

# Lawrence Marvit

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Lawrence Marvit is an Eisner-nominated writer and artist who has designed for animated films, television, games, theater, and comics for such clients as Warner Bros., Universal Studios, Cartoon Network, Nickelodeon, Sony, Disney TV, Wild Brain, S.L.G. Publishing, Oni Press, and Pixar.

## ANIMATION EXPERIENCE

### Cartoon Network

- Development Artist on *Fosters Home for Imaginary Friends*, television series
- Art Director on *Ferret and Parrot*

### Pixar

- Development Artist for untitled animated feature to be directed by Jan Pinkava
- Conceptual Designer for environments on *Monsters Inc.*, animated feature
- Conceptual Designer for environments on *A Bug's Life*, animated feature directed by John Lasseter

### Universal Studios

- Key Layout Designer on *Hercules and Xena: the Animated Movie*, straight-to-video movie

### Warner Bros.

- Key Layout Designer on *Xiaolin Showdown*, television series
- Key Layout Designer on *Duck Dodgers in the 24 and 1/2 Century*, television series
- Props and miscellaneous spaceships on *Space Jam*, animated feature

### Nickelodeon

- Key Layout Designer on *Around the World in 80 Days*, straight-to-video movie.

### Hanna-Barbera

- Key Layout Designer on *I Am Weasel*, television series
- Key Layout Designer on *Cow and Chicken*, television series

### Sony

- *Hercules and Xena* animated feature, Environment designer

### Disney Television

- Development Artist on "Three Little Pigs" in *Twisted Fairy Tales*, animated short
- Development Artist on *Penny Dreadful*, television series

### Cartoon saloon

- *Eddie of the realms*, Environment designer



## SKILLS

Storyboarding  
Conceptual Design  
Environment Design  
Character Design  
Color Design  
World Building  
Figure Drawing  
Color Design  
Teaching

## LANGUAGES

English, Danish

## **Hyperion Studios**

- Key Layout Designer on The Brave Little Toaster 2 and 3, straight-to-video features
- Key Layout Designer on Little Wizards, television series
- Layout Art Director on Hyperman, television series
- Storyboard Artist on Happily Ever After, television series
- Development Artist on The Princess and the Mummy, animated feature

## **Snoozeville Productions**

- Development Artist on Monkeybone, animated feature directed by Henry Selick

## **Turner Feature Animation**

- Development Artist on Yellowstone Wolves, animated feature

## **Birdworks**

- Development Artist on Raygun, animated feature directed by Brad Bird

## **Chuck Jones Productions**

- Development Artist on Another Froggy Evening, animated short
- Development Artist Superior Duck, animated short
- Development Artist on Lumberjack Rabbit, animated short

## **Wildbrain**

- Colorstyling on Voltron Sprite, commercials
- Key Layout Designer on Toonsylvania, television series
- Key Layout Designer on Poochini, television series

## **Thrave**

- Creator, Writer, Director on internet film Cupids

## **Happy Fly Fish**

- Development Artist on Zombie Western

## **ILLUSTRATION EXPERIENCE**

### **Oni Press**

- Artist on painted short for Paul Dini's Jingle Belle
- Co-Artist on Mike Allred's Spaceman

### **Slave Labor Graphics**

- Creator, Writer, and Artist on comic Sparks: an urban fairytale, Eisner-nominated

### **Fabula Magazine**

- Editorial illustrations

## VIDEO GAME EXPERIENCE

### **Cerny Games**

- Conceptual Designer on Monstrosity, Playstation game

### **Knowledge Adventure**

- Conceptual Designer on Jumpstart Fifth Grade, educational CD-ROM game
- Conceptual Designer on Space Adventure 2, educational CD-ROM game

## SCENIC DESIGN EXPERIENCE

### **MGM Studios/Pan Atom**

- Designed trade show booth for licensing and merchandising in New York and Hong Kong
- Concept Designer for Universal store at Citywalk
- Concept Designer for Thomas Gregor and Associates on water attraction for Sea World

## TEACHING EXPERIENCE

### **The Animation workshop Bachelor Degree Course. 2005 to 2019**

- Composition and Design
- Perspective
- Color
- Key Layout Design

### **Animation Artist Class 2008**

- Composition and Design

### **Drawing Academy Class**

- Figure Drawing
- Composition
- History of Composition
- Anatomy
- Perspective

### **Professional Training at Animation Workshop**

- Concept Design for Games
- Concept Design for Feature and Television animation
- Composition and Design
- Color
- Anatomy

## **Ars animacion**

• Composition and Design

## **L'ecole Des Beaux Art De La Reunion**

• Composition and design

Teaching Assistant to Glenn Vilppu

## **EDUCATION**

### **California Institute of the Arts**

1990-1994, Bachelor of Fine Arts; Animation and Scenic Design