

Emile Edwin Smith

Director | Writer | Visual Effects Supervisor

Emmy & VES Award-Winning | AI-Driven Filmmaking & Visual Effects Innovation

About

Emile Edwin Smith is an American director, writer, producer, visual effects supervisor, and AI storyteller with over two decades of experience in film, television, gaming, and commercials. Based in California, Smith has contributed to both independent productions and major studio projects, blending creative storytelling, technical excellence, and cutting-edge AI innovation to push the boundaries of modern filmmaking. In addition to his creative work, he consults with studios, filmmakers, and content creators on the integration of AI and VFX technologies into their production pipelines.

Career Highlights

Visual Effects Supervision

Smith has delivered visual effects for high-profile productions including:

- *Passion of the Christ 2 (Resurrection of the Christ)* (2027)
- *Serenity* (2005)
- *Rango* (2011)
- *Television: Firefly, Battlestar Galactica, CSI, Star Trek: Voyager*

He has held key roles such as Visual Effects Supervisor and Producer, CG supervisor, and Digital Effects Supervisor.

Directing & Writing

Smith has directed multiple feature films and television shows, including:

- *Mega Shark vs. Mecha Shark* (2014)
- *Age of Ice* (2014)
- *Flight World War II* (2015)
- *Ice Sharks* (2016)

He also wrote the screenplays for *Age of Ice* and *Ice Sharks*, showcasing a deep understanding of both visual and narrative storytelling.

Acting, Voiceover, Narration & On-Screen Roles

Smith has appeared in and narrated some of his films, including *Age of Ice* (as Hurley) and *Ice Sharks* (as MacReady).

AI-Driven Innovation

A pioneer in applying **AI and machine learning** to visual storytelling, Smith actively integrates:

- AI-assisted visual development
- Generative design
- Machine learning-based animation
- AI-enhanced previs and narrative development

He is currently developing a slate of **AI-enhanced short films** that push the creative and technical boundaries of cinema.

His proficiency across 3D and 2D workflows, combined with his leadership in adopting AI, positions him at the cutting edge of filmmaking innovation.

Collaboration & Leadership

Smith is known for his collaborative leadership style, working closely with directors, producers, and VFX artists to deliver a unified creative vision. He has led teams at:

- Industrial Light & Magic (ILM)
- Alkemy X
- Zoic Studios
- Electronic Arts (EA)

He also actively mentors artists and fosters innovation on every project.

Awards & Recognition






2× Visual Effects Society (VES) Award Winner

Primetime Emmy Award Winner

Multiple Emmy and VES Nominations

These honors reflect his outstanding creative and technical achievements.

Connect

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