

MCV

Michael Chambers VanderMate

DESIGN PORTFOLIO



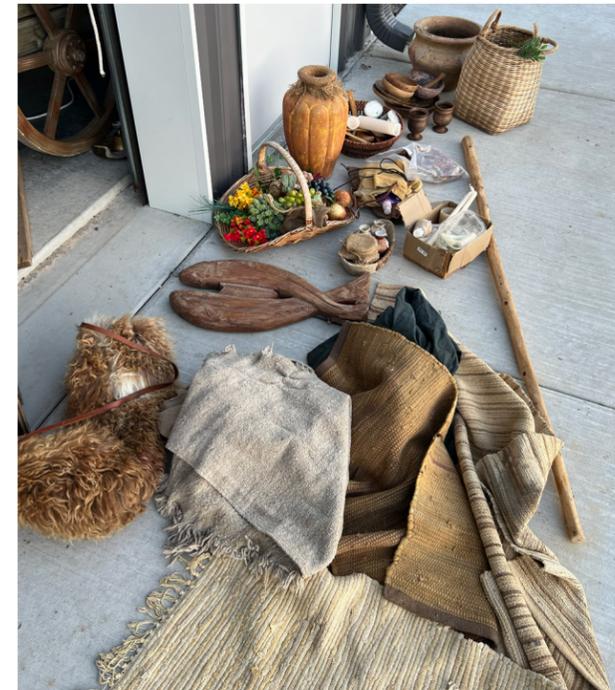
Empty Nets

Project Type: Feature Film
Entity: Kingdom Sight Studios
Role: Set Decorator & Props Master
Production Date: Spring 2024

Project Description:
A first-century comedic feature-film. "When a crackpot inventor inherits his distant uncle's fishing business, he and his wife try to start over (and hopefully outrun their past)."

Involvement:
- Designing, maintaining, and resetting all set locations.
- Set and prop sourcing, fabrication, and management.
- Lead and delegate set/prop-based personnel.

Attributions:
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Fragment: Oblivion

Project Type: Episodic TV Series

Entity: Kingdom Sight Studios

Role: Set Decorator & Props Master

Production Date: Spring 2022

Project Description:

A post-apocalyptic TV series; "An unlikely group of strangers navigate a world where billions of the world's population have gone missing. They struggle to stay ahead of governmental agencies and figure out why they were left behind."

Involvement:

- Designing, maintaining, and resetting all set locations.
- Set and prop sourcing, fabrication, and management.
- Lead and delegate set/prop-based personnel.

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NOT ANOTHER CONSPIRACY

Project Type: Live Multi-Disciplinary Arts Performance

Entity: Recess MVMT

Role: Creative Consultant & Artisan

Dates: April 27-28, 2023

Project Description:

An 8-act interdisciplinary arts performance, featuring 90+ artists (sculpture, dance, poetry, fashion design, painting, vocals, etc.); “EVERYONE HAS AN OPINION ON WHAT’S COMING...WHAT’S YOURS?”

Involvement:

- Concept & design consultant.
- Artist support team.
- Artisan.
- Lighting operator.

Attributions:

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Vegetable Series

Project Type: Educational Video Series

Entity: GardenforLIFE

Role: Creative Director

Series Release: Spring 2024

Project Description:

The GardenforLIFE Vegetable Course is a 14-Week instructional course (~700 mins) that integrates agricultural growth with life coaching principals.

Involvement:

- Transition GardenforLIFE from an in-person course into a comprehensive digital resource + network.
- Curate all written, graphic, video content.
- Curate website and social media presence.
- Design & implement a new visual brand identity.
- Function as talent director & art director when filming.
- Oversee language translation and international relations.

Attributions:

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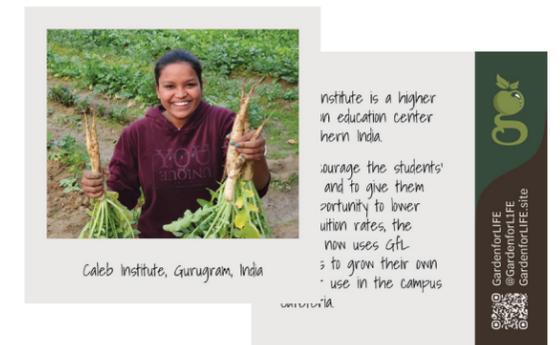




Mesh Banners



Business Cards



Testimonial Polaroids



Promotional Flyers





King Tut's Discovery Tomb Experience

Project Type: Museum Exhibit

Entity: Houston Museum of Natural Science

Role: Design Team

Exhibit Duration: Summer 2022 - Present

Project Description:

Commemorating the 100th anniversary of the tomb's discovery, this exhibit highlights the facts, artifacts, and setting of Tutankhamen's burial; "Surrounded by elements of the recent—and ancient—past, visitors will bask in the glories of King Tut's Tomb and walk in the footsteps of Howard Carter when he gets his first glimpse of 'Wonderful things!'"

Involvement:

- Spatial sequence development.
- Concepting informational interactives and gallery focal points.
- Graphic development and implementation.
- Interfacing with fabricators.

Attributions:

Copyright © 2022 Houston Museum of Natural Science. All rights reserved. Photo Credits: Mike Rathke, Michael VanderMate.

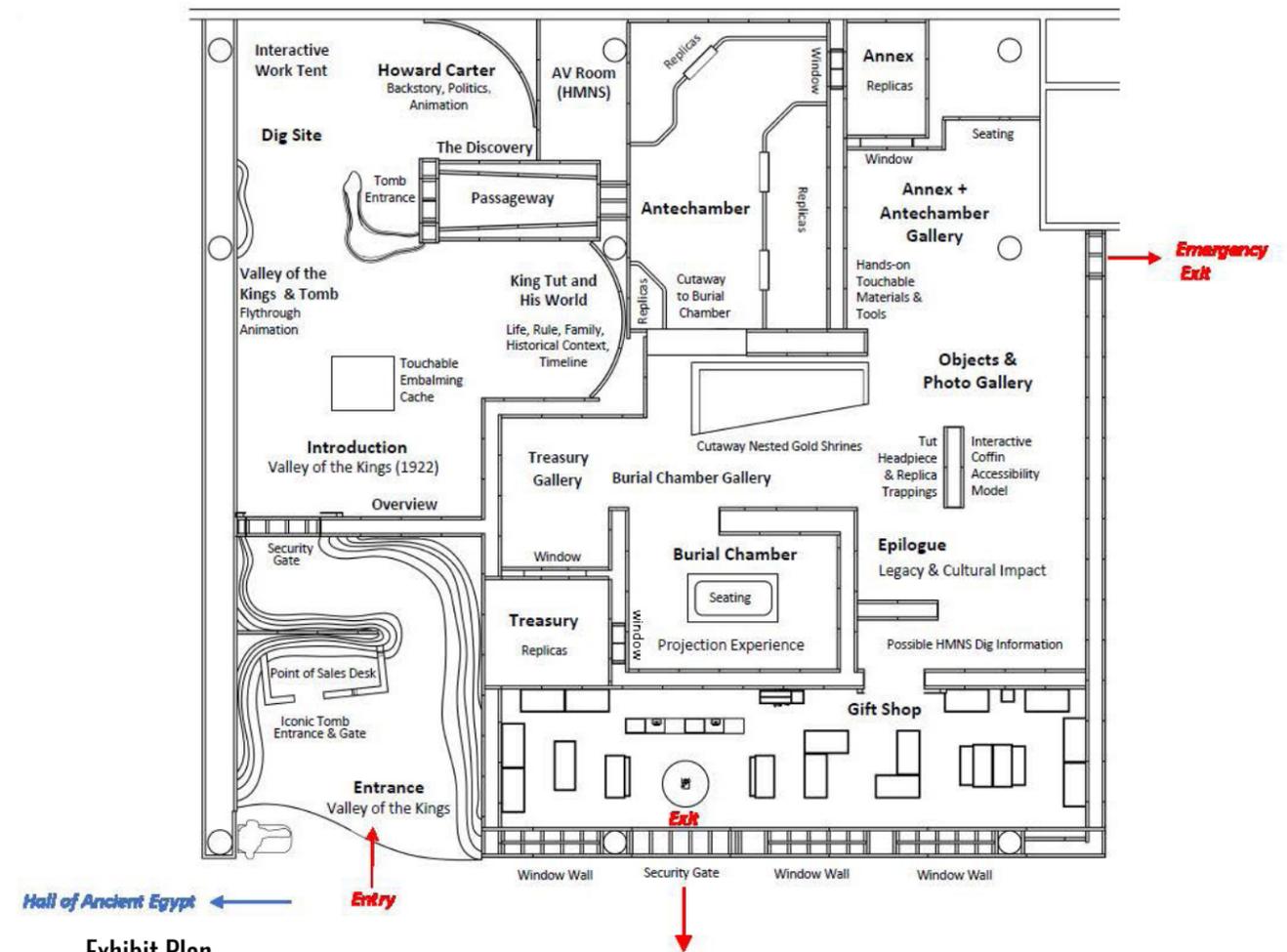
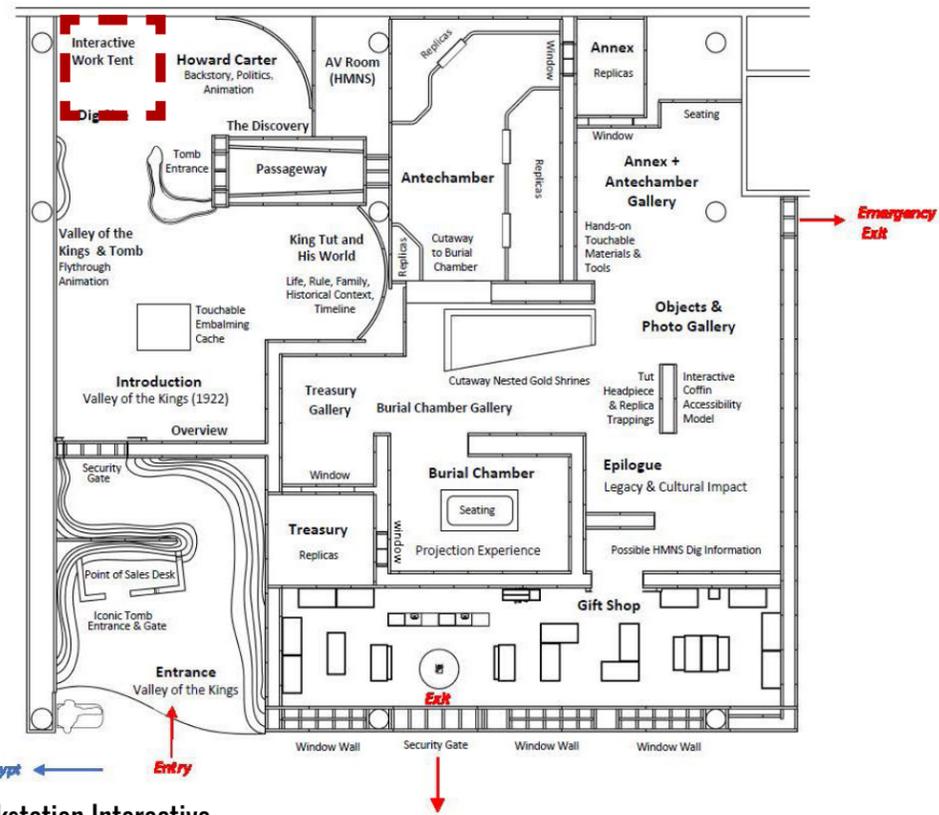
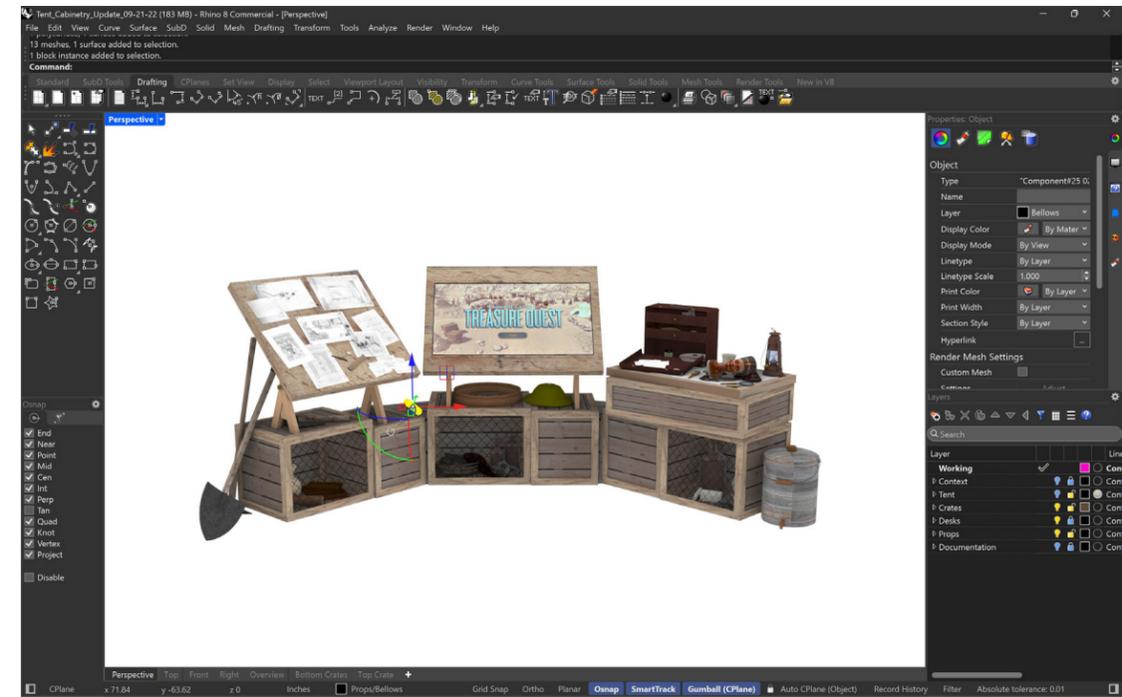


Exhibit Plan





Excavation Workstation Interactive



3D Model



Bottom Crates: Front View

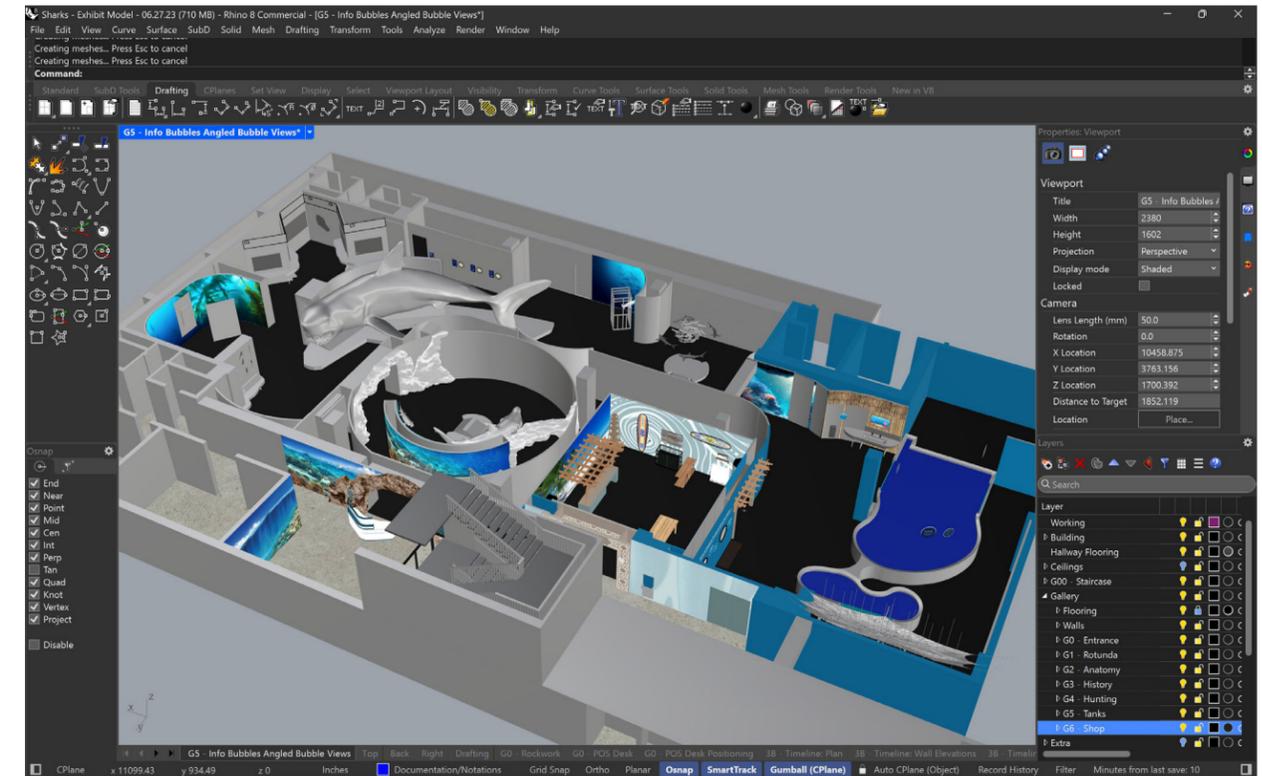


Bottom Crates: Side View



Bottom Crates: Back View

Drafting



Sharks! The Meg, Monsters & Myths

Project Type: Museum Exhibit

Entity: Houston Museum of Natural Science

Role: Design Team

Exhibit Duration: Summer 2023 - Summer 2025

Project Description:

An immersive exhibit dedicated to the history, the abilities, and the legends of sharks and rays; key features includes a 55-foot fabricated megalodon and a ~7000-gallon sea creature touch tank.

Involvement:

- Spatial sequence development.
- Concepting informational interactives and gallery focal points.
- Graphic development and implementation.
- Product and material sourcing.
- Interfacing with fabricators.

Exhibit 3D Model

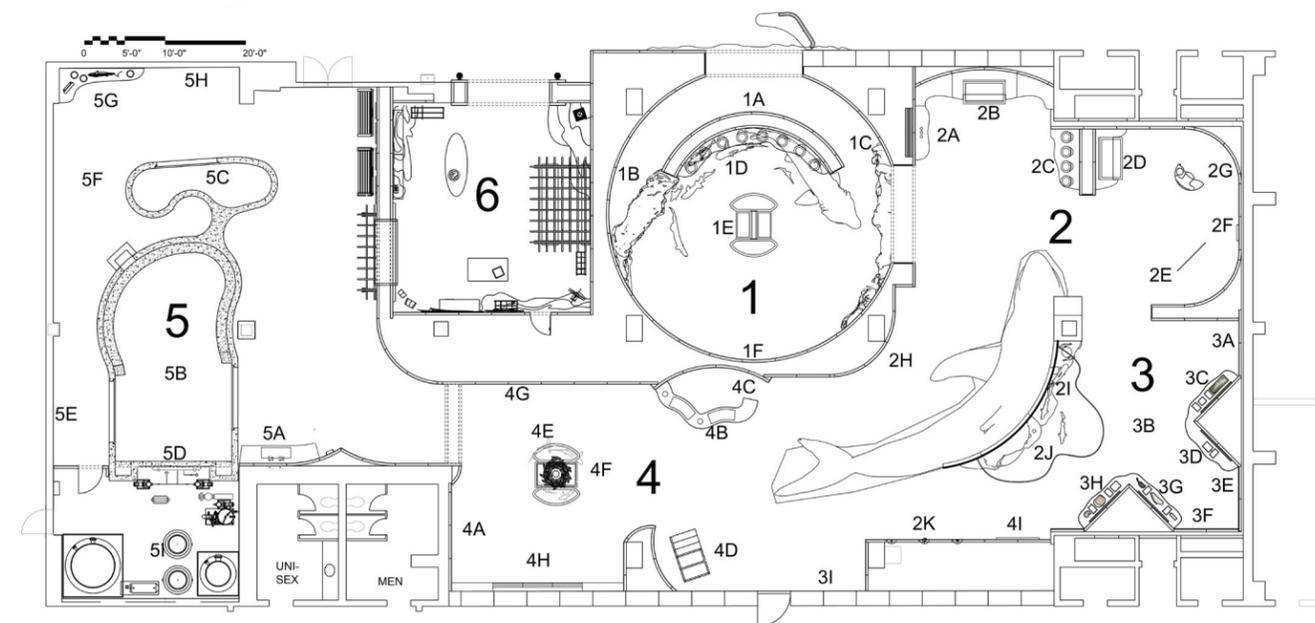
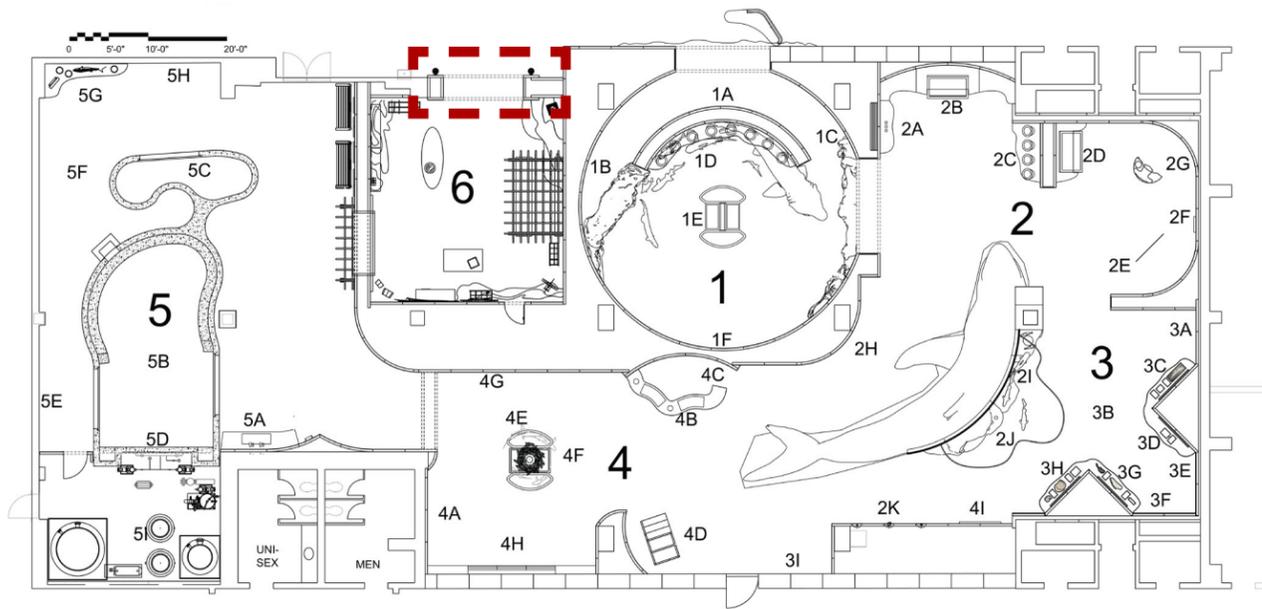


Exhibit Plan

Attributions:

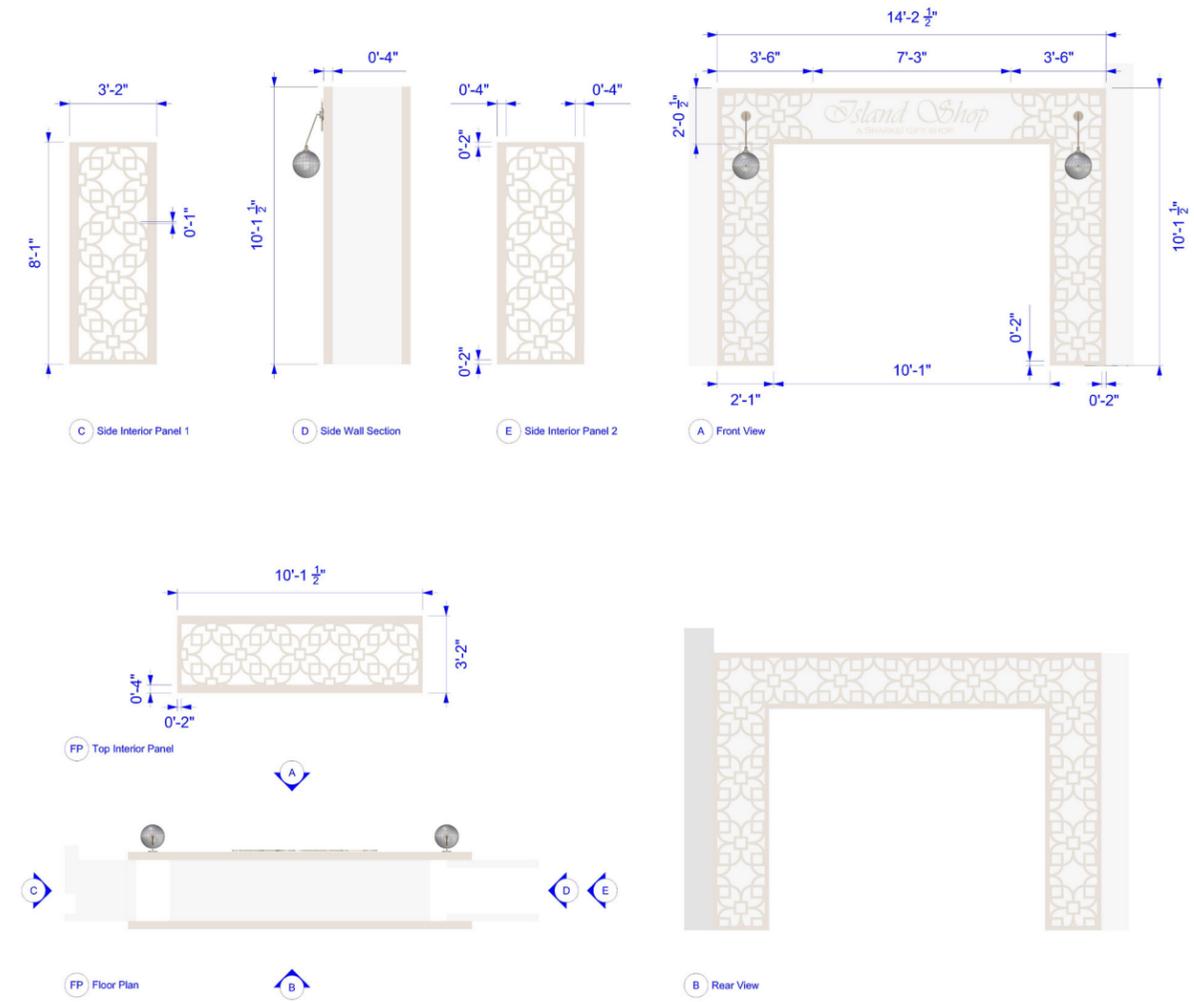
Copyright © 2023 Houston Museum of Natural Science. All rights reserved. Photo Credits: Mike Rathke, Michael VanderMate.



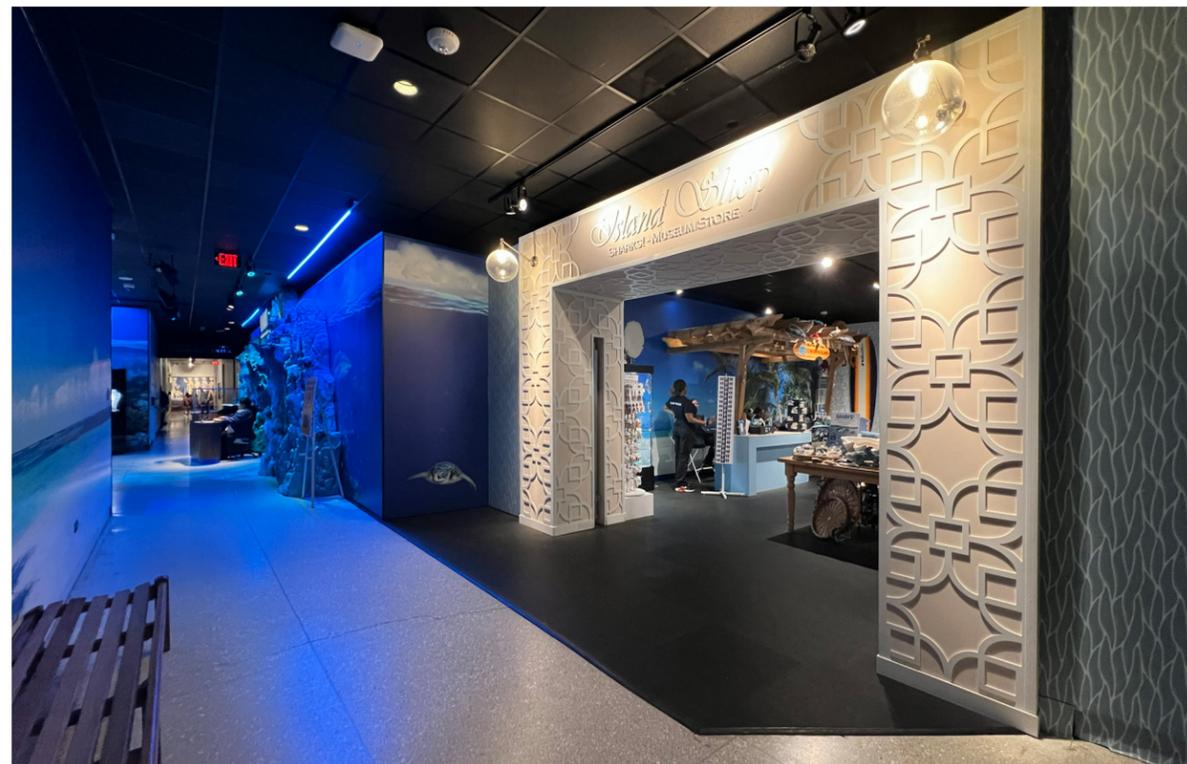
Gift Shop Public Entrance

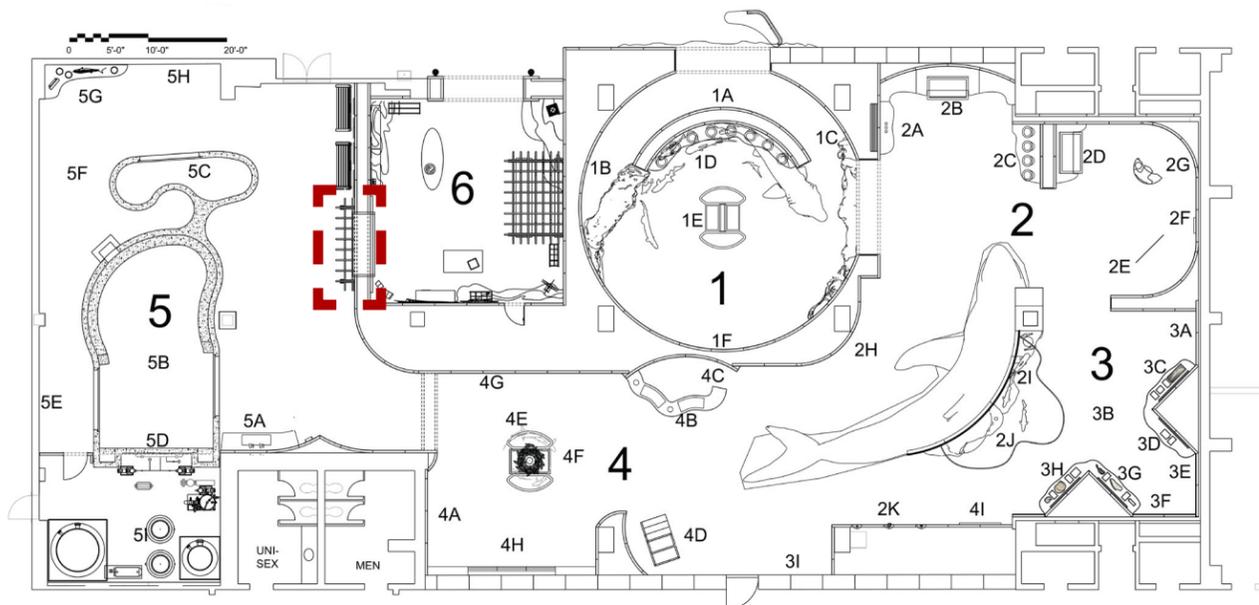


3D Model

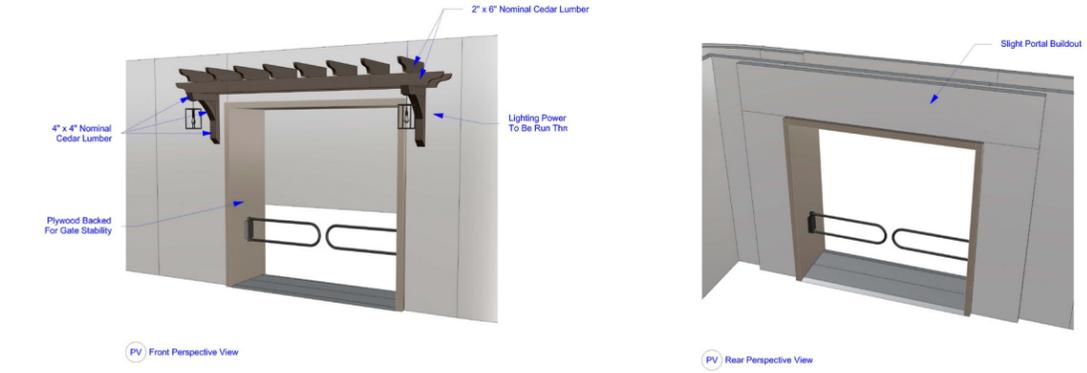


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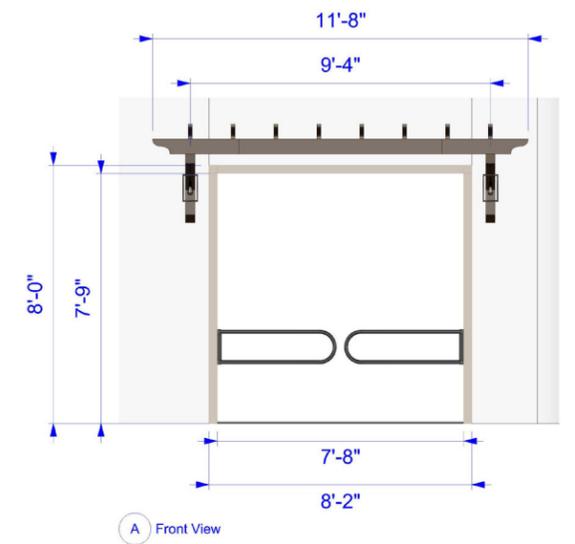




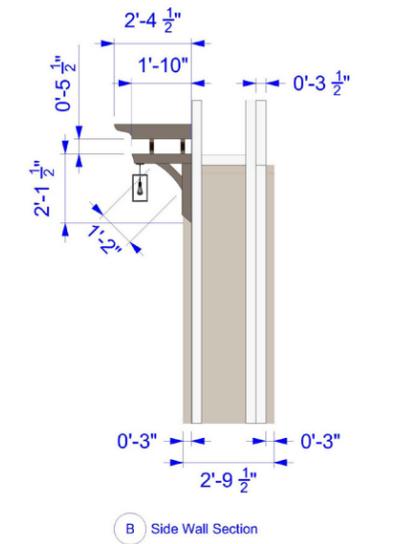
Gift Shop Exhibit Entrance



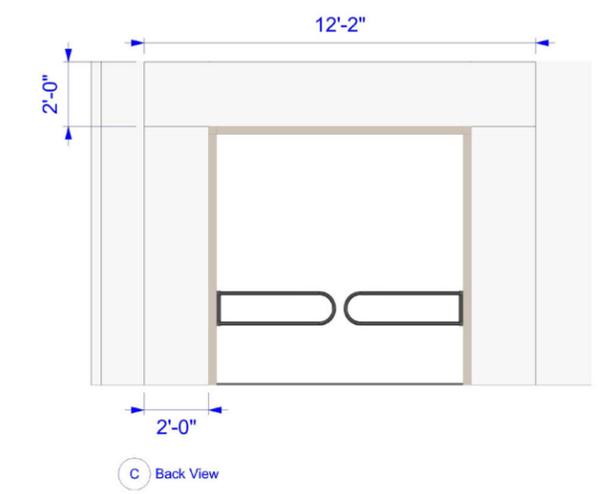
3D Model



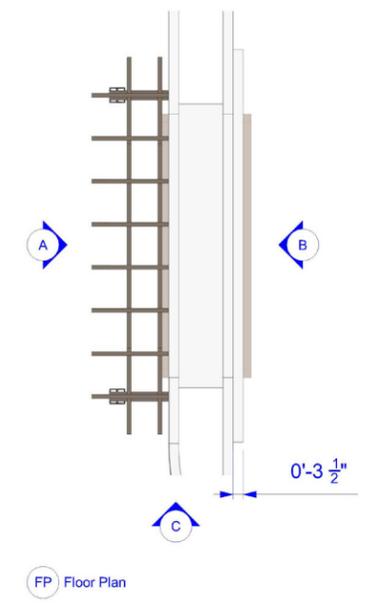
A Front View



B Side Wall Section



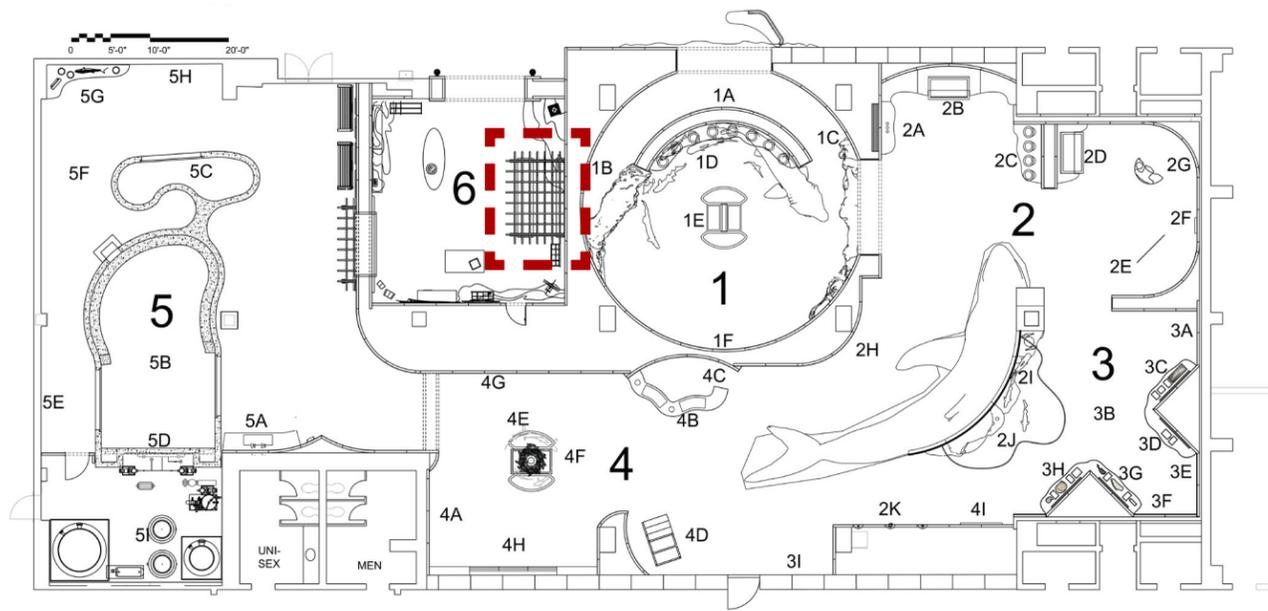
C Back View



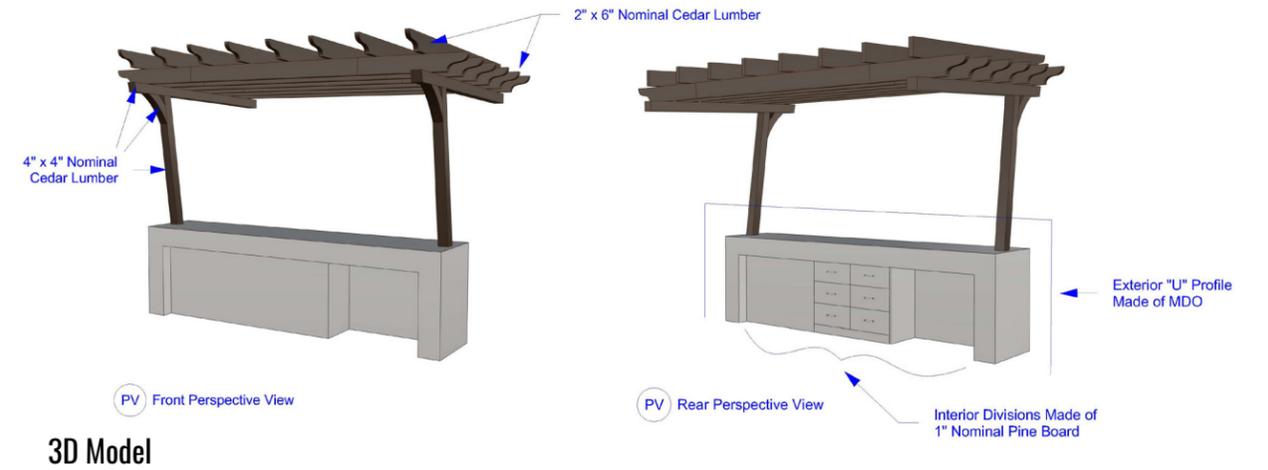
FP Floor Plan

Drafting

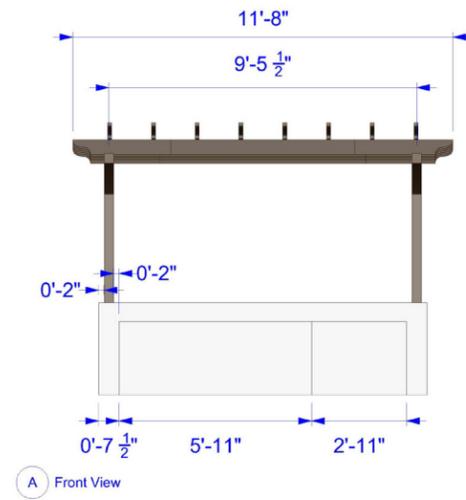




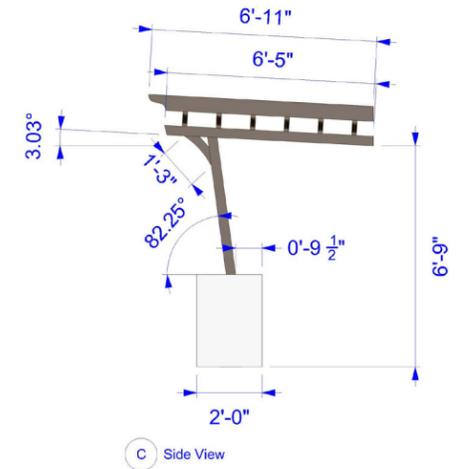
Gift Shop Check-out Counter



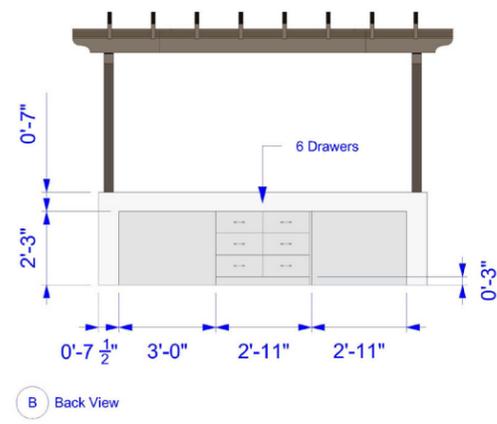
3D Model



A Front View

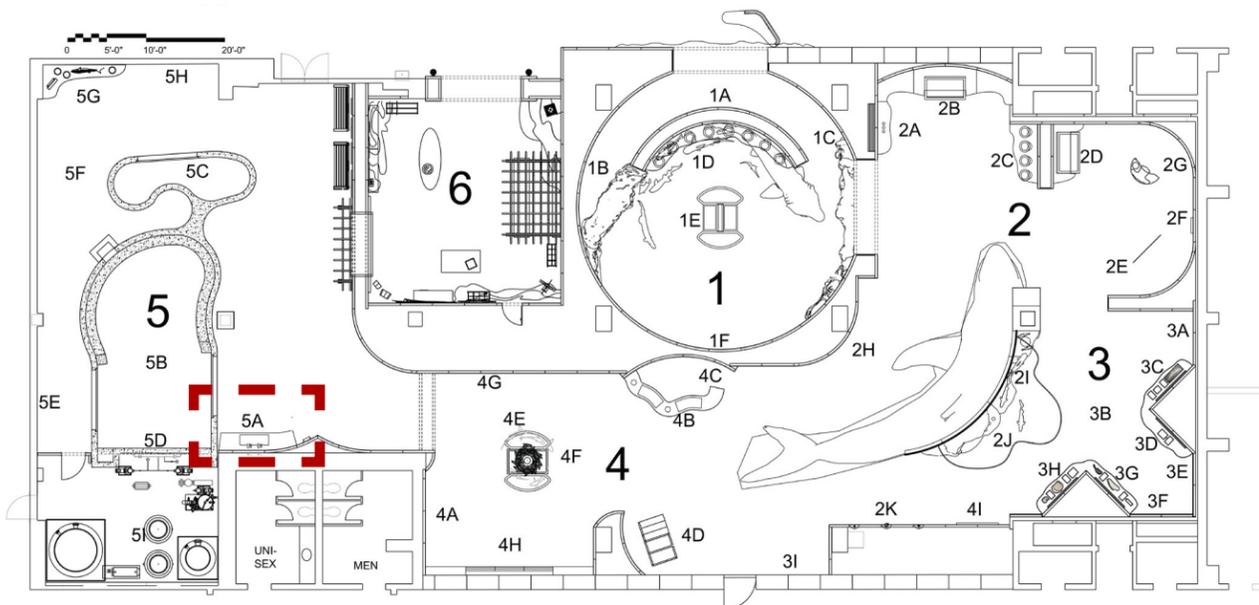


C Side View



B Back View

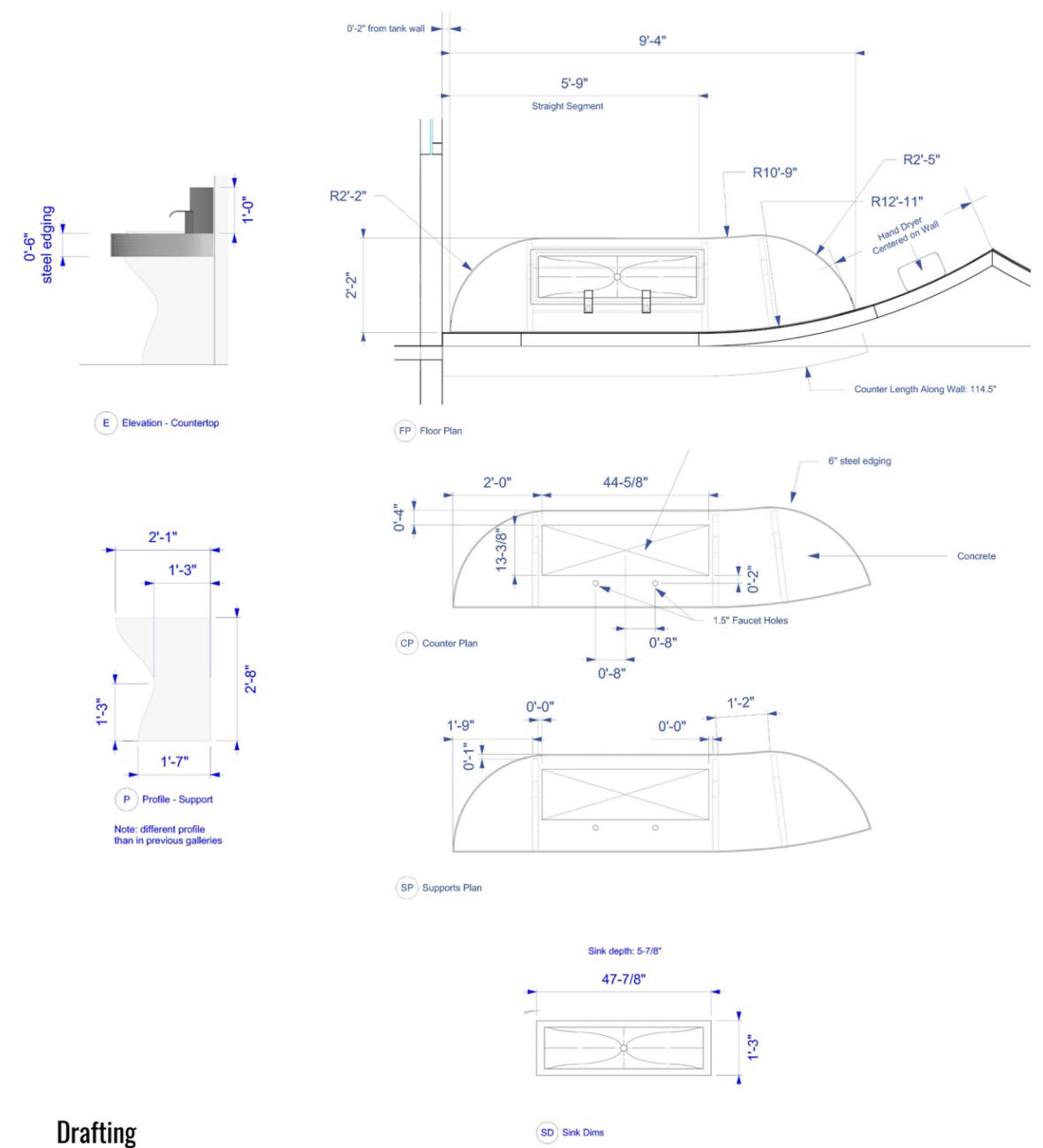
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Gift Shop Exhibit Entrance

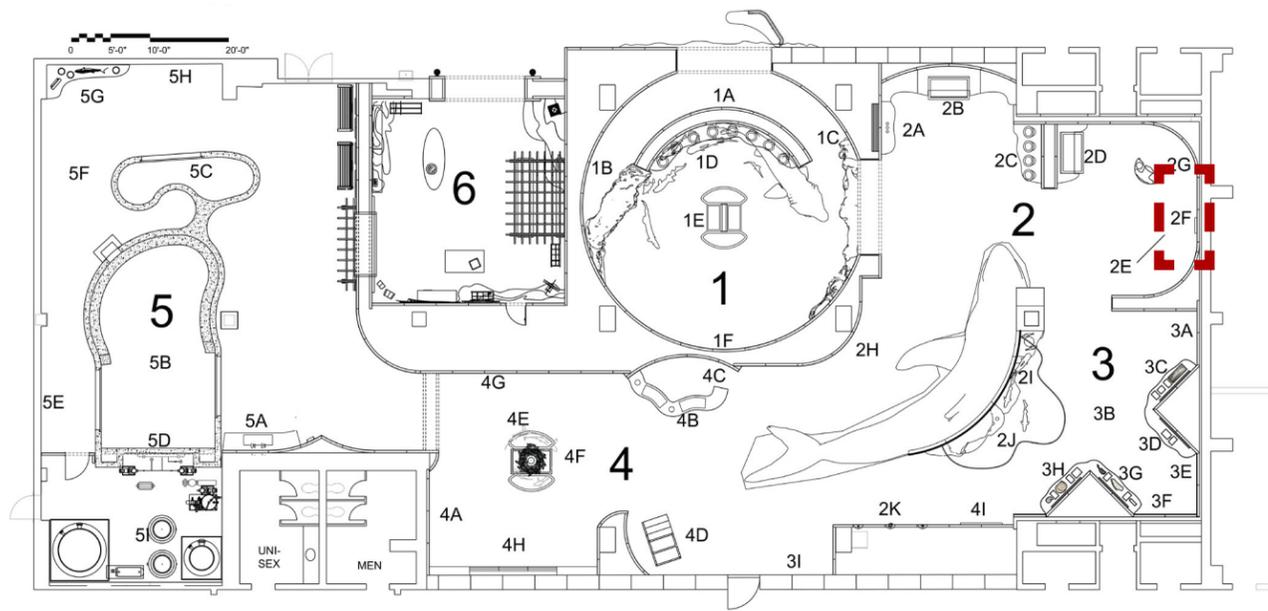


3D Model

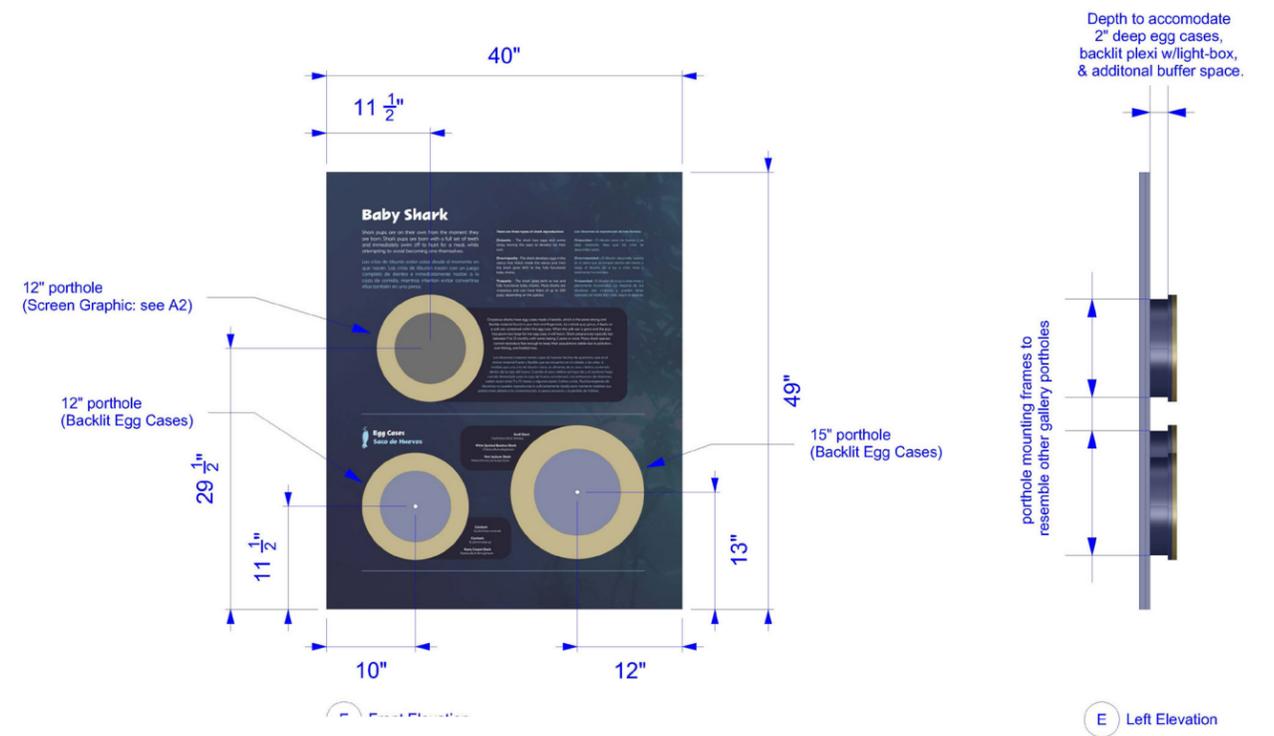


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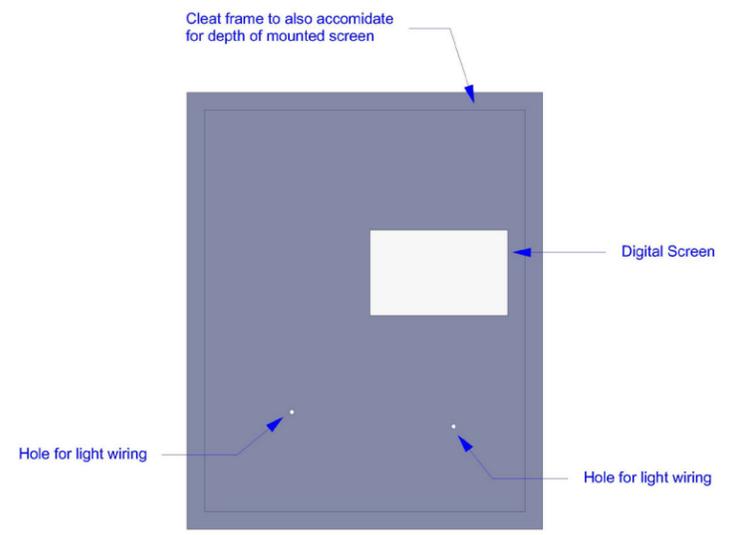




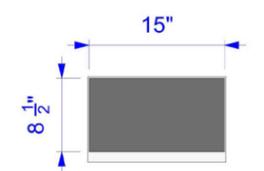
Specimen Graphic Housing



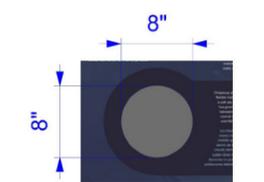
T Top View



E Rear Elevation



A1 Screen



A1 Screen Masking

Drafting

MCV

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