

Kenneth A. Larson
Design, Drafting, & Model Maker
Computer & Traditional

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Summary: Four decades building and designing scenery, 28 years as a Set Designer. One of the first Set Designers to use a computer, including 3D work. Film and non-film, features and television, Theme Park, Architecture, Interior Design, trade show. AutoCAD, SketchUp, Photoshop, Rhino, Twinmotion, Illustrator, others. Model Maker. Versatile, experienced, fast, accurate, neat, reliable, self sufficient. Museum volunteer since 1989.

Other Experience (partial):

2005-2007	Pacific Interior Design Group
2004-2005	Full Circle Interior Design
2003	Sexy Hair (trade show booth)
2000	West Coast Display
1998-1999	R. F. McCann Theatre Architects
1989-present	Volunteer: Natural History Museum of Los Angeles County

Feature / Television / Theme Park Credits (partial, full list at web site):

2023	<i>The Mother</i> - feature reshoots Set Design using AutoCAD & SketchUp	Netflix
2022	Jean-Francois Campeau - Felicity Nove <i>The Company You Keep</i> - Season 1 Set Design using AutoCAD & SketchUp	ABC
2022	Kevin Bird - Felicity Nove <i>All Rise</i> - Season 3 Set Design using AutoCAD & SketchUp	Warner Brothers
2021	Korey Washington - Daniel Lawson / Suzette Ervin <i>Grace and Frankie</i> - Season 7 Set Design using AutoCAD & SketchUp	Netflix
2019-2020	Devorah Herbert, Timothy Kirkpatrick (TK) <i>The Orville</i> - season 3 Set Design using AutoCAD & SketchUp	ABC - Fox
2019	Stephen Lineweaver, Robert Strohmaier <i>Snowfall</i> - season 3 Set Design using AutoCAD	Minim Productions / FX
2018	Tomas Voth, Timothy Kirkpatrick (TK) <i>Barry</i> - season 2 Set Design using AutoCAD	HBO
2017-2018	Tyler Robinson, Eric Schoonover <i>Strange Angel</i> - season 1 Set Design using AutoCAD, SketchUp,	CBS
2016	Warren Young, Timothy Kirkpatrick (TK) <i>Pure Genius</i> - season 1 Set Design using AutoCAD	Universal Studios
2015 - 2016	Steven Jordan, Alberto Gonzalez-Reyna <i>Teen Wolf</i> - seasons 5 & 6 Set Design using AutoCAD	Cowboy Jack Productions
2011	Tom Hallbauer, Jasmine Garnet <i>American Horror Story</i> - Season 1 Set Design using AutoCAD & SketchUp	20 th Century Fox ADG Nomination
2008	Mark Worthington, Edward L. Rubin Golden Oak Ranch Project (GORP)	ABC

	Set Design using AutoCAD	
	Michael Z. Hanan, Jay Vetter, Dan Jennings	
2007-8	<i>Ghost Whisperer</i> - Season 3 (all) & 4 (Ep. 401-408)	ABC
	Set Design using AutoCAD	
	Mayling Cheng	
2006	<i>Sleeper Cell</i> - Season 2 (full season)	ShowTime
	Set Design using AutoCAD	
	Stephan Marsh, Randy Moore, Timothy Kirkpatrick (TK)	
2005-6	<i>invasion</i> - Season 1 (full season)	Warner Brothers
	Set Design using AutoCAD	
	Mayling Cheng	
2000	<i>Collateral Damage</i>	Warner Brothers
	Traditional Set Design	
	Philip Rosenberg, Mark Fisichella	
1997	<i>Shrek</i>	DreamWorks Animation
	Set Design for CGI sets using AutoCAD	
	Bill Perkins, James Hegedus	
1996-7	<i>Batman and Robin</i>	Warner Brothers
	Set Design for miniatures/VFX using AutoCAD	
	Barbara Ling, Richard Reynolds, James Hegedus	
1978-1996	Model Maker, Prop Shop, Special Effects, Prop Maker on numerous projects.	

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, Rhino, Twinmotion, others. Full kit, all software is licensed. Learning Blender 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.