

Kenneth A. Larson
Show Designer & Model Maker
Conceptual Modeler
Computer & Traditional

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Summary: Four decades building and designing scenery, 28 years as a Set Designer following 18 years as a Prop Maker. Started as a Visual Effects Model Maker. One of the first Set Designers to use a computer, including 3D work and one of only a few who can build a set. Versatile, experienced, fast, accurate, neat, reliable, self sufficient. Film and non-film, features and television, Theme Park. AutoCAD, SketchUp, Photoshop, Rhino, others. Model Maker. Museum volunteer for 30 years.

Theme Park Credits (partial):

2002	<i>Borg Encounter</i> (Bremen Space Park) Paramount Studios	Peter Clemens/Jeff Goldstein AutoCAD drafting.
1995	<i>Indiana Boomtown Casino</i> Jerry Allen Productions	Dimensional Design.
1992	<i>Lucky Goldstar</i> (Simulator ride) Boss Film	Drafting and managed laser cutting. Model making.
1991	<i>City of the Future 2010 - Gas Science Center</i> Jerry Allen Productions	Model for Museum
1990	Various amusement facilities Walt Disney Imagineering, Bill Vanek	Dimensional Design.
1990	<i>Mini Plants</i> Landmark Entertainment	Design and Group, build animated displays.
1988	Various amusement facilities, Cinimatix, John De Cuir Jr.	Design and models.
1987	Universal Studio Tours, Florida Universal Studio.	Architectural models.
1982-1983	<i>Horizons-Choose Your Tomorrow (EPCOT)</i> Walt Disney Productions	Model Making.
1981-1993	Various Design Models Inc.	Architectural and Industrial models.
1982 and 1988	Universal Studio Tours, Florida Design Models Inc.	Architectural models of two versions.
1982	<i>Communicore (EPCOT)</i> Brubaker Group	Model Maker.
1996-present 1978-1996	Set Design for most studios using AutoCAD Model Maker, Prop Shop, Special Effects, Prop Maker on numerous projects.	

Other Experience:

2005-2007 Pacific Interior Design Group
2004-2005 Full Circle Interior Design
1998-1999 R. F. McCann Theatre Architects
1989-present Volunteer: Natural History Museum of Los Angeles County

Education:

1994-1995 California State University, Northridge (CSUN) - Interior Design, BA
1974-1978 Cal Poly, Pomona - Urban Planning, 2 years
1972-1974 Pierce College - Architecture, AA
1990-present Numerous classes in design, computer, art, and film.

Computer Programs:

AutoCAD (proficient since 1991 - 2D & 3D), Photoshop, SketchUp, others. Full kit, all software is licensed. Learning Rhino and Illustrator.

Other Special Skills:

Preceded Set Designer with 18 years experience as Prop Maker specializing in Visual Effects Model Making. Model Making, Photography. Home improvement. Volunteer 30+ years.