

## JERRY CARNETT MINI-PORTFOLIO

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These are some of my projects which I started from initial design and engineering, through actual work including process development and also operation or installation. Most started without designs, and were given to me as paper napkin sketches, or the simplest diagrams.

I specialize in prototyping, effects type props in addition to standard props and builds. From small electronics, sculpting, design, mechanisms, through camera ready finish work. I use almost all materials.

I place a specific emphasis on performance issues since I used to perform in theater and was on stage around 400 times in addition to a few rounds of movement capture for our industry.

At other effects shops, I worked on films such as Ironman and Dark Knight. Recent team projects, which are not shown here, also aired on Nickelodeon, Agents of SHIELD, Star Trek Beyond, etc. Nor is an upcoming piece which I made for the newest Master Chef Junior which airs next month. I also develop smaller gadgets and items but the pictures don't tend to be self-explanatory or as picturesque. However, these tend to be hidden concepts that help pull off a shot.

### **Alec Baldwin's Match Game microphone.**

Fully functional "prop". World's smallest (we think), fully functional, broadcast quality, wireless, SELF CONTAINED (no sleeve wires, no bluetooth) microphone. It surpassed the on set boom mics and 60% of Alec's audio was mixed from this and its' twin backup.

It was a direct request from ABC Network that Alec have a functioning prop mic as close as possible to the original Gene Raeburn mic from the 60's and 70's show. After major audio companies such as Sony and Sennheiser were not able to provide a solution, the project was brought to me. The bottom photo is Mr. Raeburn's actual personal microphone (on loan from Bill Monk), along with my nearly complete version which is a merge of a real 1960's Sony ECM51 along with the world's smallest modern transmitter.

<http://www.lectrosonics.com/US/classic-tv-series-match-game-reboots-with-lectrosonics.html>

Audio Engineering Society link

<http://www.aes.org/partners/blog/2016/9/classic-tv-series-match-game-reboots>







**Monopoly Millionaires Club (2016 Emmy nomination for Best Game Show)**

**Finale machine for \$1 Million prize.**

S&P compliant and approved by prize insurance company. Initial concept, design, engineer, build, electronics, finish and maintenance. Also, Propmaster running it on set for 2015-2016.

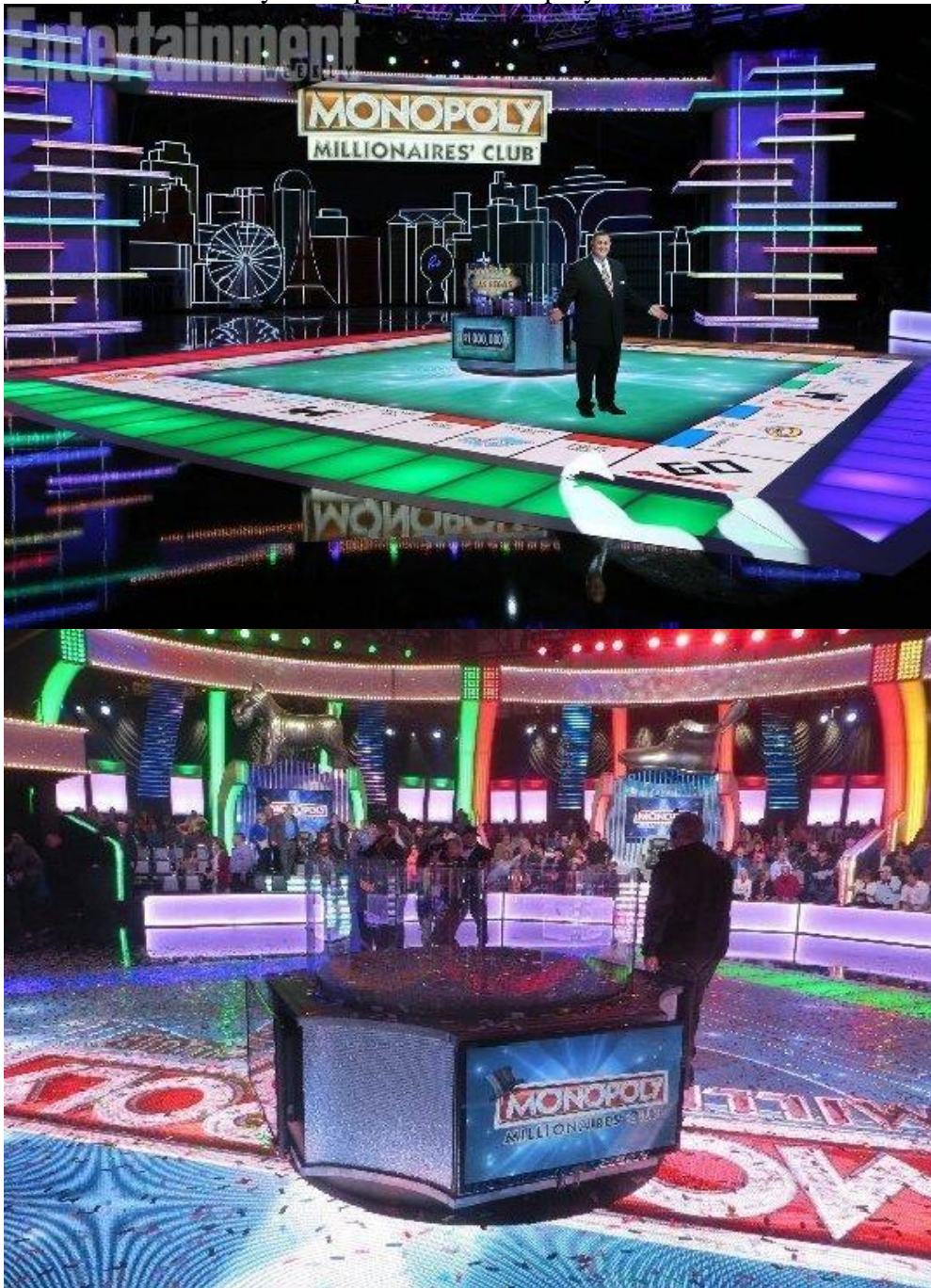
Had 170 actual game rolls during 32 episodes, without a single failure for a combined total of around \$44 million at stake (approximately \$1,400,000 in prizes per episode). Over 1,000 rolls when including maintenance and rehearsals.

**Monopoly Millionaires Club Glowing 8" dice for separate \$100,000 game.**

S&P compliant and approved by prize insurance company. Initial design, engineering, electronics, manufacture.

Total of over \$8,500,000 in prizes won on my devices up until January 2016.

Entertainment Weekly Press photo for Monopoly Millionaires Club





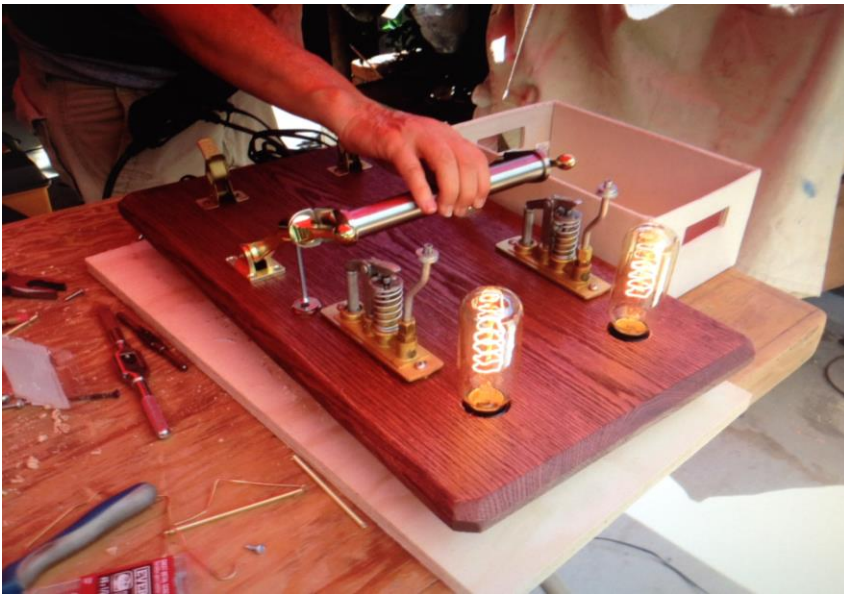
Glowing 8" dice for \$100,000 Monopoly Advance to Boardwalk game





**ESPN SportsNation all metal “steampunk” time machine desk** for host, Michelle Beadle. I also made a remote reversing clock and working “Frankenstein” switch.

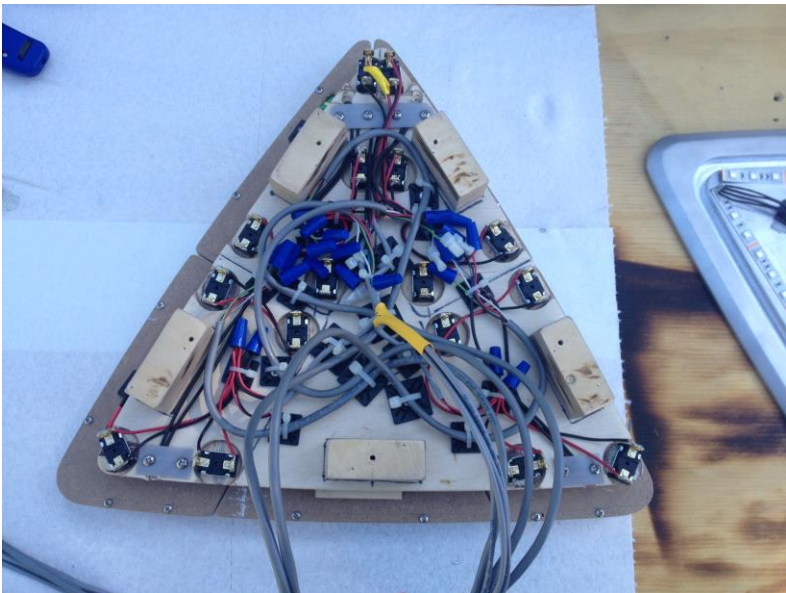
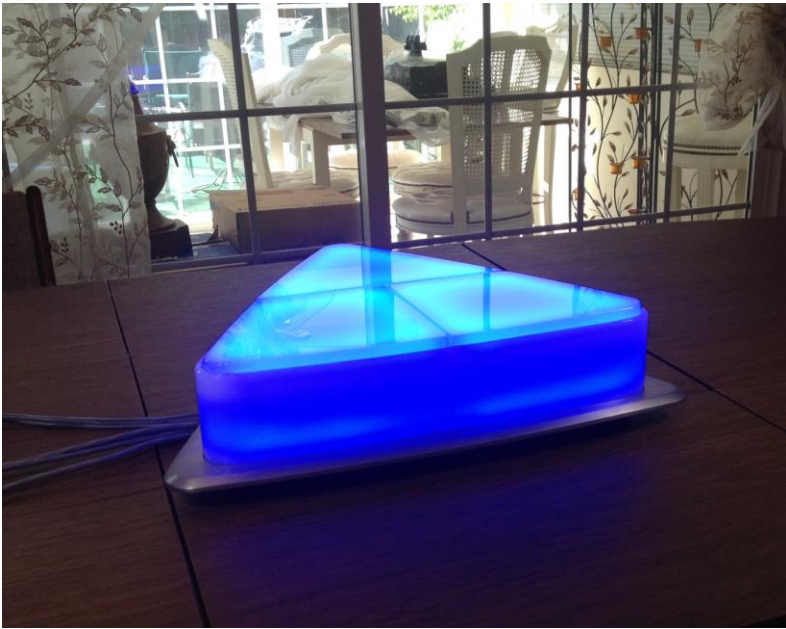




Game Show Network new show “Divided”-Centerpiece multi player smash buttons (3 player version shown, also made a 5 segment version, airing January 2017).







**Master Chef Junior-Gordon Ramsay 360 degree 8 foot tall breakaway head**

Initial clay 9" maquette, 7 foot head sculpture through final engineered breakaway prop. 180 fused segment sculpture with internal breakaway supports. 2nd photo is an official Fox press photo.





**Life-size humpback whale made for a commercial and then donated to the San Diego Maritime Museum**

Clay maquette designer and sculptor. Lead for life-size sculpture. Engineer and build body/articulating fin movement and internal framing. Lead ocean installation. Went into three feet of ocean depth. (Commissioned by and with Ken R.)

You tube video of actual filming can be seen here.

<https://www.youtube.com/channel/UC6vxOSkqYOzYMr0TlgP16dA>







### **Character design and sculpt**



**Display piece for a museum in France-Golden copier** Designed, engineered and built internal mechanism. Ran an estimated 520,000 cycles without a single failure over three months. On 1/2" polished steel rods, linear bearings, track and guides, magnetic sensors, speed controls, etc. Also exterior finish



**T-Mobile moveable device for national commercial.** Given a rough pencil sketch. Redesigned, engineered movements (neck and face rotate in multiple directions for poseability) and full build.



**Friskies cat food company, 9'x12' aluminum track rolling ball sculpture**  
Moving parts, with food delivery system





**Microsoft/ HALO 3 video game commercial and Science Fiction Hall of Fame display.** This is the work from an effects studio. I had a partial role here amongst other teams including work from Stan Winston/Legacy Effects. I sculpted the rock formation and split the work on the display case for a worldwide tour (the rest of the work was part of the efforts of over 30 people)



**Mural (Cruella DeVille)**



**ABC television "Smash" button.** Exterior housing with internal chassis which rides up and down, impacting high pressure switch, triggering internal LED array



**Stainless steel hand engraving**





**Disney “steampunk” functioning bike for Disney Channel** Complete fabrication and finish (split design and concept with art director)



**ESPN Sportsnation** NBA Championship trophy throne for host Michelle Beadle. Design, sculpt, build, paint, install. Seen here with the San Antonio Spurs mascot





**ESPN SportsNation Game of Thrones Iron Throne** for host Michelle Beadle, made at my shop, design, entire build and finish through final setup. Over 200 blades.





**Universal Studios Television Development-** This was for a pitch for one of the largest structures to ever be made on the Universal Studios Backlot. I created a full blown production design, game design, and architectural type display piece that has lighting and smoke effects (not shown), 45 poseable characters, ten game stations and a finale game at the top.

