

A decorative graphic consisting of a vertical red line on the left side, a horizontal red line across the middle, and four red circles at the corners (top-left, top-right, bottom-left, bottom-right).

Max Mizuno-Mora Portfolio 2026

Cave For Sale (2024)

Creator

[Website Link](#)

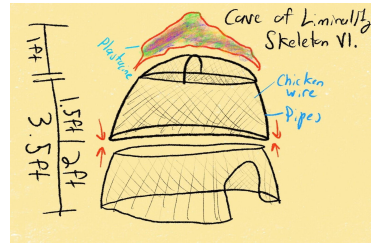
Cave for Sale is an installation sculpture piece constructed out of pipe, wire, and plaster wrap. Within the structure is a projection mapped animation made with TouchDesigner and After Effects utilizing Muybridge's animal series. The goal was to explore and discover what new forms of cinema that not only take into account the screen but the theater environment itself would be.

Conceptual Phase

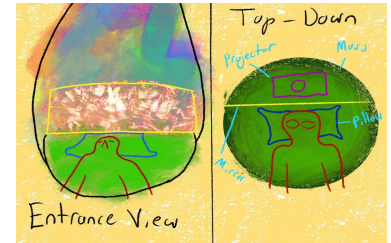
- Concept art
- Research
- Pitching



Final fabrication sketch



Wire/Piping Sketch



Final Interior Sketch

Construction Phase

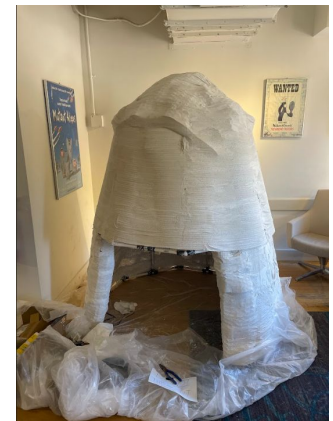
- Constructing out of pipe, chicken wire, and plaster wrap
- Trial and error for structural integrity



Experimental pipe structure



Pipe structure with wire wrap



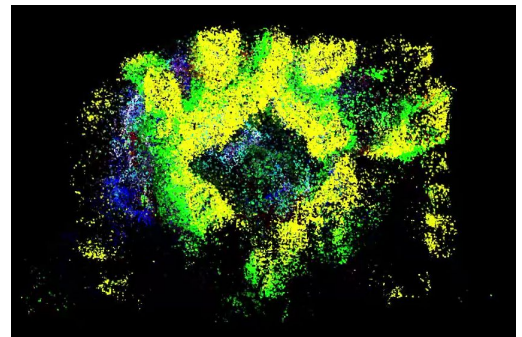
Plaster wrapped structure

Animation Phase

- Learning TouchDesigner
- Experimenting with code
- Editing and formatting Muybridge images



TouchDesigner custom node for animation



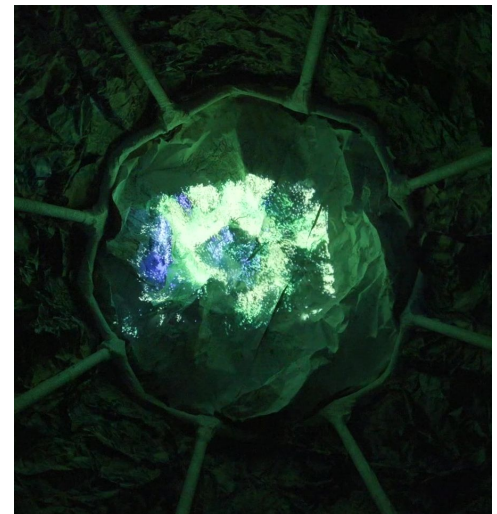
Animation result

Documentation and Final

- Finalizing installation technicalities
- Working with third-party to record and photograph installation



Final fabrication, front view



Final interior, animation displayed

Golem (2023)

Creator

A mass of clay is shaped and transformed through the methods of Kabbalah and Stop-Motion animation in order to deconstruct animation and creationism; birthing the savior monster known as the Golem

[Website Link](#)

1. Core Question: What is a contemporary "Golem?"

Stop-Motion Animation

Kabbalah

Studied and watched the films of Jiri Trnka, Jiri Barta, The Brothers Quay and Jan Svankmajer.

2. Research

Studied and read the works of Gershom Scholem and Gustav Meyrink while also studying Paul Wegener's film *Der Golem* (1921)

3. Pre-Production



[Animatic](#)



Completed Production Design

4. Result

Film viewable on [website](#).



Shanghai Biennale: Cosmos Cinema (2023)

Collaborator

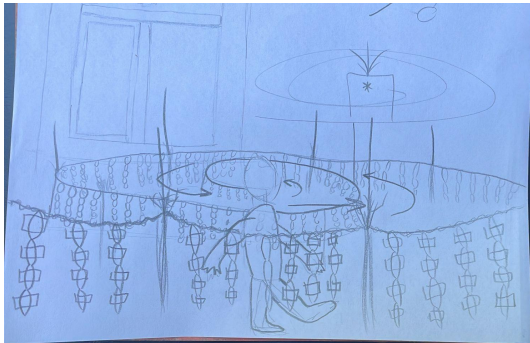
[Website Link](#)

(MO) Crossing to the End and the Beginning Again was exhibited at the Shanghai Biennale: Cosmos Cinema. I assisted in the design process by drafting out a variety of concept sketches of the installation, created 7 unique and dynamic animations, and assisted in the architecture and constructions of the installation itself.

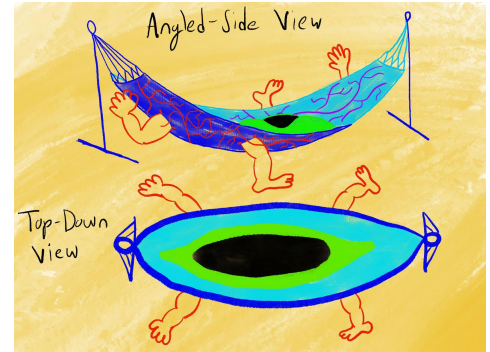
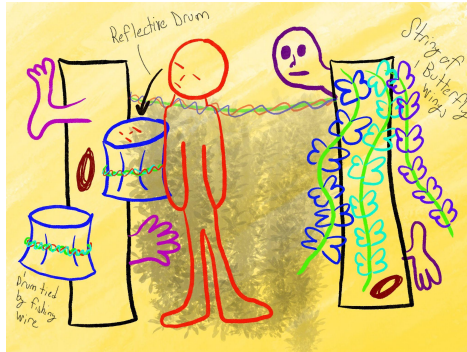
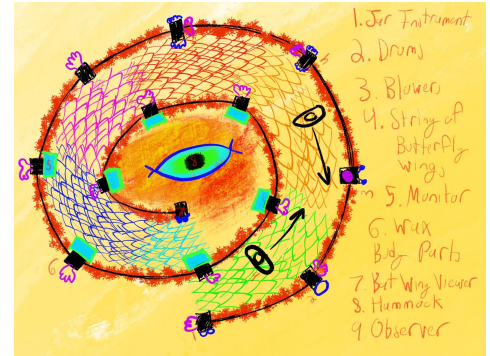
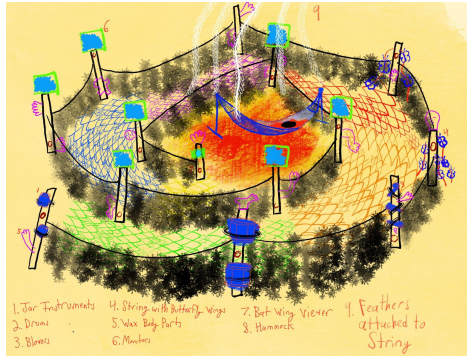
I worked closely with artists Thotti and Bruno Sorrentino Jansen.

Concept Art

Paper Sketches



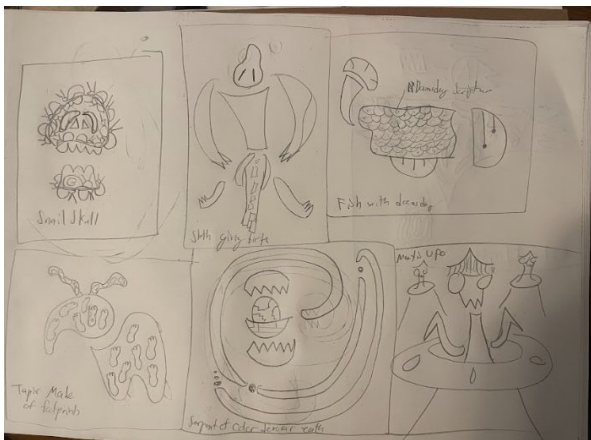
Final Digital Sketches



Animations

[View Animations Here.](#)

Paper Sketches



Final Animations



Live-Action Filmwork

My work with film is the genesis of all present and future works I do. Through films I created (*Geisha Doll and Cyborg*) and close collaborations as a production designer (*The Rainmakers and #buymeadeadjaguar2023*), I found new ways to explore the power of the image.

[Website Link](#)

Geisha Doll (2022)

Writer, Director, Editor, and Costume

A geisha visits the TWA airport carrying their baggage with them. Inside the baggage are a cascade of lost memories and lingering dreams.



[View Here.](#)

Cyborg (2022)

Director and Editor

A compilation of Olympic footage stitched together through film techniques in order to create a cyborg.



[View Here.](#)

#buymeadeadjaguar2023 (2023)

Production Designer (Directed by Thotti)

A VR short-film involving a boxing match and Buddha shrine made out of receipts.



The Rainmakers (2022)

Production Designer (Directed by Thotti)

A short-film exploring the beginnings and ends of cinema with figures such as King Kong and mummy.



Animation Filmwork

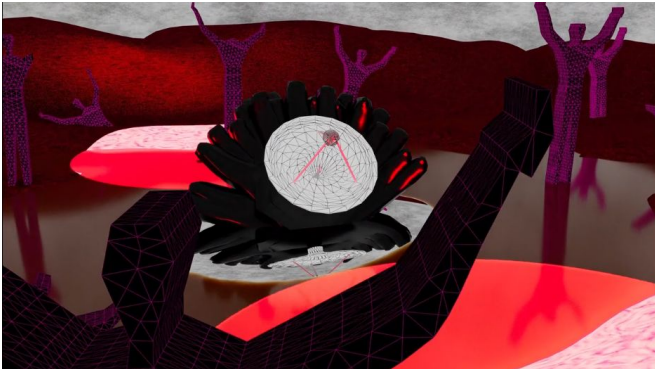
My work with animation was the transition stage into my exploration of new media. First with exploring Stop-Motion (*Watercolor Animation* and *Meat Animation*) and then with 3D Imaging (*Carousel* and *Static Energy*.)

[Website Link](#)

Static Energy (2024)

Creator and Animator (Maya)

An exploration of cosmic images and how they communicate with one another.



[View Here.](#)

Watercolor Animation (2023)

Creator and Animator (DragonFrame)

A stop motion experiment involving watercolor.



[View Here.](#)

Carousel (2024)

Creator and Animator (Maya)

A floating bike wrapping around an island with a carousel.

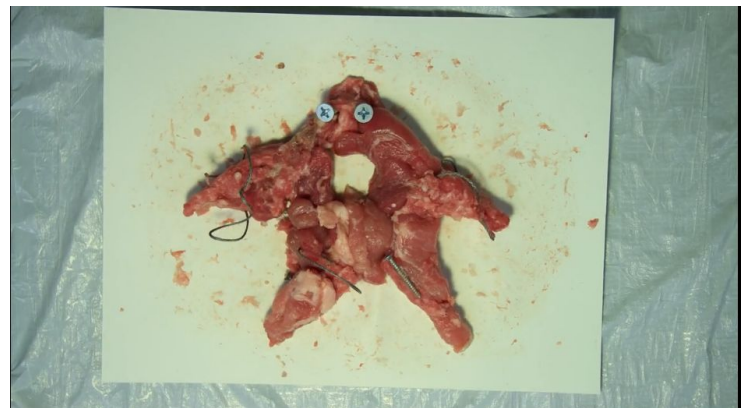


[View Here.](#)

Meat Animation (2023)

Creator and Animator (DragonFrame)

A stop motion experiment involving raw meat, wire, and screws.



[View Here.](#)

A decorative graphic consisting of two thick red horizontal lines and two thick red vertical lines. The lines intersect at two points, each marked with a large, solid red circle. The circles are positioned at the top and bottom of the page, centered between the vertical lines.

Thank You.

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