

Curriculum Vitae LEWIS P MORLEY

Lewis has a Bachelor of the Arts in Interior design from Sydney College of the Arts, and a Certificate in Art Direction from the Australian Film, TV and Radio School. He worked for 30 years in the Australian film & TV industries, creating miniatures and visual effects, special props, concept models and illustrations. He has also won two "Ditmar" awards for best Australian Science Fiction Artist. He is a regular illustration contributor to ASIM as he enjoys the opportunities to experiment with different techniques, using both traditional and digital media.

SKILLS

Lewis is a fast and accurate modelmaker, well versed in card, styrene, PVC and styrofoam. He can hand-cut, join, finish, heat-form, vacuum form, sewing machine or laser-cut just about anything!

His sculpture skills include clay sculpture, wood and styrofoam carving, mould making in plaster, fibreglass and silicones.

Small run manufacturing skills include Urethane casting and fibreglass fabrication.

Graphic skills include pencil, pastels, acrylic paint and digital media like Photoshop and Corel Draw. Professionally, Lewis can work as a team member or leader, utilizing his years of hands on experience.

When not sculpting or modelmaking for his own pleasure, he writes and illustrates his own comic book stories.

FILM WORK

"Reflex" - crash victim make-up effects

"On the Run" - dead dog puppets and stunt dummies

"Razorback" - concept sculpture, animatronic Razorback team member.

"My Country" - dead koala puppet.

"Minnamurra" - styrofoam Queen Victoria statue.

"Deadly" - styrofoam Governor Mitchell statue, stunt hand props.

"2084" aka "Starship" - assistant modelmaker, robots, hand props.

"Bliss" - design, construction and performance of underwater Christ puppet.

"Max Max 3" - assistant sculptor for "Blaster's" prosthetic arm.

"Alien Hunter" - concept designer and modelmaker for unrealised project.

"Sons of Steel" - various mutant creatures, puppets, full suit and props.

"Crocodile Dundee 2" - puppet bats and hand props team member.

"Salute of the Jugger" - various dead animal props.

"The Time Guardian" - concept illustration, robot suits and miniature city SFX team member.

"Burke & Wills" - dust storm miniature SFX team member.

"Sniper" - stunt knife props subcontract.

"Fortress" - "Intestinator" props subcontract.

"The Delinquents" - police equipment props.

"Spirits of the Air" - concept illustration, styrofoam statues, miniature aircraft, mutant roach

"Power Rangers Movie" - concept illustration, hand props, dead alien

"Rubin's dream" - miniature lift shaft.

"Dark city" - Head miniatures, Goodwin's interior, full city miniature topside.

"The Matrix" - concept models.

"Two Hands" - hand props, breakaways and miniature for title sequence.

"M: I 2" - concept models.

"Red Planet" - concept models and illustration, Russian probe foreman.

"Star Wars Ep2" - concept illustration, styrofoam sculptures, hand props.

"Matrix Reloaded/Revolutions" - concept models department head, APU presentation models.

"Kangaroo Jack" - Site layout concept model.

"Ben" - AFTVRS Art director, special props.

"Star Wars Ep3" - concept illustration, hand props, dead droids.

"Stealth" - additional concept model.

"Son of the Mask" - concept illustration, special hand props.

"Superman Returns" - concept models department head, trainset construction foreman.

"Justice League" - concept models department head on cancelled George Miller project

"Elysium" prop guns, robot suit prototype

"The Hobbit 3" Articulated Gandalf dummy

"Mad Max: Fury Road" War Rig interior styling

"The Wolverine" Tank hull prop, Silver Samurai component creation and assembly
"Infini" Weapon construction, design and manufacture of West Coast combat helmets. Unfilmed miniature refinery
"Alien: Covenant" Ethnic instruments props for David's room

CONCEPT DESIGN WORK

Most of this developmental work is carried out for clients under "Non Disclosure Contracts" so no details are available. Projects include visualization, sequence design and/or presentation sculptures for three film projects. Prototype sculpture and manufacture for several merchandising clients, prototypes of product designs for furniture and decoration. Properties include "Pirates of the Caribbean", "Disney Princesses", "Star Wars", "Bunnings". Manufactured collectables of Lee Falk's "The Phantom" include the "Phantom" LED ceramic lamp prototype and sterling silver "Phantom" replica jewelery in timber presentation boxes.

TELEVISION WORK

"Peter & Pompey" - Roman armour sculpture and manufacture.
"Cyclone Tracy" - miniature SFX team member.
"Badlands 2005" - prosthetic mechs/hand props.
"Safe Sex" - humourous condom props.
"Heroes 2" - assistant modelmaker.
"The Last Man Hanged" - SFX model.
"Something is out There" - animatronic puppet team member.
"The Sports Machine" - robot puppet for title sequence.
"EARTH FORCE" - miniature SFX aircraft.
"Butterfly Island" - pendant props
"The Miraculous Mellops" - concept designs, miniature vehicles and landscapes.
"Mission: Impossible '89" - concept designs, head of special props and miniatures dept.
"Ultraman Zearth" - miniature aircraft.
"Earthsearch" - concept designs and study models for unrealized series.
"Mumbo Jumbo" - Magician's snake cane and stunt props.
"High Five" - Jup jup puppet
"Enough Rope" -Season 2 title sequence props
"My Place" -consultant on proposed title sequence miniature
"Spirited" -Dental Award prop. dead seagull action prop
"Abe" Hero and stunt "3D phone" prop, "Religionopoly" game pieces
"Underbelly:Badness" Lightweight river stones, articulated dummy, severed arm.
"Rake" Catholic crucifix sculpture for set dressing

COMMERCIAL WORK

Lewis has worked on many TVC's -too numerous to mention!
TV spots include McDonald's, Tooheys, Honda, Mother and Bingle

THEATRICAL WORK

Prop making for "Phantom of the Opera" and construction and performance of the "Lost in Space" robot for the "Never Fear, Smith is here" tour and subsequent events and shopping centre appearances, including a comedy sketch on New Zealand's "Issues" program.

ACADEMIC WORK

Lewis has lectured on film and design at several tertiary institutions including Sydney College of the Arts (now the University of Technology Sydney)
The College of Fine Arts Sydney
The University of Wellington (SPARC) New Zealand
The University of Western Sydney Werrington and Campbelltown Campuses
The University of New South Wales (SMASH convention)
Two 1 week seminars on latex sculpture and moulding at UWS
Five half-seminar "Design Practice" courses at UTS
Several "Style & Effect" demonstrations for AFTRS
Two "Graphic Visualization" modules for CGI Animation students at UTS
One block of "Foundation Course" lectures for AFTRS

Public speaking engagements include radio interviews for the release of "Akira"
Delivering the opening speech for the "Special Effects" exhibition at Sydney's Powerhouse Museum,
Art appreciation talks on the works of Eric Swenson and Ricky Swallows at the Museum of
Contemporary Art
Sydney

Lewis has an ongoing relationships with the Australian Film, Television and Radio School, Sydney
where he gives seminars and workshops on miniature construction and filming for student projects.
He also leads Stop Motion and Claymation classes for school children as part of AFTRS' Open Course
program.

He has helped CGI students sculpt character models in the "Animation Masterclass" at the University
of
Technology, Sydney

He taught anatomical figure modelling for 3D Animation Students at JMC Academy for four
semesters.

Lewis has also delivered a number of live Audio-Visual interactive talks to children from the Dubbo
Regional

Library, Copper Creek Elementary School Arizona and multi-school link-ups in the USA via the
internet.

SMALL PRESS WORK

illustrations for "Andromeda Spaceways Inflight Magazine" issues # 33,38,40,57,58,60,61

Cover Artist issue #42,49,54

"Use only as Directed" "Flight 404"

RED WORLD KOMICS CREATOR

"Peregrine Besset" Creator,

Main Writer/Artist on complete 7 issue run

(in association with Marilyn Pride, Jason Jordan and Louise Graber on cross-over projects)

CAREER HIGHLIGHTS

Being selected by Hoyts Theatres to sculpt a Yoda display figure for the first run of "The Empire
Strikes Back".

Helping to sculpt, build and operate the Animatronic Boar from "Razorback"

Heading up the "Gizmos & Gadgets Department" on two seasons of the "Mission: Impossible" TV
series remake.

Being "Head Minatures" on "Dark City", the culmination of an interesting career relationship with
Alex Proyas and being able to
contribute to probably the best Science Fiction/Fantasy film he has worked on.

Working as Concept Models Assistant to Designer Tom Sanders on "Mission: Impossible 2"

Building a "Lost in Space" robot in 11 days for a Mitsubishi TVC and through a circuitous route,
ending up on stage, playing the robot opposite Jonathan "Doctor Smith" Harris in all his public
appearances in Australia.

Providing Concept Models, design ideas and overseeing the construction of a full-size Cosmos lander
on "Red Planet".

Definitely his most satisfying job in terms of seeing things he had created, transferred to the screen.

Giving the opening speech for the Powerhouse Museum's "Special Effects" Exhibition

Working on all three "Matrix" films including Heading up the Concept Models department on the last
two.

Working on "Star Wars Episodes 2&3" -the realization of a Fanboy's dream!

Teaching film and CGI students how to do things "Old School" style and getting a buzz when one of
them

really "gets" it! He was moved when one student from 15 years ago told him the insights gained from his lecturing style had informed and inspired this person's professional life.