

8/15/2024

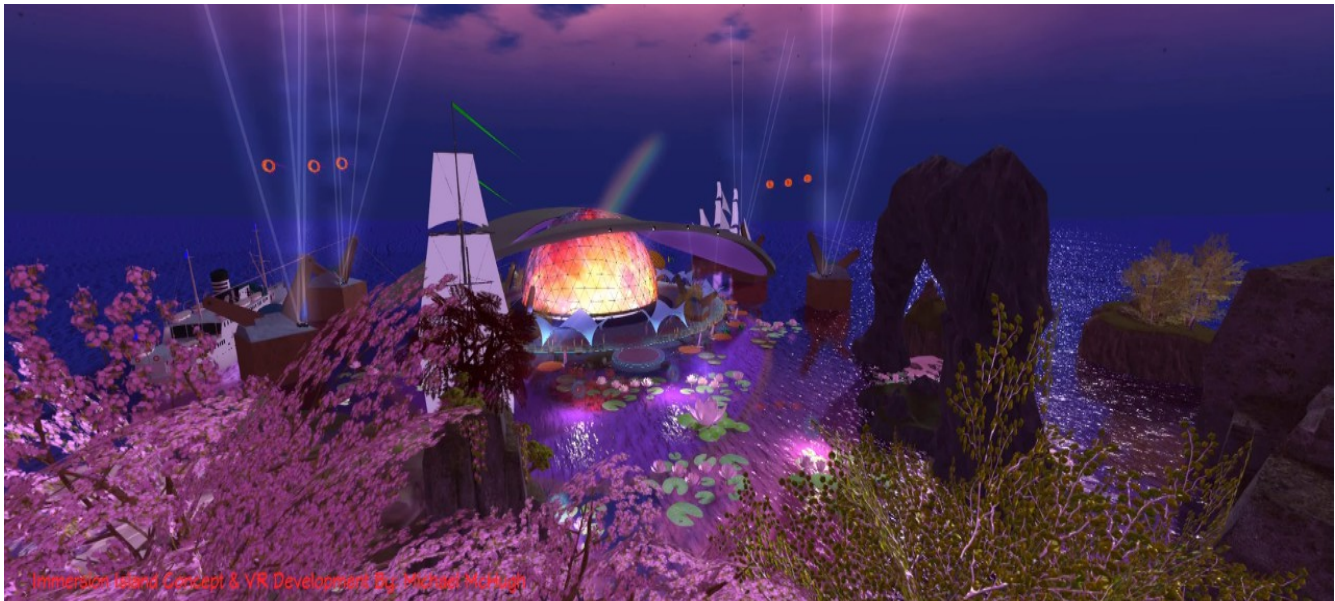
William Michael McHugh

P.O. Box 1033

Florence, Oregon 97439

541-997-4980

anvilfun@gmail.com



I have 40 years of project and product development and am still actively creating new projects. It would be great to learn more about your efforts and I am positive that I could help you no matter what the project or vision you are exploring.

Here are some links and details about my work. All the links are all real-time game engine products and projects for the most part.

All of my worlds can be grabbed up and ported over to Unity and Unreal if required.

As you will discover I have been around the block a couple of times during my latest tenure on this planet. My career has been a combination of an extreme bootstrapped effort and luck along with some of the finest mentors and guides from multiple disciplines. It has been a wonderful experience and continues to inspire and motivate me to explore new fun creative and technical ideas.

Currently, I am exploring Open Source/ Open Simulator solutions and using dynamic physics engine-based tools to build interactive projects in both the real world and the virtual world. It involves some out-of-the-box thinking at times which I thrive on.

I work every day in a real-time physics engine for all my real and virtual projects. I start each project with a script or treatment and then pencil sketches, character & environment development, and world-building.

Please check out my links and as you do understand that 95% of all the animations you will see are done in my virtual worlds and you can walk around in them. On that note, I am happy to have a screen share meeting with your team and let you walk around in-world with me.

I am open to any working relationship. Happy to help.

References are available upon request and some IP in my portfolio is available to co-develop.

My Company and project profiles and links:

<https://www.linkedin.com/in/michael-mchugh-8766809/>

<https://williammichaelmchugh.weebly.com/>

<https://navifun.net/>

<https://immersionisland.weebly.com/>

<https://mchughmuraldesigns.weebly.com/>

<https://flectek-media.weebly.com/>

<https://vrprojects.weebly.com/>

<https://www.myfunprojects.com/>

<https://www.vps-virtualproductionstudio.com/>

<https://flectekteam.weebly.com/>

Goals: Make something “FUN” happen.

I am always pushing forward. Exploring new technologies and stories to turn into new products. Happy to help and happy to share.

It takes a good team.

Open to all discussions.

Kind regards,

William Michael McHugh
Creative/Technical Development

William Michael McHugh

Phoenix Entertainment / Anvil Productions, Inc / Michael McHugh dba.
FlexTek-Media dba.

Solari Glass

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<https://www.linkedin.com/in/michael-mchugh-8766809/>

<https://williammichaelmchugh.weebly.com/>

anvilfun@gmail.com

<https://www.youtube.com/watch?v=c3xXq5qDLOs>

This video is one I wrote produced and directed for Ride & Show Engineering when I was working for them as their Director of Show Production. During my time at Ride & Show I brought in and helped close over 3 million dollars worth of business. In the video you will also see several attractions and show action equipment elements that I helped create and design during my time as show designer and art director for MCA Universal.

It was a thrill to then work closely with Ed Feuer and Bill Watkins and all the engineers, during the actual fabrication of these, then state of the art attractions that I helped create.

My focus is to promote remote interactivity using the tools I have been working with to do all my real world and virtual projects for the past 14 years.

As you review my work please understand that almost all the videos you will see are done in real-time using these wonderful tools. I work everyday in a fully functioning, physics driven "Game Engine" built by some wonderful engineers. It's a whole new world and I'm so happy to be around to be part of it. And happy to help.

**Phoenix Entertainment, FlexTek-Media LLC.
Anvil Productions, Inc., Solari Glass.**

Michael McHugh : 1992 to present- Owner, Producer-creator/ Director/ Production designer engaged in the creation and design of themed entertainment projects and interactive entertainment software products via producing, directing, scripts, design documentation, storyboards, illustrations (brush, PhotoShop) 3D computer graphics (3D Studio, Max), Current Real-time development tools, plans, layouts, project breakdowns, project budgets, software programming, production management.

ALIVE! 2024: Concept project development to secure a contract to develop a new attraction located at One Times Square. (Our working title NYC-ALIVE!). Organized team, reached out and interfaced with client and potential investors and or partners. Developed & explored multiple options dealing with content, facility, business model, that incorporated the state of the art in immersive interactive experience solutions using the latest technologies that would help integrate, gamify, and monetize the guest experience. Created show and ride system and unique interactive game and experience solution. <https://flectek-media.weebly.com/>
<https://flectek-media.weebly.com/ready-for-action-option-a.html>

Real-time Immersive Events and Experiences 2020:

I am currently working on several simulation experiences building real-time events and immersive experiences. We can now bring groups of avatars (1000 and up) into our specially configured server solution for virtual trade shows, special concerts and other social avatar based interactions.
<https://www.youtube.com/watch?v=GFHIVnYKuJg&feature=youtu.be>

St. Louis Arch concept team build 2019:

Created new 5000 sq. ft. LED theater concept and formed production team of highly qualified partners in entertainment architecture and design to respond to RFQ. Project budget 5 to 8 Million USD
<https://flectekteam.weebly.com/team-build-for-st-louis-arch-project.html>

Interactive Immersive Museum Concept 2018/20:

McKenzie River Discovery Center

https://www.youtube.com/watch?v=u9h69JA_IVc

https://www.youtube.com/watch?v=8kC_XQ_wr7w

<https://www.youtube.com/watch?v=IrNrYSe5lhU&feature=youtu.be>

Refined concept design and building design resulting in significant cost savings. Inspirational strategic planning and concept design of a 20k sq. ft. Immersive interactive museum. Target budget 10 to 18 million.

Vortex Immersion Media 2017-18: Worked closely with immersive experience designer/producer Ed Lantz in various projects including modeling of large-scale projection mapped spaces including domes, tents and theaters. Includes conceptual design, modeling, animating, VR pre-visualization, metaverse and server development.

<https://www.youtube.com/watch?v=k3hE9C46jFA>

Morris Cerullo Campus 2017: FlexTek-Media LLC. & RSPSINC.

Creative design and development of 28 foot LED “Globe” for the new San Diego campus. Developed globe design including budget and production strategy.

Budget 1.7 million USD.

<https://flextekteam.weebly.com/project-proposals.html>

<https://www.youtube.com/watch?v=mq9B2QO1Od4>

City of Florence Oregon 2016: Urban renewal concept design study.

Responsible for all design from site plan studies to facilities design and area development studies including development of all 3D environment building renderings and animations. Developed a detailed ROM (rough order of magnitude) concept budget and spread sheet and worked hard to maintain a responsible “budget” focused design direction. This project was developed entirely in VIRTUAL REALITY in my VR Production Studio and all renderings and animations were rendered in real-time. VR tours are available via Skype just call or email me. <https://www.youtube.com/watch?v=rZ19yixWT54>

<https://www.youtube.com/watch?v=rZ19yixWT54>

Michael McHugh: 2012 to present , Private virtual world development of Open Simulator VR Science museum and VR resort, complete with educational exhibits and real world shopping from the VR environment. Ready to explore. https://www.youtube.com/watch?v=ZYd1j5A7_gQ

Anvil Projects: https://www.youtube.com/watch?v=nnV_VabJxtE
During the past 8 years I have created and developed several VR simulator projects to help promote this new way of working. I now have a fully functioning VR Museum and shopping resort complete with real-time real world shopping and meeting sites with streaming video and museum exhibits including a full sized mock-up of the ISS (International Space Station). All the exhibits are designed to educate guests on the science behind life and hopefully help create new “stewards” of the planet.

FlexTek-Media LLC. <http://flectek-media.weebly.com/> Started this company in 2016 after negotiating exclusive world wide rights for Flexi-LED technology for use in dome theater configurations. Created and developed many new configurations for the “mini LED dome” to bring to market and created the “Al Wasl” Full SPHERE” dome project as a special stand alone visitor center / attraction for the Dubai Expo 2020 project. My partner in this venture is a past GM of Electronic Arts and a great TEAM builder.
<http://www.myfunprojects.com/>

Immersion Island: <https://www.youtube.com/watch?v=GFHIVnYKuJg&feature=youtu.be> Immersion Island was born in 2020. I have grown and refined my relationship with our Open-simulator server & service provider and can now offer a scalable world solution for VR events. This will allow us to host thousands of avatars in our VR events. We are also working with real-world event producers to blend the two experiences LIVE in real-time. This will blend very nicely with my VR trade show and RL shopping from the VR world. <https://www.youtube.com/watch?v=V7z8ymSSj50&feature=youtu.be>

SDG: Sinclair Design Group 2019: Retail design development via Sketch-up & Photo-shop. Working with team, created and developed 3D environments (store and kitchen layouts) and designed and developed illustrations for interior and exterior large scale wall murals and window treatments. With Sharon Sinclair & Larry Hitchcock
<https://mchughmuraldesigns.weebly.com/>

R&S Production Services 2012-2014 : Kahramaa Awareness Park: Doha, Qatar: <http://vrprojects.weebly.com/>
Contract Creative Producer / Show designer, creative producer Co-created and developed Kahramaa Awareness Park Ride and Show "Qatora's Marvelous Water Adventure" A whimsical yet scientific story about the life cycle of water featuring characters from the Kahramaa Awareness Park. Supervised the animation production and managed and directed the Virtual development of the project in my Virtual Production Studio. For Roland Feuer <http://www.rpsinc.com/>

Solari Glass: Founded this company in 2000 to create, manufacture and market fine glass gifts and glass fine art pieces. <http://www.solariglass.com>

Just Wright Books : 2013, Partner, Illustrator, Publisher, Editor. Adventures at Boomer's Pond series. Stella the Baby Sea Lion at Sea Lion Caves and Sasquatch Adventures. <https://www.youtube.com/watch?v=oUyeMvJ3KEU>

Sea Lion Caves: 2011-2013, produced and directed the development of new interpretative experience using hand held devices and HD displays. Directed the procurement, reconfiguration and installation of POS and WS networks with 20 computers and peripherals. For GM Boomer Wright.
<https://www.youtube.com/watch?v=7dkrWSDNdYU>

Navifun.net : 2012 Co-created and developed the <http://www.navifun.net/> ("iFUN"/"FUN") 360 WWW marketing experience, Lead grant writer and project co-creator, producer and director. To date over 30 thousand visitors have come explore Florence Oregon from almost every country on earth. It has proven to be a great trip planner. With Boomer Wright and Cal Applebee.

R&S Production services: 2011-2012, Co-created and developed three new ride attractions via scripts storyboards and technical direction. Each ride features the state of the art in computer interactive solutions and ride systems. For Roland Feuer

R&S Production Services: 2009/2010, “Ocean Adventure” Creative and Co-designer/Technical Director for the master plan creation and design of a 20,000 square foot virtual aquarium and entertainment center. Created, via scripts, story panels, diagrams, production budgets, hardware specification and software direction a total of 35 interactive exhibits including a 3D stereoscopic theater and 4D motion base theater. Budget Approx. 20 million dollars. For Roland Feuer <http://www.rpsinc.com/>

Ride and Show Engineering: 2002, Produced and directed the creation and development of 2 real-time interactive rides. Developed all the graphics software and show systems software code base including the motion control software for the motion base systems. Specified all the rack-mounted computer systems. Fifty percent equity owner of all software produced for both projects. Budget 500k For Roland Feuer
<https://www.freelanced.com/freelancers/portfolio/slides.aspx?freelancerid=6598&sampleid=81372>

Robert Morris Architect: 3-D construction and animation of 14,000 sq.ft. residence in Sedona Arizona. Designed 200k themed pool and spa area.

Sea Lion Caves: Producer/director of interpretive video theater for their 70th anniversary project. For SLC Board and GM Hod Johnson.

Solari Glass: Designed and produced 2 large-scale glass vessels for Disney and a new attraction in Tokyo Japan. Insured value 25k. For Dave Holtz

Sea Lion Caves: Creative development consultant for new business expansion. For SLC Board.

Ride and Show Engineering, Mayan Treasures: concept design for a 20,000 sq.ft. dark ride attraction for R&S engineering and the Lotte Corporation. For Roland Feuer

Swift Design: 3D project development for retail stores for Wal-Mart and Kodak. For Roger Swift

Indy 500: concept design for a 25,000 sq.ft. virtual racing entertainment center and traveling show.

Smithsonian Institute: concept brainstorming for a new 20,000 sq.ft. Interactive exhibit. With Roland Feuer

RCA dome: concept design and preliminary engineering for a unique 10,000 sq.ft. helium sign.

Bluebird interactive attraction: Tokyo Japan, Producer /director for all animation footage. For Koichi Matsumoto.

Fukushima Power Plant: Producer/Director of an interpretive computer animated video. For Koichi Matsumoto.

Electronic Arts: Hunting game interface design and concept development

Fairy Tales: concept development for a 25,000 sq.ft. dark ride attraction in Tokyo, Japan For Koichi Matsumoto.

Ride and Show engineering, Alien Encounter: concept design for a 300 seat live action show in Taiwan. For Roland Feuer.

Star Siege: Dynamix, a real-time space shoot-em-up for Sierra on line.

Pro-Pilot : a real-time IBM Flight simulator for Sierra on line; responsible for all 3D architectural constructions and building texture maps for the entire United States and Europe. Budget 130k For Randy Dersham

All Dogs go to Heaven: MGM TV Series background design and layout.

Space World: Master plan re-design and development, Dream Makers, Tokyo, Japan approx. budget 50 million. For Koichi Matsumoto.

Hercules: children's book illustration, Golden apple publications.

Pinball: Dynamix, concept development and character development

Aqua Wonderland: concept master plan for a 300 million dollar park and mall in Tokyo, Japan for FR&S. and the Lotte Corporation. For Koichi Matsumoto.

City of Las Vegas, Tower of Power: paid competition for a concept of a giant ten story 10 million dollar gaming machine; city of Las Vegas Fremont

street rehab. Budget 40k, With Larry Hitchcock and JuliAnn Juras Apple Blam.

<https://www.freelanced.com/freelancers/portfolio/slides.aspx?freelancerid=6598&sampleid=41595>

Lost Land: concept design for a 20,000 sq.ft. Dinosaur ride attraction for Tokyo Japan. For Koichi Matsumoto

Robert Morris Architect: 3-D construction and animation of 6,000 sq.ft. Residence. For Robert Morris.

American Pipe Organ Museum: designer

Edge: Attraction and master plan consultant, 25,000 sq.ft. F.E.C. project for the Portland Trail Blazers For Larry Hitchcock

Superman and Waterworld: Co-created two new concepts for thrill attractions for MCA Universal with Larry Hitchcock.

Renegade: Creator proprietary virtual reality flight simulators and theaters.

LTD Bus Terminal Eugene, Or.: W.G.B.S. aia., 3D environment and terminal construction and animation.

OBEC Engineering, Ferry Street Bridge: 3D construction studies for two bridge projects.

Paramount Parks: concept development and 3D studies for “Sitcom Nightclub” For Anthony Esparza

Downtown development: 3D studies for the City of Eugene, Or., Plaza and Charnelton Street,

Astoria aquatic facility: 3D studies for Robertson and Sherwood aia.

Times Square Virtual Reality Entertainment Center: XS New York, concept development For Mark Messersmith

Major League Baseball: retail shops, Mobius Inc. Kodak: 12,000 sq.ft. retail center, Mobius Inc. For Peter Creycroft.

Speed Racer: concept development for a Sega game for Radical Entertainment. For Ian Wilkenson

Game development concepts include: Tiny Monsters, Pirates, Thingamabots, Bow Hunter, Sundogs, Demonstar, Uncle Harry, Atlantis, Iceworks and Dragon Flight.

Dynamix : '91-'93, Art Director -computer game development

Responsible for the visual development and production of IBM compatible computer games. Specifically, "Betrayal at Krondor", via production planning (budget and scheduling), storyboards, character design, scene design, film and video production and computer graphics production. For Randy Dersham.

Sequoia Creative: '90, Director of Show Design

Directed the creative development of entertainment projects via scripts, storyboards, ride and attraction layouts, illustrations and preliminary budgets. These projects included "The World of New York" (World Trade Center), "Clark Quay"(Singapore), Six Flags, and the "Mirage" concept project. Budget range: 10 to 15 million For Dave Schweninger

Ride and Show Engineering: '88, '90 Director of show production / Senior Show Designer

<https://www.youtube.com/watch?v=c3xXq5qDLOs>

Created and Developed entertainment projects via scripts, storyboards, illustrations, ride layouts, and budgets. These included "Leofoo Village"(Taiwan R.O.C.) Hired HHCP and worked closely with Brooks Weiss to create and program all attractions, shows and rides,"Denbies"(U.K.) and MCA's "Cliff-hangers". Worked closely with Bill Watkins, Vice President of engineering, in the creation of several unique ride and show action equipment systems. Developed and successfully co-negotiated the "Denbies" contract worth 1.2 million dollars. Helped define design and secure the first "Ball Machine" contract for the Hong Kong museum of science.

Budget range: 1.2 to 450 million For Ed Feuer and Bill Watkins

Universal Studios Hollywood: '86,'88, Show Designer / Art Director

https://www.youtube.com/watch?v=w_moWO3gJLg

Miami vice Action Spectacular: Co-developed and created the story-line and action scenario for this 2.5 acre 3,000 seat outdoor attraction. Created gags and show stunts including mechanical concepts for certain pieces of

show action equipment like the run-away mine car. Designed and directed the design of the entire set, from topographic studies, set buildings, to landscaping. Interfaced with the architect, structural engineer, general contractor, set builders, special effects vendors, and show action equipment engineers and manufacturers. Helped develop the show set budget and show set RFP and acted as on site set installation supervisor. Budget: 6 million
For Peter Alexander and Phil Hettema.

Universal Studios Florida: '88, Show Designer / Art Director

<https://www.youtube.com/watch?v=SuODkLwNGP4>

"E.T." (the ride) Supervised and directed a team of storyboard artists, set designers, ride layout designers, character designers, illustrators, sculptors, and model builders in the development of this 50,000 square foot attraction. Interfaced with the architect, special effects vendors, set builders, lighting and sound designers, animated figure vendors and ride manufacturer during the concept development, schematic and design development phases of this project. Helped develop the target show budget and worked to maintain a responsible approach to design. For Peter Alexander

<https://www.youtube.com/watch?v=eucYWbZUD5o>

Budget: 38 million

"Jaws" (the ride) Acted as the in-house show design consultant for the development of this large scale out-door attraction. Co-developed the ride layout, timing plan, and created several of the show gags from creative concept level to mechanical concept studies.

Budget: 28 million

"King Kong" (the ride) functioned primarily as the creature designer for this project. Supervised the range of motion studies, sculpted the maquettes used to manufacture the full sized 40 foot tall figures and worked closely with the audio animatronic engineers and helped create the animated airbag technology. <https://www.youtube.com/watch?v=iZiKvfT3ogE>

Budget: 3 million (creatures only)

"Animal Actors" Served as creature designer. Directed the design and sculpting of the alligator and helped develop mechanical concept studies.

"Hanna Barbera" Creative development show designer. Created and directed the development of this 20,000 square foot project from concept storyboards to schematic design. Interfaced with potential vendors for the ride system and interactive area.

Budget: 10 to 15 million

"Lagoon Show" Free-lance creative design consultant and show designer.

<https://www.youtube.com/watch?v=5X2W42liSXg>

Worked closely with Hal Needham and MCA Vice President Terry Winnick in the creation and development of this large scale stunt extravaganza for the central lagoon of the Florida project. Created and developed the show scenario, script, storyboards, mechanical show action equipment concepts, show set plan, and action diagrams.

Budget: 10 million

"King Kong II" Created and developed the concept design for an alternative ride concept for the King Kong venue.

"Mechanoid" Created and developed the concept design for an alternative ride concept for "Battlestar Galactica".

All Universal projects were for Peter Alexander. Miami Vice was for both Peter Alexander and Phil Hetema.

Australian International Licensing Inc.: '86, Project Director / Art Director
Created and produced toy and product concepts via scripts storyboards and illustrations. Clients included Mattel, and Worlds of Wonder. With Tony Barber and Billy Thorpe.

Hanna Barbera Productions: '85,'86 Senior Designer-Team Director
Designed characters and environments for 60 episodes of the "Go-Bots" and the "Rocklords" feature film. For Kay Wright producer.

Make-up Effects Lab.: '84 Designer Sculptor for several creature film effects. "Pirates of Penzance", "Neon Maniacs". For Allan Apone.

DIC: '83 Background designer 13 episodes for the ABC series "Pole Position". For Gary Selvaggio.

A.Carroll Design Studios: '82, Designer

Responsible for the three-dimensional design package for the "Marketplace" a multi-million dollar shopping center in Bay Hills, Orlando Florida. Co-Designed their hallmark clock tower and storefronts and acted as the owners on site design supervisor. For Al Carroll Budget: 12 million

Ten years owner operator of production studios engaged in the business of museum exhibit design and fabrication, interior design and construction, leather work, fine art painting, silk screen and stone lithographic print making.

Quick flip of some of my portfolio: <https://www.youtube.com/watch?v=4gEoSY1M3mc>

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<https://www.linkedin.com/in/michael-mchugh-8766809/>

<https://mchughwork2.weebly.com/>

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<https://www.youtube.com/watch?v=c3xXq5qDLOs>

Goals: Make something “FUN” happen.

FlexTeK-Media LLC./PSX-INC.

1/16/2019

To the best of my knowledge, all of the information and statements provided herein are current and correct. If any changes should occur, I will immediately notify the Manager of [REDACTED] Procurement. I understand that failure to provide and maintain current and complete information will cause this certification to be null and void.

22.0 Dated at: January 14, 2019
this 14 day of January, 2019

Name of Organization: FlexTek-Media LLC.
By: William Michael McHugh *William Michael McHugh*
(Name of the Official)

Title: Chief Creative Officer *WMM*

Ms. Mr. Miss, Mrs:
(Name)

Being duly sworn deposes and says that he/she is the
Chief Creative officer of
(Title)
Flex Tek-Media LLC and that the
(Proposer(s) company)

answers to the foregoing questions and all other statements therein are true and correct.
Subscribed and sworn before me this 14 day of January,
20 19

Notary Public: Carrie A. Moore

My Commission Expires: May 11, 2020

