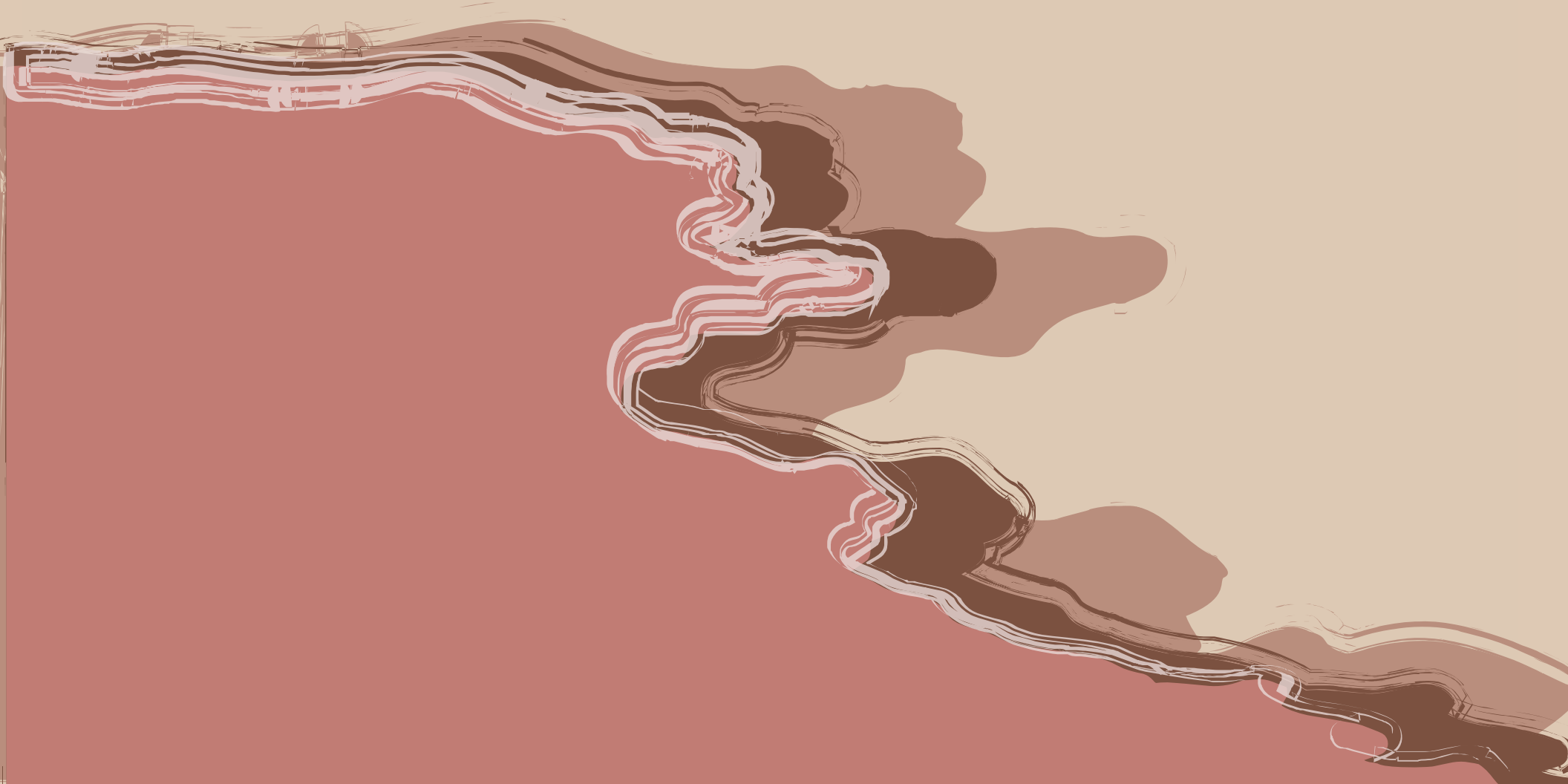
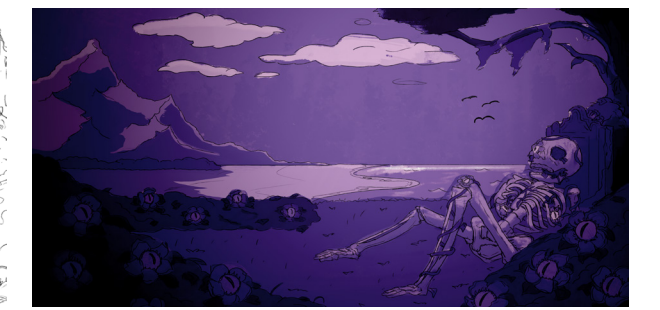
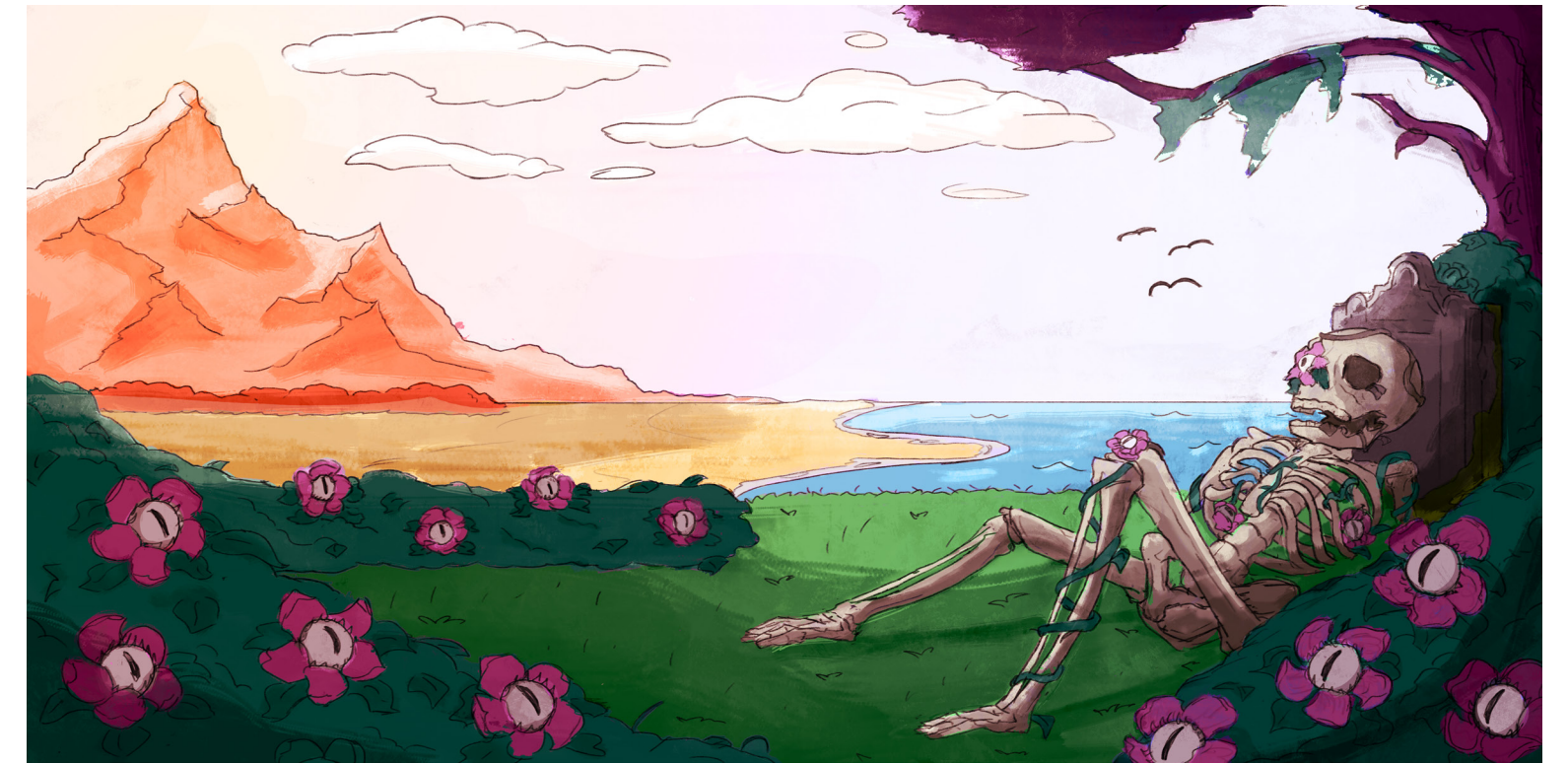
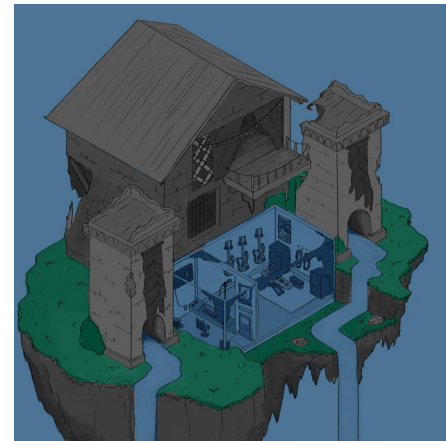
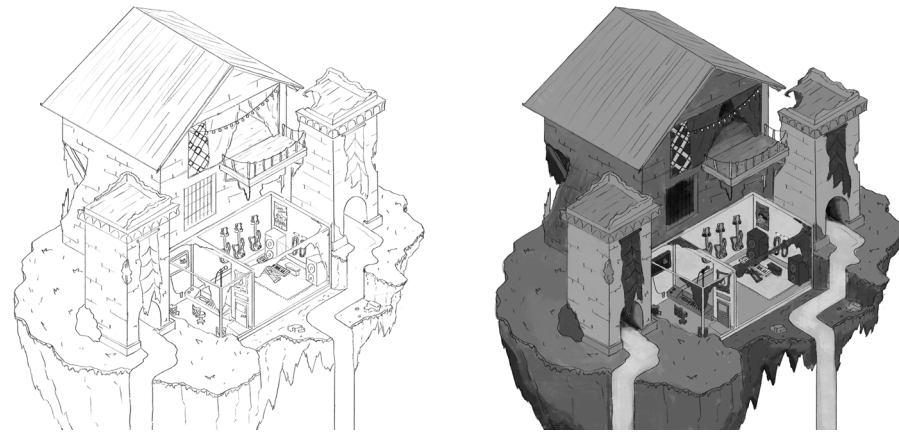
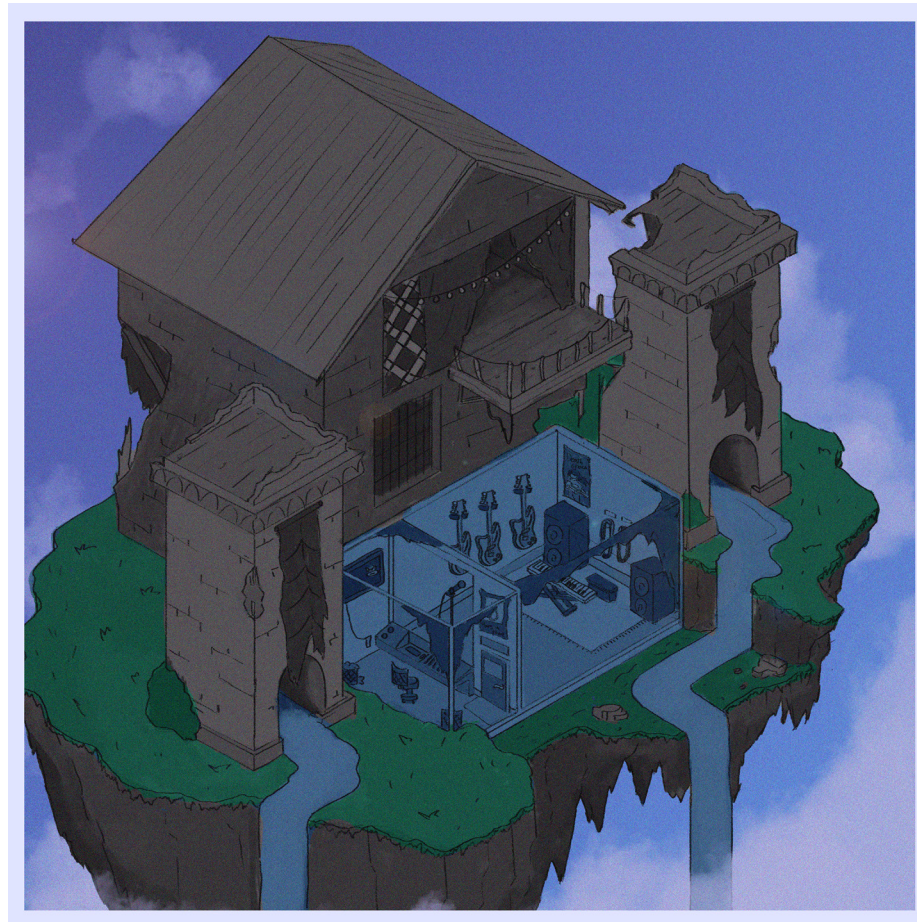


Michael Wright

Storyboard Artist





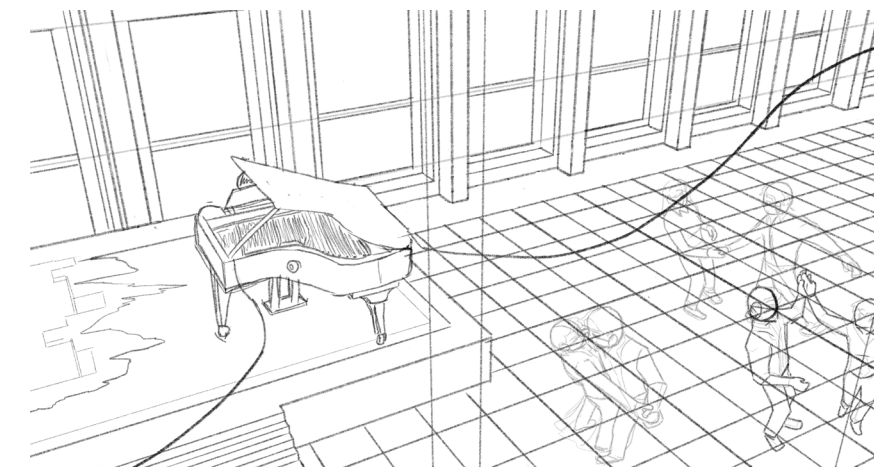
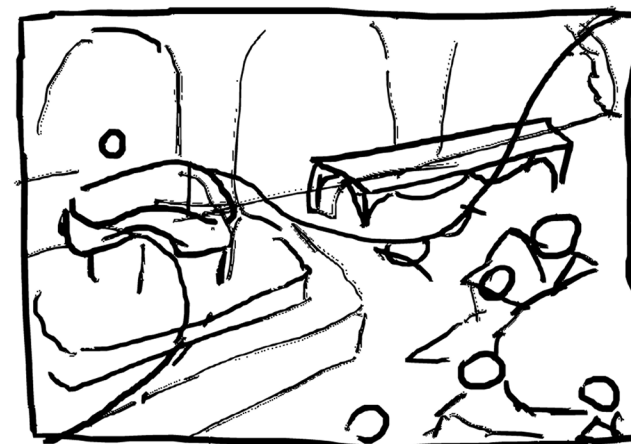
Isometric Environment (Digital Illustration + Process Work)

Atmospheric Perspective Practice (Digital Illustration + Process Work)



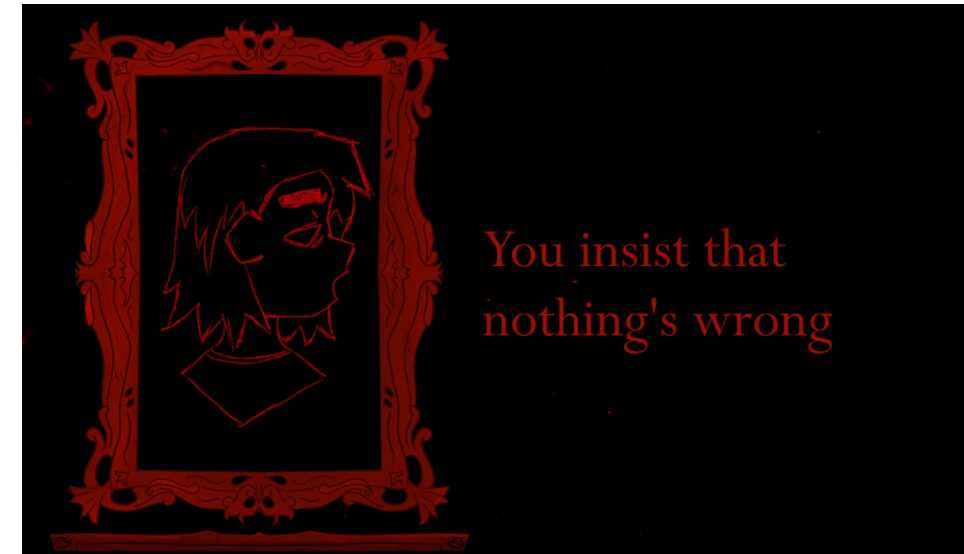
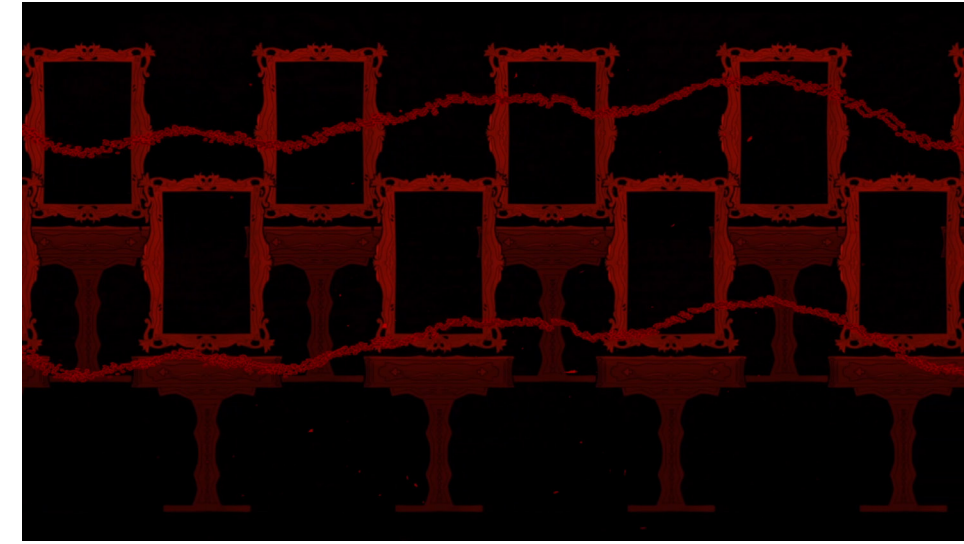
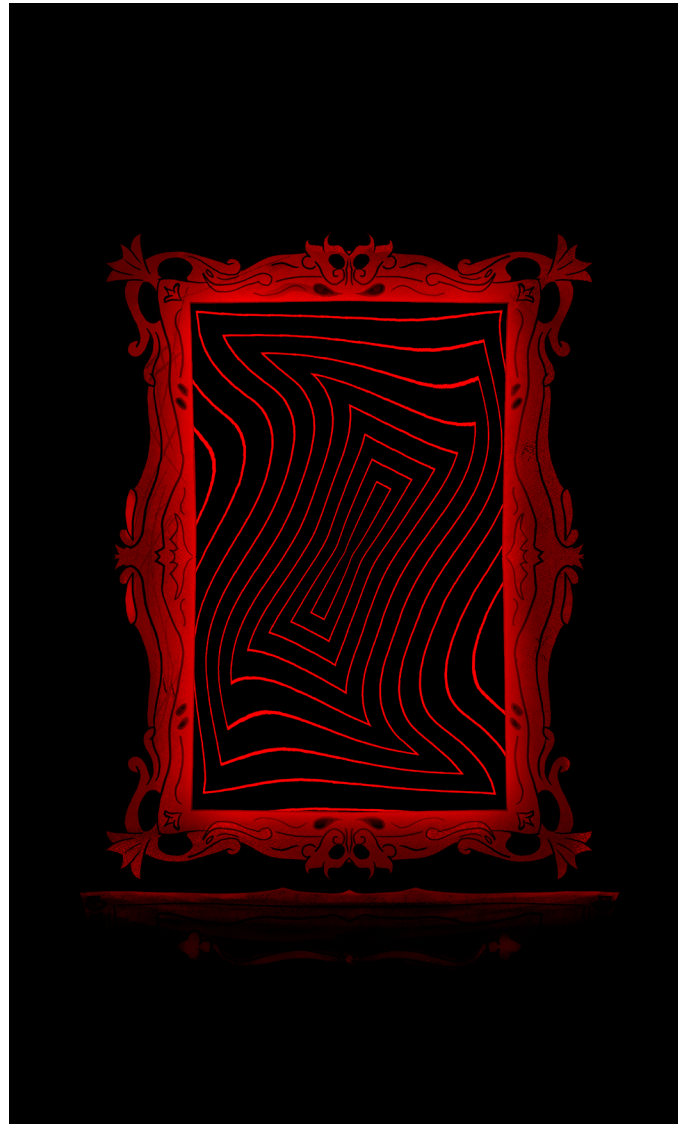
This digital illustration was an exercise in using color to establish mood. The cool greens on the top half establish a cold and decrepit atmosphere while the deep browns on the bottom half bring establish a warm and inviting mood. This is not to mention the world building present in the cracked windows, overgrown floorboards, and dusty carpets.

The Haunted Ballroom (Digital Illustration)



Here is the process work from the digital illustration. The thumbnail (top left) showcases basic ideation and establishes the composition. The sketch (top right) was focused on getting the perspective right and filling out detail. The flat color (bottom left) was all about setting the color palette for each section of the piece. All that was left after this was lighting and effects which can be seen in the final piece on the previous page.

The Haunted Ballroom (Process Work)



This spread showcases supplemental visual work for a song that I wrote and produced. The page on the left showcases an asset that was created for this project. Meanwhile, the page on the right showcases VFX work done for the accompanying video visualizer for the song. This project showcased a wide variety of creative work. From sound design to motion graphics to video editing to animation.

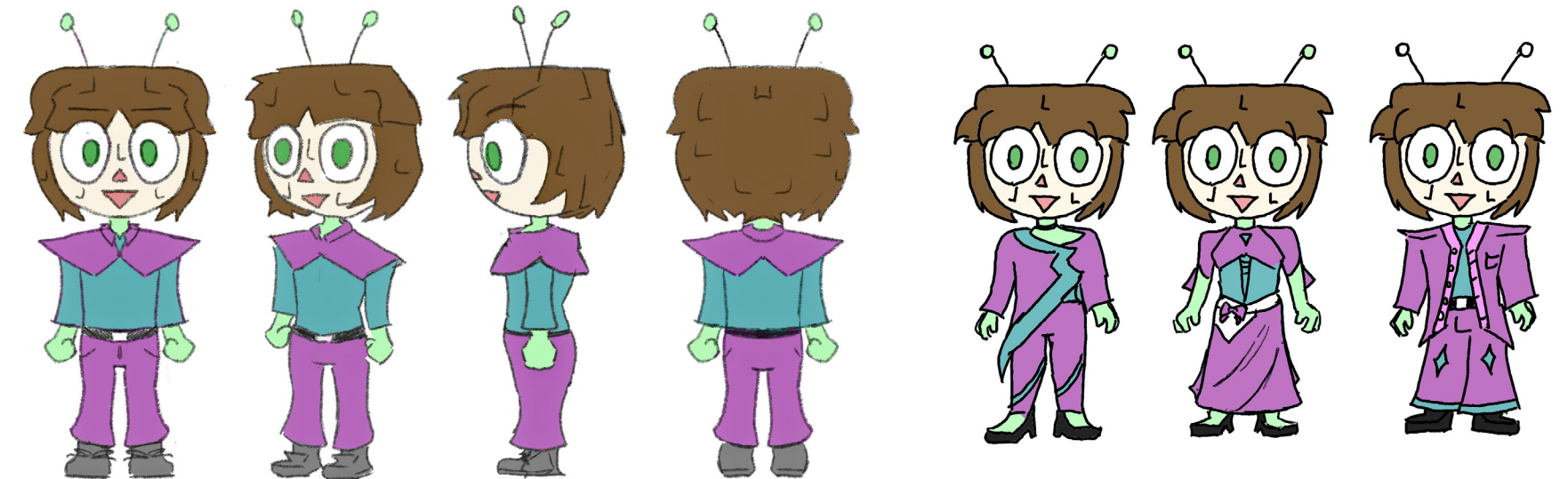
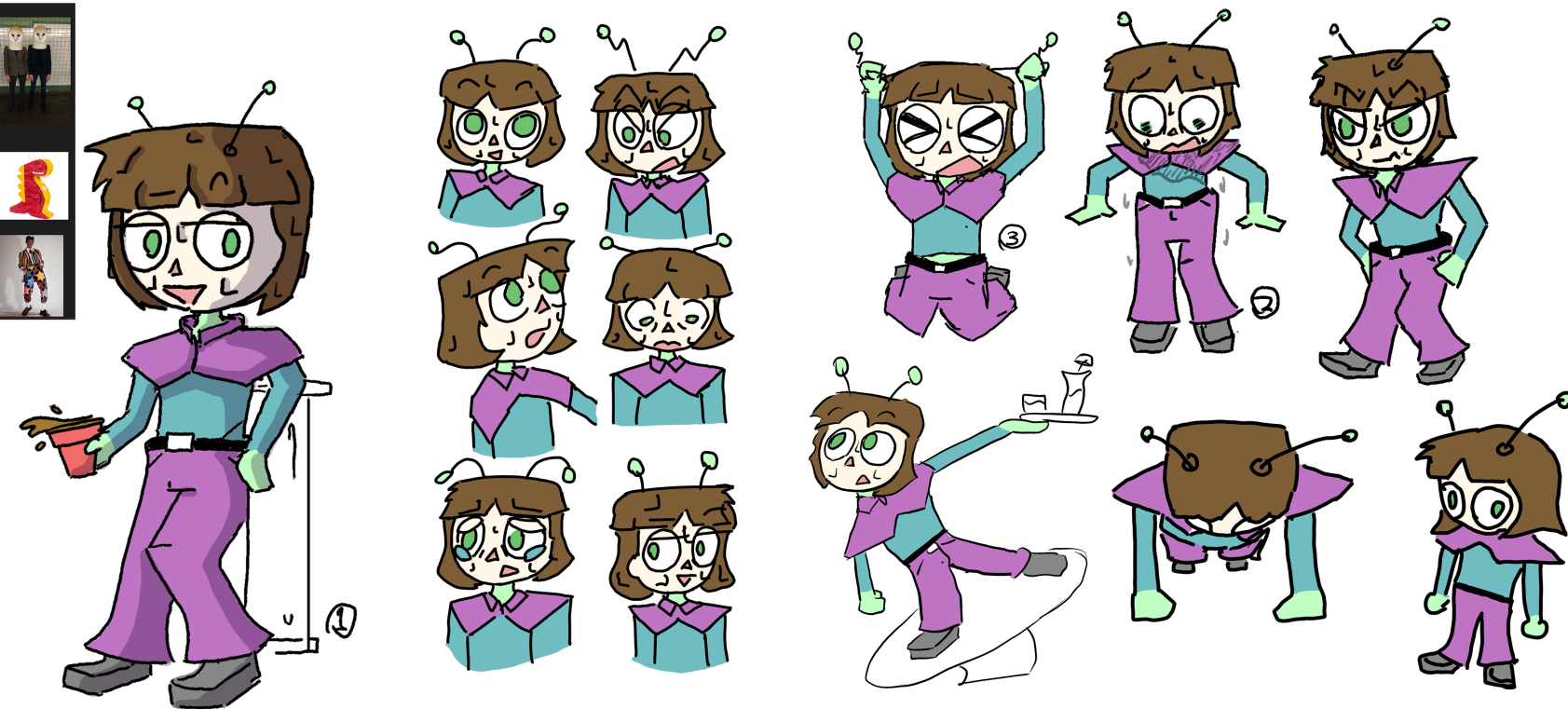
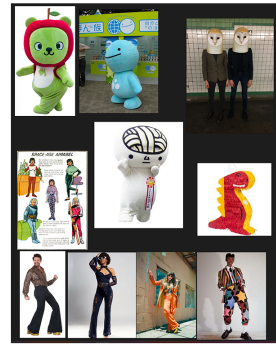
The Mirror (Visual Accompaniment Asset for a Song + Process Work)

The Mirror Visualizer (Video Editing Project)

From left to right: Moodboard - Polished Render - Expressions - Action Poses

This is character design work for a short story that I worked on. The short story was about an alien that wore a paper mache mask to appear confident at a space disco.

From left to right: Turnaround - Alternate Costumes



A writing excerpt from a comedy short about a high school dropout who works at a medieval themed bowling alley



Continued work from the short story - This digital illustration is key art of a pivotal moment in the story where Machehead removes their mask and is spotted by a partygoer

Machehead in The Alley (Digital Illustration)

3.

INT. BOWLING LANES - SAME

Max approaches the middle lane, pulling a stick of butter from his backpack. He lathers himself up.

Charging down the lane, he penguin slides into the pins, the TV announcing "Strike!" as he disappears into the ball pit.

INT. BELOW THE LANES - SAME

Max tumbles into a dim underground expanse. Lost bowling equipment is littered between control panels and foliage.

He splats to the ground, face first. He heaves to his feet.

MAX
Perfect landing.

Max glances around the cavern. A skeleton in a bowling shirt catches his eye, a tattered roll of parchment in its hand.

MAX (CONT'D)
How fortuitous! A clue!

He unfurls the parchment, the paper rolling underneath his legs, stretching farther than a CVS receipt. A single line wavers on the paper's surface, leading to a giant "X".

He rolls up the map, stuffing it into his backpack. Unsheathing Excalibur, he mounts it.

MAX (CONT'D)
Onward Excalibur!
(as Excalibur)
Neigh.

Max gallops down the path.

INT. BOWLING COUNTER - LATE EVENING

The commotion at the counter has turned rabid. Angry parents tear apart merchandise while their kids take refuge in the arcade, stuffing themselves with pizza and diet soda.

Under the counter, Laurence and Catherine take cover, faces smeared with war paint.

LAURENCE
Where's Max, it's been ten days.

CATHERINE
It's been two hours.

4.

LAURENCE
Two hours I'll never get back!
(into the walkie)
Max! What's taking so long, man.

MAX (O.S.)
I fear you have the wrong frequency, there is no "Max" here.

LAURENCE
Dammit Sir Maxamillion! Quit horsing around or I swear to god.

MAX (O.S.)
Horsing around? I would never, that's Excalibur's job.

LAURENCE
Ugh.

INT. THE TROLL'S LAIR - SAME

Max approaches a pair of ajar rotting wooden doors.

MAX (CONT'D)
I jest, don't worry Squire Laurence, thy balls are so close I can almost taste them.

The walkie cuts as screams overtake the line.

Max enters the lair. A large "X" has been painted over the swath of the room. Ratty books, old bowling gear, and trophies from tournaments past litter dank the room.

A stout man in a bowling shirt waddles in the back, placing ingredients in beakers at a cluttered science station.

Max bursts into the room.

MAX (CONT'D)
What are you doing with our balls?

The man turns, revealing a potbellied, inhuman creature with a face no mother could love. A pile of bowling balls rests behind him with chunks of resin missing.

TROLL
Ah, yes, my arch nemesis, Sir Maxamillion.

MAX
Dear god, you're ugly.

Sir Maximillion (Writing Excerpt)

Beat Board Panels from another short story I wrote.



Panel 1: A young boy runs through a heavily wooded forest.



Excerpts from further in the story.

Panel 6: The older woman gets out of her car to inspect what she had just hit with her car.



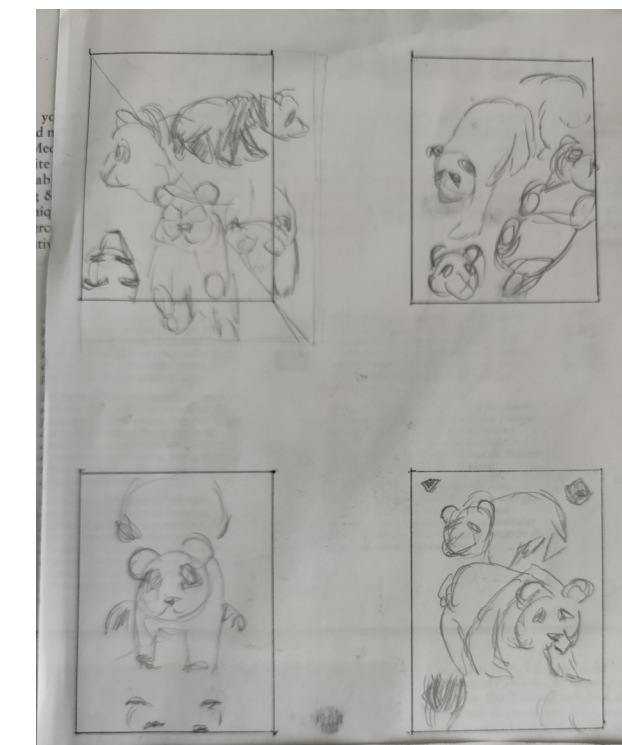
Panel 2: The young boy arrives at a clearing and spots something that piques his interest.



Panel 7: She finds that she has hit and gravely injured a deer.



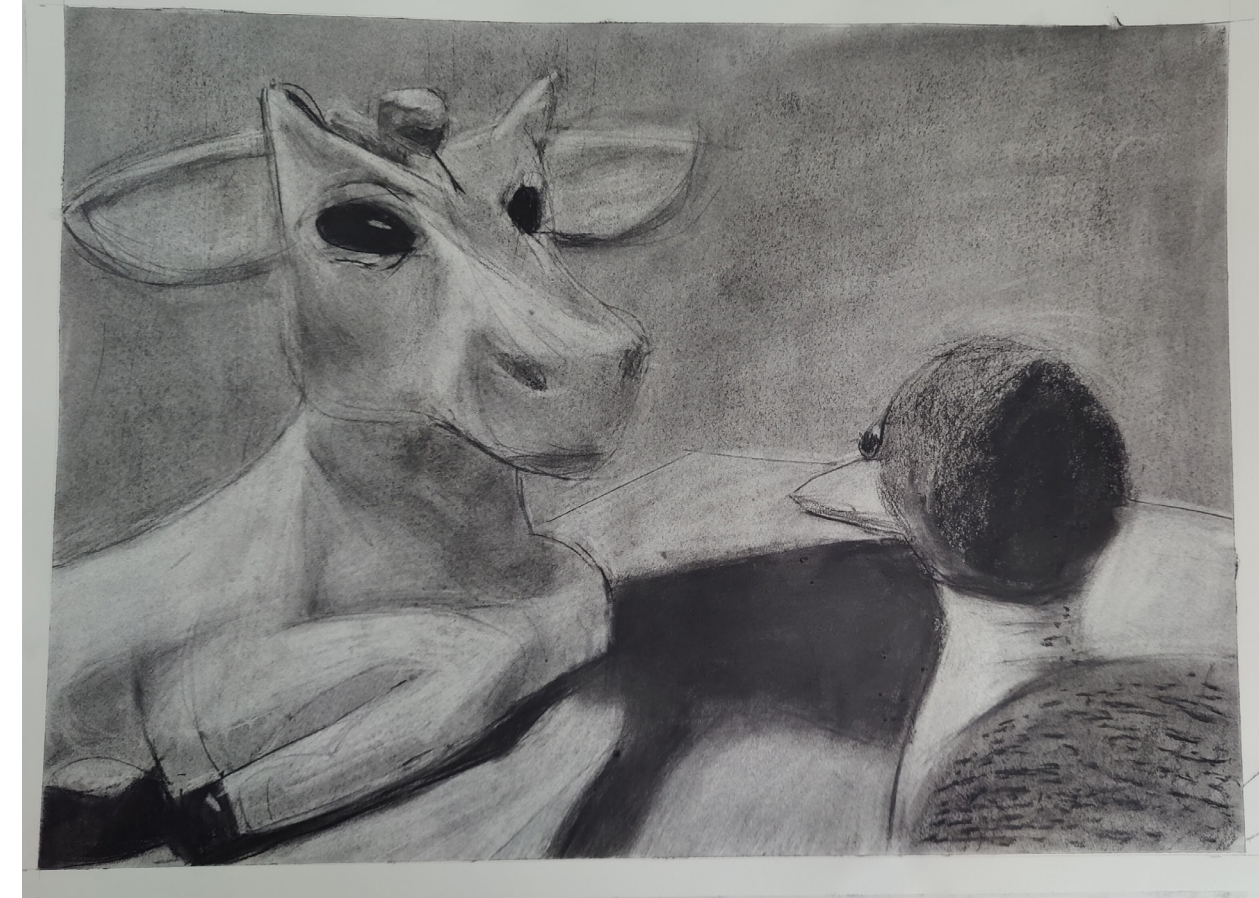
These are a collection of still lives that I created using ink wash. These were created over a span of roughly three hours each.



This is an illustration I made of a panda inspired by old Da Vinci parchment artworks. These were drawn using a small panda figurine as reference.

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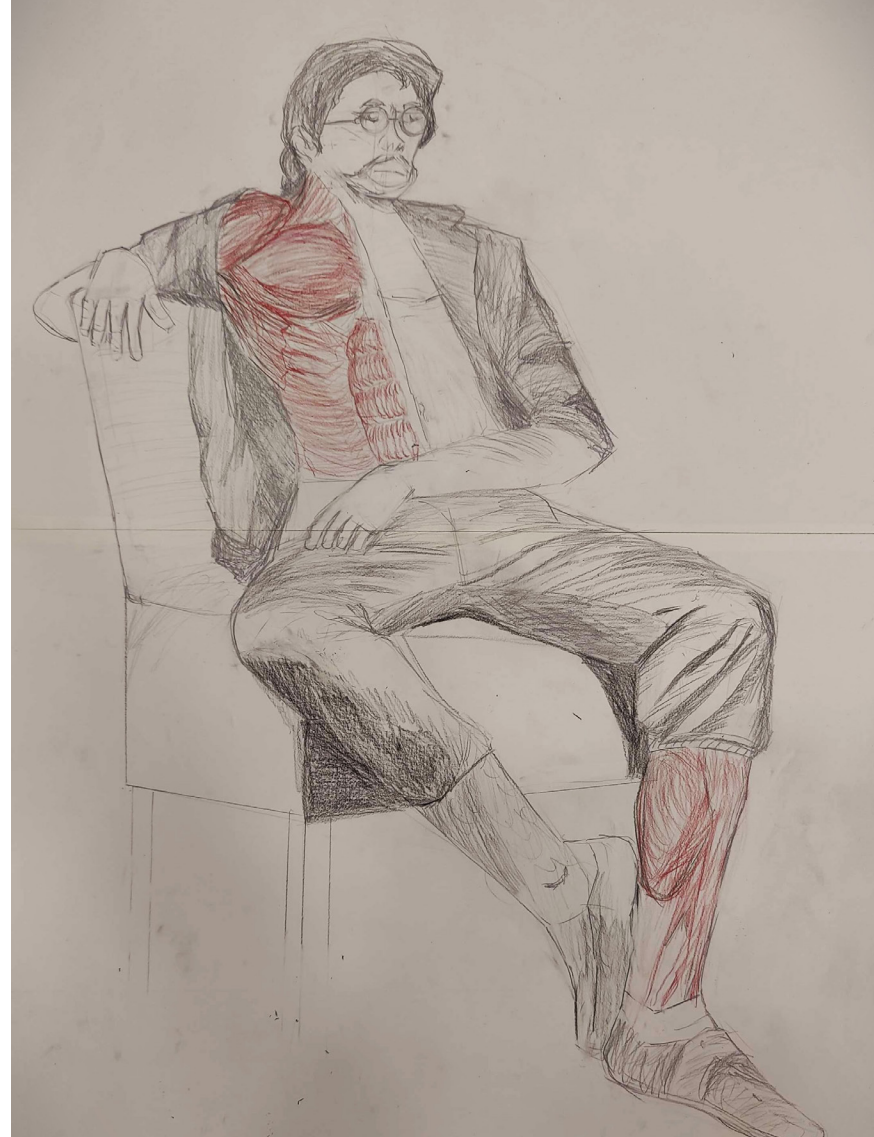
This is an observational charcoal drawing of a pinned piece of fabric. Additional focus was placed on capturing the sharp lighting edges present on the subject.



This is an observational charcoal drawing of a cow, a duck, and a snake. Toys were used for the animal subjects and photos were taken of the composition. Additional focus was placed on creating a story in a single piece of artwork.

Fabric Observational Study (Charcoal Illustration)

Animal Story (Charcoal Illustration)



Additional Observational Drawings (Varied Mediums)

