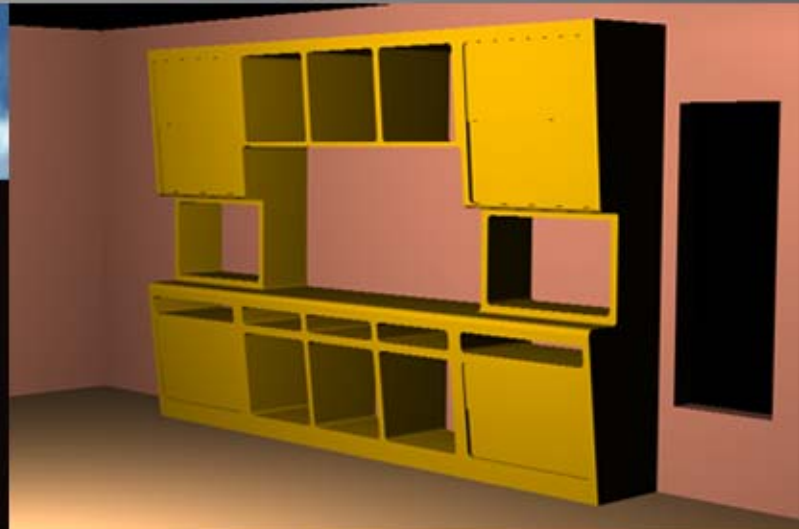
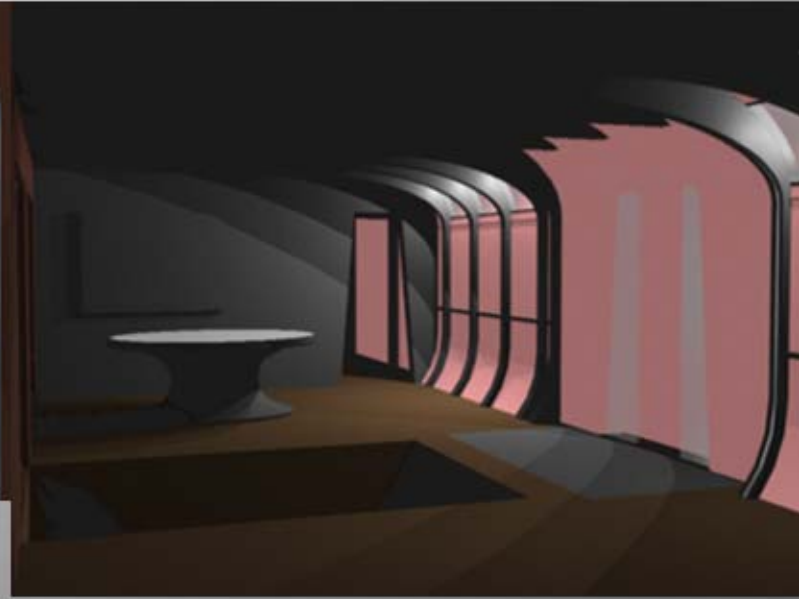
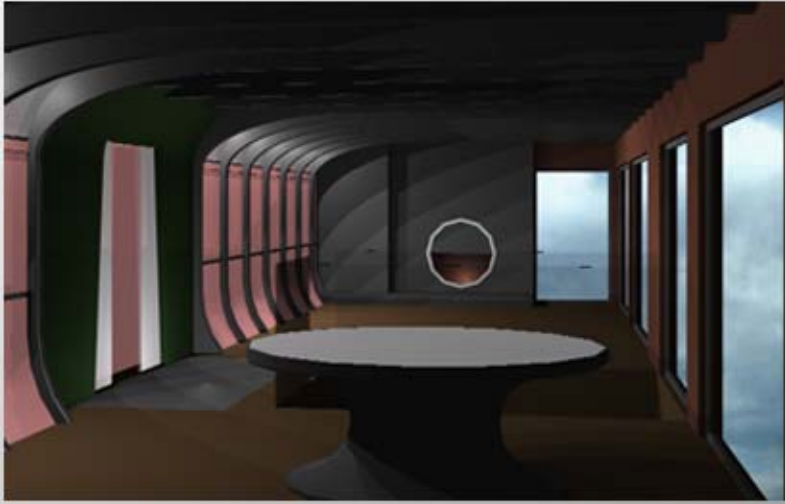
Sacramento Light Opera Association additional renderings



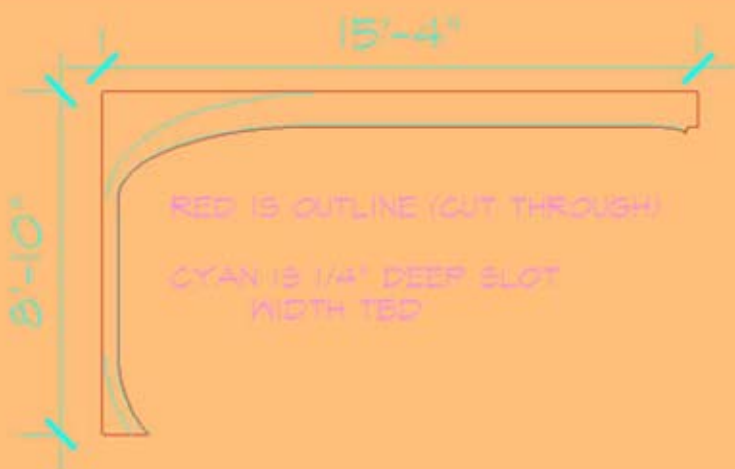
Sacramento Light Opera Association shape and color studies



# Rory Ward Star Trek-like Home, San Rafael, California



## DINING ROOM TABLE



Arches were cut with a CNC machine.

**SHAPE STUDY**  
Design by Kenneth A. Larson

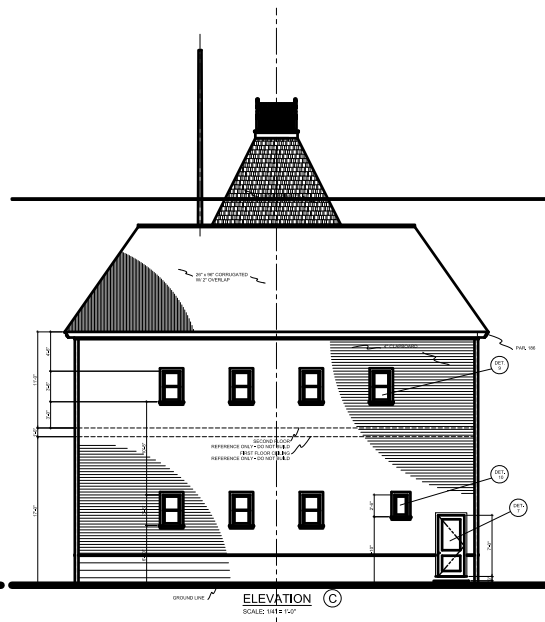
# Atlantis Two - a SketchUp Project



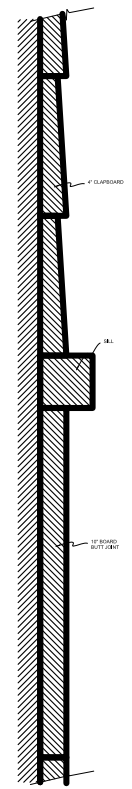
Everything that I had been asked to do on the job was simple and not impressive. I wanted to push my envelope, practice some complex model making, and demonstrate that I can do a more complex project if asked. I designed this project to challenge myself. It is mostly made of curves, ellipses, and cones. There are few straight lines or vertical walls. I made all of the components, from watercraft to aircraft, from people to plants, from buildings to details. I came away feeling confident in my SketchUp model making skills.



Alaska State Library - Historical Collections

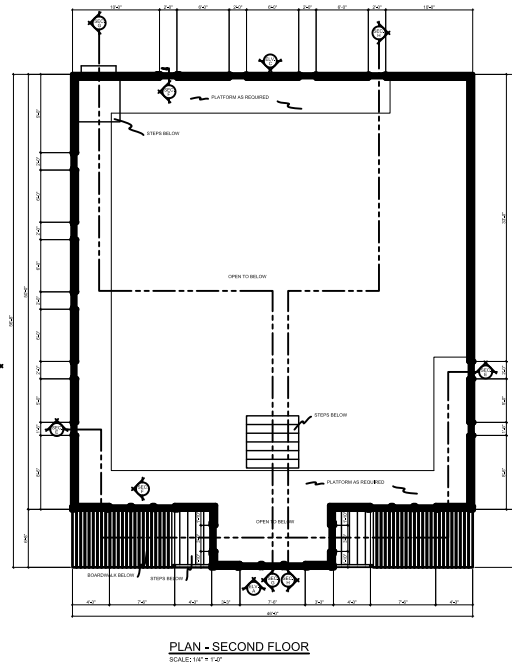
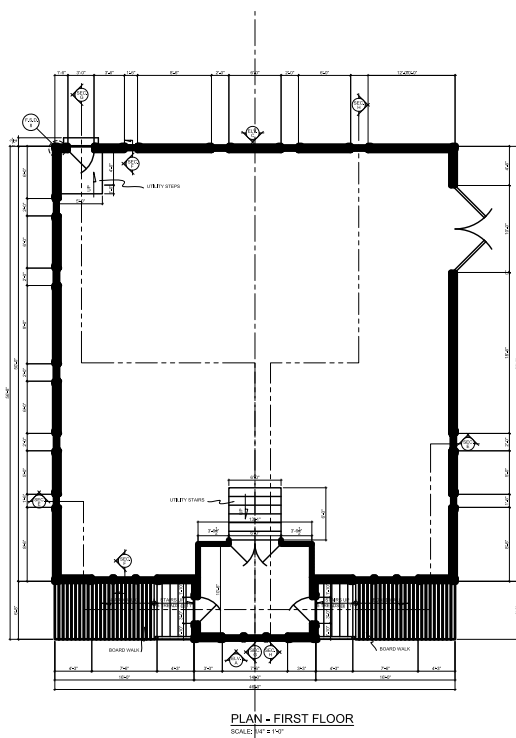


FULL SIZE DETAIL 16

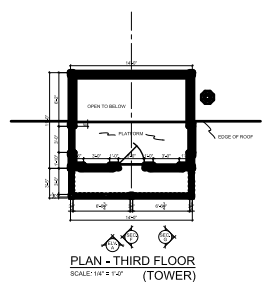


## EAGLE HALL - BUILDING #14

<b>RACE TO SAVE NOME</b> DESIGN: FREELBY & ASSOCIATES NELSON COATES PHOTOGRAPHY SCALE: 1/4" = 1'-0"	
<b>APPROVALS</b> DESIGNER: FREELBY & ASSOCIATES CHECKED: KENNETH A. LARSON DATE: 10-20-12	<b>PROJECT</b> SET NAME: NOME 1917 DRAWING: BUILDING 14 EAGLE HALL DRAWING: ELEVATIONS A, B, C SCALE: 1/4" = 1'-0" SHEET: 2 DATE: 10-20-12



SCHEDULES	
ITEMS	QUANTITY
WINDOWS	
DET. 3: 30W x 72H DOUBLE HUNG	2
DET. 4: 30W x 72H COMBINATION	5
DET. 5: 30W x 72H COMBINATION TOP	1
DET. 9: 30W x 42H DOUBLE HUNG	17
DET. 10: 18W x 30H DOUBLE HUNG	9
DET. 11/12: 30W x 72H DOUBLE HUNG	4
DOORS	
TYPE 4: FINISH EXTERIOR ONLY	1
TYPE 4: W/ TRANSOM, FINISH EXTERIOR ONLY	2
DETAIL 13 DOOR W/ TRANSOM	2
UTILITY DOOR: 10'-0" x 10'-0" DOUBLE BAWN DOORS	1
MOLDINGS	
PARAMOUNT 183	
PARAMOUNT 186	
PARAMOUNT 30	
PARAMOUNT PH-102	
PARAMOUNT PH-103-104	
PARAMOUNT PH-104	
PARAMOUNT PH-105-106	
CLASSIC MOLDING 6-9	



## EAGLE HALL - BUILDING #14

<b>RACE TO SAVE NOME</b> DESIGN: FREELBY & ASSOCIATES NELSON COATES PHOTOGRAPHY SCALE: 1/4" = 1'-0"	
<b>APPROVALS</b> DESIGNER: FREELBY & ASSOCIATES CHECKED: KENNETH A. LARSON DATE: 10-20-12	<b>PROJECT</b> SET NAME: NOME 1917 DRAWING: BUILDING 14 EAGLE HALL DRAWING: PLAN FLOOR 1, 2 & 3 SCALE: 1/4" = 1'-0" SHEET: 3 DATE: 10-20-12