

Kenneth A. Larson  
Set Designer & Model Maker  
Assistant Art Director  
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. Some time as Art Director. 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, Twinmotion, Illustrator, Unreal, others. Model Maker. Museum volunteer for 30 years.

Feature / Television / Theme Park Credits (partial):

2023	<i>The Mother</i> - feature reshoots Set Design using AutoCAD & SketchUp Jean-Francois Campeau - Felicity Nove	Netflix
2022	<i>The Company You Keep</i> - Season 1 Set Design using AutoCAD & SketchUp Kevin Bird - Felicity Nove	ABC
2022	<i>All Rise</i> - Season 3 Set Design using AutoCAD & SketchUp Korey Washington - Daniel Lawson / Suzette Ervin	Warner Brothers
2021	<i>Grace and Frankie</i> - Season 7 Set Design using AutoCAD & SketchUp Devorah Herbert, Timothy Kirkpatrick (TK)	Netflix
2021	<i>Purple Hearts</i> - Feature Set Design using AutoCAD & SketchUp Kevin Bird, Amanda Knehans	Netflix
2021	<i>Gaslit</i> - season 1 Set Design using AutoCAD & SketchUp Daniel Novotny, Mark Satterlee, Rob Tokarz	Starz
2021	<i>The Walking Dead - World Beyond</i> - season 2 Set Design using AutoCAD & SketchUp Tom Hallbauer, Jasmine Garnet	AMC
2020	<i>Black Lightning</i> - season 4 Set Design using AutoCAD & SketchUp Arlan Jay Vetter, Rosa Palomo	Warner Brothers Television
2020	<i>Rutherford Falls</i> - season 1 Set Design using AutoCAD & SketchUp Kathleen Widomski, Chris DiLeo	Universal Television
2019-2020	<i>The Orville</i> - season 3 Set Design using AutoCAD & SketchUp Stephen Lineweaver, Robert Strohmaier	ABC - Fox
2019	<i>9-1-1</i> - season 3 Set Design using AutoCAD & SketchUp Giles Masters, Brian Jewell	Fox
2019	<i>Snowfall</i> - season 3 Set Design using AutoCAD Tomas Voth, Timothy Kirkpatrick (TK)	Minim Productions / FX
2018	<i>Barry</i> - season 2 Set Design using AutoCAD Tyler Robinson, Eric Schoonover	HBO
2017-2018	<i>Strange Angel</i> - season 1 Set Design using AutoCAD, SketchUp,	CBS

2017-2018	Warren Young, Timothy Kirkpatrick (TK) <i>Legion</i> - season 2 Set Design using AutoCAD, SketchUp, Michael Wylie, Nick Ralbovsky	Minim Productions / 20 <sup>th</sup> Century Fox
2016	<i>Pure Genius</i> - season 1 Set Design using AutoCAD Steven Jordan, Alberto Gonzalez-Reyna	Universal Studios
2015 - 2016	<i>Teen Wolf</i> - seasons 5 & 6 Set Design using AutoCAD Tom Hallbauer, Jasmine Garnet	Cowboy Jack Productions
2011	<i>American Horror Story</i> - Season 1 Set Design using AutoCAD & SketchUp Mark Worthington, Edward L. Rubin	20 <sup>th</sup> Century Fox ADG Nomination
2008	Golden Oak Ranch Project (GORP) Set Design using AutoCAD Michael Z. Hanan, Jay Vetter, Dan Jennings	ABC
2007-8	<i>Ghost Whisperer</i> - Season 3 (all) & 4 (Ep. 401-408) Set Design using AutoCAD Mayling Cheng	ABC
2006	<i>Sleeper Cell</i> - Season 2 (full season) Set Design using AutoCAD Stephan Marsh, Randy Moore, Timothy Kirkpatrick (TK)	ShowTime
2005-6	<i>invasion</i> - Season 1 (full season) Set Design using AutoCAD Mayling Cheng	Warner Brothers
2000	<i>Collateral Damage</i> Traditional Set Design Philip Rosenberg, Mark Fisichella	Warner Brothers
1997	<i>Shrek</i> Set Design for CGI sets using AutoCAD Bill Perkins, James Hegedus	DreamWorks Animation
1996-7	<i>Batman and Robin</i> Set Design for miniatures/VFX using AutoCAD Barbara Ling, Richard Reynolds, James Hegedus	Warner Brothers
1978-1996	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. Museum Volunteer 30+ years.