

- I A I N -  
M C C A I G

Tel: 415 233 2882 Email: mccaig@mac.com

IAIN McCaig is an internationally recognized award-winning artist and one of the motion picture industry's leading conceptual designers. His exceptional command of human anatomy, character, emotional expression and visual narrative make him one of the most sought after artists working in the entertainment industry today.

McCaig has worked for Lucasfilm as one of the principal designers on *Star Wars Episode One—The Phantom Menace*, *Star Wars Episode Two—Attack of the Clones*, and: *Star Wars Episode Three—Revenge of the Sith*, *Star Wars—The Force Awakens*, and *Solo: A Star Wars Story*, as well as the forthcoming *Star Wars Theme Parks*. His work includes the landmark designs for Queen Amidala and Darth Maul.

Among his other film credits are James Cameron's *'Terminator II'*, Steven Spielberg's *'Hook'*, Francis Ford Coppola's *'Dracula'*, Neil Jordan's *'Interview With the Vampire'*, Sony/Revolution/Universal's *'Peter Pan'*, Warner Brothers' *'Harry Potter and the Goblet of Fire'*, Marvel Studios' *'The Avengers'*, *'Guardians of the Galaxy'*, *'Avengers:Infinity Wars'* and *'Avengers:Endgame'*. He is also Co-Producer and Concept Design Director on Ascendant Pictures' science-fiction epic: *'Outlander'*.

As a screenwriter, McCaig adapted the Ursula K. Le Guin classic: *'A Wizard of Earthsea'* for ShadowCatcher Entertainment, and was co-author of *'People'*, an Emmy-nominated animation special for the Disney Channel. In 2001, he wrote and designed his first CG feature film, *'The Pied Piper'*, for Imax/Mainframe.

McCaig made his directorial debut with *'The Face'*, which opened at the Santa Barbara Film Festival. It won several awards, including the *Gold Medal for Best Family Film* in the Houston International Film Festival, and a *'Year 2000 Notable Video'* award from the American Library Institute.

In 2005, McCaig founded Ninth Ray Studios LLC, a freelance story and design group dedicated to the art of storytelling. Since its inception, Ninth Ray has handled development and pre-production work for several major motion pictures, including Ascendant Pictures' *'Outlander'* and both Paramount Pictures' and Disney/Pixar's versions of *'John Carter of Mars'*.

McCaig is also an internationally recognized illustrator specializing in narrative and figurative art. His work includes advertising, limited edition prints, children's books, computer and role playing games, book and record covers (including the iconic cover for Jethro Tull's 'Broadsword and the Beast').

His original artwork has been exhibited in galleries worldwide, including the Smithsonian. McCaig has been nominated for six Chesley Awards by the World Science Fiction Association, and won an Art Directors Guild award in 2015 for his work on Guardians of the Galaxy. In 2014, he was awarded the prestigious GRAND MASTER Award from Spectrum Fantastic Art for Lifetime Achievement.

McCaig has taught drawing and storytelling both publicly and privately for over thirty years. He is the author of four bestselling DVD's on Visual Storytelling and Concept Design for the Gnomon Workshop. He continues to lecture and demonstrate and hold workshops for film studios, conventions, institutions and schools around the world.

In 2008, Palace Press released 'Shadowline: the Art of Iain McCaig'. The book is a multi-faceted adventure, featuring 28 years of McCaig's commercial and private artwork, a fictionalized visit to his otherworldly studio, and a unique how-to-draw workshop.



## **FILM & TELEVISION**

### **“THE CELLARIUS CHRONICLES’**

Writer/Director/Executive Producer  
Four short post-apocalyptic science fiction films  
for ConsenSys.  
(2018/2019)

### **“AVENGERS: ENDGAME’**

Concept Artist  
Development/Pre-production work for ‘Smart Hulk’ on  
Marvel’s superhero Feature.  
(2018/2019)

### **“BIOS”**

Concept Artist  
Development work for Ivor Powell and Miguel  
Sapochnik for a forthcoming Tom Hanks / Robert  
Zemekis film.  
(2017)

### **‘AVENGERS: INFINITY WARS’**

Concept Artist  
Development/Pre-production work for Thanos on  
Marvel’s superhero Feature.  
(2016/2018)

### **”MONKEY KING—THE BEGINNING**

Co-Director/Co-Writer/Executive Producer  
An Animated Feature Film adaptation of ‘Journey To  
The West’ for Aquamen Entertainment.  
(2014/2015)

### **“THE JUNGLE BOOK”**

Concept Artist  
Pre-production art for Jon Favreau’s live-action  
version of the Disney classic.  
(2014)

### **“WARCRAFT”**

Art Director  
ILM Art Director for Duncan Jones’ live-action feature  
adaptation of Blizzard Entertainment’s ‘World of  
Warcraft.’  
(2013)

## **FILM & TELEVISION CONT'D.**

### **“SOLO: A STAR WARS STORY”**

Concept Artist  
Development art for Lucasfilm’s origin  
story for Han Solo and Chewbacca.  
(2013/2018)

### **“STAR WARS: THE FORCE AWAKENS”**

Concept Artist  
Development for J. J. Abrams/Disney Feature  
(2013)

### **“GUARDIANS OF THE GALAXY”**

Concept Artist  
Character Design for Marvel’s superhero Feature  
(2012).

### **“BOOK OF SECRETS”**

Writer/Director, Production Designer, Producer  
An original live-action feature film for Stories to  
Remember  
(2010/2013).

### **“THE AVENGERS”**

Concept Artist  
Character concept design for Marvel’s superhero  
Feature  
(2010)

### **“JACK THE GIANT SLAYER”**

Concept Designer  
Character concept design for Bryan Singer’s re-  
imagining of the classic fairy tale  
(2009/2010).

### **“REIGN OF THE DINOSAURS”**

Co-Head of Story  
Co-wrote and co-helmed the story team for Discovery  
Channel’s first foray into *narrative* dinosaur stories  
(2009-2010)

### **“KING OF THE ELVES”**

Visual Consultant  
Character concept design for Walt Disney Feature  
Animation’s adaptation of the Philip K. Dick short story  
(2009).

## **FILM & TELEVISION CONT'D.**

- "JOHN CARTER of MARS" (PIXAR/Disney Production)  
Concept Design Supervisor (NRS)  
Assembled and led development concept team for  
PIXAR/Walt Disney Pictures production of the Edgar  
Rice Burroughs' classic  
(2008).
- "JOHN CARTER of MARS" (Jon Favreau Production)  
Visual Consultant  
President and Creative Director (NRS)  
Assembled and led NRS story and concept team for  
Jon Favreau/Paramount Pictures production of the  
Edgar Rice Burroughs' classic  
(2006).
- "CHARLOTTE'S WEB" Visual Consultant  
President and Creative Director (NRS)  
Design, Art and Performance Direction for 'Charlotte';  
Collaborator on official one-sheet movie poster  
(2005).
- "OUTLANDER" Co-Producer  
President and Creative Director (NRS)  
First project for Ninth Ray Studios LLC (NRS),  
McCaig's freelance art and story group. NRS created  
all design, story, and animatic work for Ascendant  
Pictures/Barry Osborne forthcoming production  
(2005).
- "JOHN CARTER of MARS" (Kerry Conran Production)  
Visual Consultant  
Assembled and led story, concept, and animatic  
teams for Kerry Conran/Paramount Pictures  
production of the Edgar Rice Burroughs' classic  
(2004/2005).
- "HARRY POTTER AND THE GOBLET OF FIRE"  
Concept Designer  
Conceptual Design for Warner Bros. on the fourth  
installment of the Harry Potter series  
(2004/2005)

## **FILM & TELEVISION CONT'D.**

“STAR WARS: Episode Three—Revenge of the Sith”

Concept Designer

Conceptual Design for Lucasfilm on “Star Wars:  
Episode Three”

(2002/2003)

“THE SORCERER’S APPRENTICE”

Writer/Director/Designer

Screenplay and Concept Design for live-action feature  
film for Stories to Remember

(2002/2003)

“PETER PAN”

Visual Consultant

Design, Storyboards, and Art Direction for Sony/  
Universal/Revolution’s production of the J.M. Barrie  
classic

(2002)

"THE PIED PIPER"

Writer/Director/Designer

Screenplay and Concept Design for 3D Imax film for  
Imax/Mainframe

(2000/2001)

"A WIZARD OF EARTHSEA"

Writer/Director/Producer/Designer

Screenplay and Concept Design for ShadowCatcher  
Entertainment

(2000).

"STAR WARS: Episode Two—Attack of the Clones"

Concept Designer

Conceptual Design for Lucasfilm on "Star  
Wars: Episode Two"

(1999/2000)

'FRANKENSTEIN"

Character Art Director

Conceptual Design and Art Direction for  
Industrial Light and Magic's first all-digital feature  
film

(1999)

## **FILM & TELEVISION CONT'D.**

- "THE FACE"                      Director/Associate Producer  
Half-hour family film for Stories to Remember  
(1998)  
*Gold Medal, Houston International Film Festival ; Audience Favorite Award at Palm Springs International Festival; Best of Year ('99) from the National Association of Parenting Publications; the Year 2000 Notable Video from the American Library Association; endorsed by the Coalition for Quality Children's Media. Distributed by Atom Films, 'The Face' has appeared as an in-flight movie on United Airlines and on television stations worldwide.*
- "STAR WARS: Episode One--The Phantom Menace"  
Concept Designer  
Conceptual Design for Lucasfilm on "Star Wars: Episode One"  
(1996/1999)
- "DINOTOPIA"  
Concept Designer  
Storyboarding & Art Direction for Sony Pictures on "Dinotopia-the Motion Picture"  
(1997)
- "PINOCCHIO"  
Concept Designer  
A proposed live-action retelling of the Collodi classic by Francis Ford Coppola  
(1996)
- "PEOPLE: A MUSICAL CELEBRATION"  
Screenwriter/Designer/Story Artist  
One hour animated TV movie for the Disney Channel.  
(1995)
- "INTERVIEW WITH THE VAMPIRE"  
Storyboard Artist/Art Director  
Preproduction storyboarding and special effects Art Direction for Neil Jordan and Digital Domain  
(1994)
- "BRAM STOKER'S DRACULA"  
Storyboard Artist/ Art Director  
Responsible for art directing, and storyboarding second unit sequences for Francis Ford Coppola's version of Bram Stoker's classic  
(1992)

## **FILM & TELEVISION CONT'D.**

"STAR TREK VI: THE UNDISCOVERED COUNTRY"

Storyboard Artist  
For Industrial Light & Magic.  
(1991)

"HOOK"

Storyboard Artist/ Concept Designer  
For Industrial Light & Magic.  
(1991)

"TERMINATOR II"

Storyboard Artist/ Concept Designer  
For Industrial Light & Magic.  
(1990/1991)

"TWICE UPON A TIME"

Animator for Lucasfilm (Korty Films).  
(1979)

"SESAME STREET"

Animator for Children's Television Workshop (Korty Films).  
(1979)

## **ART/ILLUSTRATION**

Art and Illustration for Books, Magazines, Album Covers, Limited Edition Prints, Posters, Advertising and Private Commissions.

Clients include: LUCASFILM, AMERICAN ZOETROPE, DREAMWORKS, AMBLIN, THE HENSON ORGANIZATION, INDUSTRIAL LIGHT & MAGIC, SONY PICTURES, CHRYSALIS Records, EMI Records, BBC Records, The JANE GOODALL FOUNDATION, PENGUIN BOOKS, BANTAM BOOKS, SIMON & SHUSTER, HARPER COLLINS, and WIZARDS OF THE COAST.

## **INTERACTIVE**

JURASSIC WORLD

Concept Design Director for proposed Jurassic World Game, including Directing and Producing a short dinosaur film for presentation to Universal Studios/Steven Spielberg.  
(2011)



## **INTERACTIVE CONT'D**

### RESPAWN ENTERTAINMENT

Character Design for Respawn's first interactive title  
(2011)

### SONY INTERACTIVE ENTERTAINMENT

Visual and Story Consultant  
Story and Design work for two as yet unpublished titles for  
Sony Interactive Entertainment  
(2008/2009)

### ELECTRONIC ARTS

Concept Artist  
Character design, viewpainting, and digital art for EA's  
"James Bond: Agent Under Fire", "James Bond: Everything  
or Nothing", and "Goldeneye: Rogue Agent".

### LUCASFILM GAMES

Artist and Animator for "The Secret of Monkey  
Island" and Steven Spielberg's "The Dig".

### CRYSTAL DYNAMICS

Concept Designer and Illustrator for "The Horde".

### 3DO

Directed and Produced live-action sequences for 3DO's  
"Killing Time".

## **EDUCATIONAL**

Thirty-eight years of lectures, demonstrations, and public and private teaching in Illustration, Narrative Art and Storytelling. Clients include The Barbican Centre (London, England); Disney Feature Animation (Florida); Dreamworks (LA); Lucasfilm and Industrial Light & Magic (US); 3D Developers Conventions (Denmark and the US); Cogswell College (California and Washington), and the Fukushima Museum of Art (Japan).

McCaig is also a member of the Advisory Board for both the Gnomon School of Visual Effects and for Spectrum Fantastic Art, as well as a charter member of the Pre-Visualization Society.

## **AWARDS**

Nominated for 2016 Excellence in Production Design Award from the Art Directors Guild for : Star Wars Episode VII - The Force Awakens (2015)

Winner 2015 Excellence in Production Design Award from the Art Directors Guild for Guardians of the Galaxy (2014).

Winner of the 2014 Spectrum Fantastic Art's GRAND MASTER AWARD for Lifetime Achievement.

Nominated for six Chesley Awards by the World Science Fiction Association.

Winner of American Library Institute Year 2000 Notable Video Award

Winner of the Audience Award at the 1998 Palm Springs Festival

Winner of Gold Medal for 1998 Houston Film Festival