Jim Udenberg - Makeup Effects Artist

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Objective

To offer quality state-of-the-art makeup and special effects services and education to all areas of the entertainment industry and beyond. Most important for me is to work together with a creative team and produce the best possible product on time and on budget.

Experience

Well into my third decade as a makeup effects artist in the entertainment industry in the areas of film, television, stage and events, I offer a great diversity in experience and skills. As an artist, I have worked on hundreds of productions in all areas of the process. Design, sculpting, mold making, casting, art-working, and on-set makeup application. As a supervisor, I have overseen many very large live shows, films, and television projects. As a teacher, I have inspired creativity and ingenuity in a new generation of artists. Now, as the owner and operator of my own makeup fx company and training center, I am able to bring together 25 years of work into a new age of makeup fx technology and put my own personal creative ideals into each and every project.

Employment

2005 – 2017(current): Owner and operator of **Studio iMAGINARIUM** (formerly Udenberg Productions) Sylling, Norway

Studio iMAGiNARiUM is split into 2 divisions:

- 1. iMAGiNARiUM FX: Makeup and Special FX for Film, TV, Theater and Events
- 2. **iMAGINARIUM CLASSROOM**: Makeup Effects training for industry professionals, beginners, as well as youth art programs.

2004 - 2010 NISS - Nordic Institute for Stage and Studio

Oslo, Norway

Head instructor of SFX makeup division of the makeup artist training program.

1995 - 2004 UNIVERSAL STUDIOS

Orlando, Florida

Makeup Department Supervisor

Supervision of 2000 sq. ft. Makeup Effects Shop as well as a year round staff of 15 makeup artists and hair stylists.

Project supervision including budget, design, fabrication, staffing, show-run, and strike. Required skills included digital makeup design, sculpting, mold-making, appliance fabrication, painting, makeup application & removal, as well as various administrative tasks. During peak seasons, I hired staff increasing the department to 30-40 artists and stylists. Also responsible for hiring, scheduling, and payroll.

-See more details below in the STAGE & LIVE EVENT SECTION

Film

2017 THE TITAN (Feature) UK

Prosthetic Makeup Artist (for Millennium FX, UK)

2016 KONGENS NEI (Feature) Norway

Makeup FX design and application

2016 GILBERTS GRUSSOME HEVN (Feature) Norway

Prosthetics design

2016 SNEKKER ANDERSEN og JULENISSEN

(Feature) Norway - Makeup FX design

2014 DEAD SNOW: Red vs Dead (Feature) Norway

SFX Workshop Coordinator - Props

2014 KRAFTIDIOTEN (Feature) Norway

Makeup FX Designor and SFX technician

2013 GÅTEN RAGNAROK (Feature) Norway

Special FX Designer, Sculptor and Technician

2012 90 Minuter (Feature) Norway

International Title: 90 MINUTES

Special FX technician

2011 HODEJEGERNE (Feature) Norway

International Title: HEADHUNTERS

Special FX technician

2011 HJELP! Vi ER I FILMBRANSJEN (Feature) Norway

Makeup FX Supervisor

2010 FRITT VILT III (Feature) Norway

International Title: COLD PREY III

Prosthetic Makeup Designer

2010 PROWL (Feature) USA

Creature Effects Designer

2010 VARG VEUM: SKRIFTEN PÅ VEGGEN (Feature) Norway

Prosthetic Makeup Designer

2010 TOMME TØNNER (Feature) Norway

Makeup Effects Design and Application

2010 EN GANSKE SNILL MAN (Feature) Oslo, Norway

International Title: A SOMEWHAT GENTLE MAN

Makeup Effects Design and Application

2009 JULENATT I BLÅFJEL (Feature) Oslo, Norway

International Title: MAGIC SILVER

Makeup Effects Design and Application

2009 KNERTEN (Feature) Norway

Foam Technician

2009 **ENGELEN** (Feature) Oslo, Norway

International Title: THE ANGEL

Makeup Effects Design and Application

2008 **DARK FLOORS** (Feature) Solar Films, Finland

Makeup Effects Designer

2008 ROVDYR - (Feature) Norway

International title: MANHUNT

Makeup Effects consultant

2006 UTKANT (short film)

Makeup Effects Supervisor

2005 **LIMBO** (short film)

Makeup Effects Supervisor

1996 KRAW-THE INVENTOR (Short Film)

Makeup Effects Designer

1994 **DREAM SCRIPT** (Short Film)

Makeup Effects

1994 NEW YEARS GRIEVE (Independent)

Makeup Artist

Television

2017 ELVEN (TV3 Norway)

Prosthetic Body Parts

2016 SENKVELD med THOMAS og HARALD (TV2 Norway)

Prosthetic Makeup Designer

2016 MANIAC (TV3 Norway)

Prosthetics Designer

2012 ASBJØRN BREKKE SHOW (TV-NORGE) Norway

Makeup Effects Artist for Espen Eckbo:

Multiple Characters

2012 TORSDAGS KVELD fra NYDALEN (TV2) Norway

Makeup Effects Artist

2010 DAG (TV2) Norway

Makeup Effects Artist for Atle Antonsen (one episode)

2009 ORMEN I SELJORDSVANNET (NRK) Oslo, Norway

Creature Effects Design and Fabrication

2008 CALCICHEW (Commercial) Helsinki, Finland

5 stage Aging Makeup Effects design and application

2007 LORDI: HARD ROCK HALLELUJAH (music video)

RDI: HARD ROCK HALLELUJAH (music video)

Makeup Effects design, and fabrication (Solar Films,

Helsinki, Finland)

2006 VALEN OG DE (TV Norge) Kristian Valen

Special Makeup Effects design, fabrication, and

application

2001 THE KRONENBERG CHRONICLES - (Pilot)

Director: John Landis Creature Effects Supervisor

1996 MORTAL KOMBAT: KONQUEST (Television)

2nd unit Special Makeup Effects Artist

1996 TODAY SHOW (NBC television)

Prosthetic makeup demonstration &

interview with Katie Curic

1996 WHAT ABOUT IT? (Regional Television)

Prosthetic makeup demonstration and interview 1994/95 **SEAQUEST DSV** (NBC TV / Amblin Entertainment)

Airbrush and Prosthetic Makeup Artist (seasons 2 & 3)

Stage & Live Events

2015-2017 HAKKEBAKKESKOGEN

(Kristiansand Dyreparken, Norway) Character Prosthetic Designer

2014 BEAUTY and the BEAST (Christiania Teater Oslo, Norway)

Makeup Designer Prosthetics Designer

2005-2012 KRISTIAN AND FRA HERLILAND

Kristiansand Dyreparken, Norway Character design and animal style latex appliances for annual summer show.

1995-2004 UNIVERSAL STUDIOS - Orlando, Florida

As supervisor of the Makeup Department, I oversaw countless live shows, and special events for nearly 10 years.

HALLOWEEN HORROR NIGHTS IV-XIII

Massive annual Halloween event. As Supervisor of the makeup department I oversaw the transformation of up to 600 performers each night of the event running the entire month of October. Multiple haunted mazes, hundreds of street performers as well as the annual

BILL & TED'S EXCELLENT HALLOWEEN

ADVENTURE. Also integral in the design and creation of each year's iconic character used in all television and print campaigns.

GRINCHMAS (2000, '01, '02, '03)

Universal Studios Islands of Adventure featured this live stage version of the famous Dr. Seuss story based upon the film. Running the month of December, the show required hundreds of custom facial prosthetics and hairpieces all fabricated in our makeup fx shop. I supervised the pre-production, starting in June, simultaneously along side each years Halloween Horror Nights work and hired and scheduled the makeup staff for the run of the show.

Designer and Artist for the following live shows...

Beetlejuice's Rock & Roll Graveyard Revue
A Day in the Park with Barney
T23D: (Terminator 2: 3D)
The Gory, Gruesome and Grotesque Horror
Makeup Show
The 8th Voyage of Sindbad
Universal Studio's Mardi Gras Parade
Marvel Comics Superhero Show

Designer and Artist for multiple look-a-like characters.

1998 N'SYNC WORLD TOUR - For Blue Whale Studios
Fabrication of 15 ft. puppet for the groups 1999 tour.

1999 **BEATRICE & MILDRED** - For Blue Whale Studios
Assistant sculptor and application of prosthetics
makeup transforming a 24 year old man into a 60-ish
year old Woman for numerous live events.

1997 THE WIZARD OF OZ - Wiz Kid Productions

Makeup Designer

1996 **QUILLS** - Theater Downtown, Orlando Makeup Fx Designer

1993 **LA TRAVIATA** - Orlando Opera Makeup Artist

Education

1989 - 1992 UNIVERSITY OF MINNESOTA: DULUTH

Duluth, Minnesota, USA
Photography, Illustration, Stage Makeup

1993-1994 JOE BLASCO MAKE-UP CENTER Orlando

Makeup Artist Training Program
Finished top of class with "Best Makeup" award
Advanced Prosthetics Program

1997 MAKEUP DESIGNORY

Los Angeles, California
Bald Cap Seminar with Ed French

IMATS by Makeup Artist Magazine

I have attended numerous seminars and lectures at the *International Makeup Artist Trade Shows* in both Los Angeles and London.

Awards & Honors

2004 CARL LAEMMLE AWARD Universal Studios

In 2004, for my time as Supervisor of the Universal Studios Makeup Department, I received the **Carl Laemmle Award** for my nearly 10 years of "exceptional contributions to the entertainment department"

2006 **IN THE SPOTLIGHT** Makeup Artist Magazine
Winner of the In the Spotlight contest for my Prosthetic
makeup entry. Featured in full page article.

Skills

I have experience in nearly all aspects of special makeup effectsincluding, but not limited to...

Script Breakdown
Budgeting
Drawing
Illustration
Digital Character Design
Photoshop, Z-Brush
Life Casting
Sculpting
Scale Maquette, 1:1, Oversized
Mold Making
Stone, Silicone, Epoxy, Urethane, Fiberglass
Parts Casting
Silicone, Foam Latex, PU Foam, Latex

Painting
Traditional, Airbrush
Hand Laid Hair
Wigs and Hair Pieces
Makeup application
Silicone, Foam, Paint & Powder, Out-of-Kit,
Bald Cap, Aging, Injury Simulation
Bodies and Parts Fabrication
Project Evaluation and Planning
Hiring Staff
Budget Tracking
Inventory Control

Conclusion

Though my professional experience is now approaching its 25th year, my exposure and study of makeup and special effects goes back much farther. My passion for this art began over 35 years ago in fact, and I spend much of my pre-teen and teen years gathering as much information as I could in the *pre-internet* days.

That passion and love for this art drives me still today. Not a day passes where I do not think about or study some aspect of it.

Whether it be my amazing and talented crews at Universal Studios, or my eager, creative students in Norway, or the hundreds of casts and crews I have had the pleasure of working with these last two and a half decades, I am energized by the creative force of a team of like-minded artists together with one common goal.

I would be pleased to bring my experience and passions to your projects. To continue to learn, teach, inspire, create and most of all to do the best work I can do.