



# Michael Morris

[3D Artist](#) | [3D Design](#) | [Animation](#) | [Motion Graphics](#)

[www.morrisfx.com](http://www.morrisfx.com)

## Freelance 3D Artist

**3D Artist**  
02/2023-  
Present

Create 3D Models, Animation, Rendering and Motion Graphics for product and Visual Effects.  
Provide 3D pipeline consultation and development.

## Vans

**Head of 3D  
Design**  
02/2022-  
02/2023

Developed and led a new Global 3D Apparel team which provided digital support across the brand through the generation of photo-real 3D assets utilized for internal sell in, Catalog and E-commerce.

**Senior  
Designer  
Apparel 3D**  
11/2019-  
02/2022

Hired and led a team of creatives with various skill sets and levels of experience. Established seasonal delivery schedules and delegated roles and responsibilities to team members, building upon strengths and identifying opportunities for growth.

Created a digital sample production platform that eliminated the need for physical product samples, resulting in multi-million dollar annual cost savings.

Built relationships with various departments across the company, including supporting Vans direct to consumer sales, marketing, and seasonal regional sell-in.

**3D Apparel  
Designer**  
12/2018-  
11/2019

Standardized an asset creation pipeline to quickly generate 3D assets from 2D artwork. Provided and documented training to multiple teams across the organization.

Generated an intuitive 3D visualization system and asset library to allow product designers to build and render designs with drag and drop functionality, requiring no 3D experience.

**3D  
Footwear  
Designer**  
03/2017-  
12/2018

Introduced new techniques to enhance seasonal storytelling through the use of 3D and digital media. Developed multiple asset creation workflows enhancing the team's rate of delivery.

Collaborated with marketing to provide on-site VFX supervision and generate 3d for social media marketing campaigns.

## CBS Digital

**3D Artist**  
03/2012-  
02/2017

Responsible for producing photo real assets including products, environments, props, vehicles, and characters. Developed a highly efficient workflow utilizing multiple 2D and 3D programs to produce high quality renders within short deadlines.

Collaborated within a pipeline team to develop an asset creation workflow utilizing laser scanning and photogrammetry technology producing photoreal 3d assets and environments.

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Motion Graphics

(562) 686-9988

Michaeljmorris212@gmail.com



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## Awards

43rd Annual Daytime Emmy Awards nominee  
"Outstanding Main Title and Graphic Design"

Vans 2020 "Give a Shit" Award



## Education

Fullerton College - Fullerton, CA  
Associate in Arts Advertising and Graphic Design

## Skillset

General- Maya, Zbrush, SubstancePainter/Designer,  
Geomagic Studio/Design X, Faro Scene, Mudbox,  
Meshmixer, Photoscan, Mari, Photoshop, Illustrator

Rendering- Vray, Keyshot, Unreal, Twin Motion

Compositing- Premiere Pro, After Effects