

Education

MFA Computer Art, 3D Animation Track, 2001. Savannah College of Art and Design

M.Ed. Higher Education Administration, 2009. Georgia Southern University

Post- Baccalaureate Study in Painting 1996-1998. University of New Orleans

B.A. Education, Art K-12, English minor, 1995. University of Southwestern Louisiana

Academic Employment

08.2015- **Associate Professor of Digital Media**, School of Visual Arts and Design, University of Central Florida

08.2009-2015 **Assistant Professor of Digital Media**, School of Visual Arts and Design, University of Central Florida

06.2001-2009 **Professor of Animation**, School of Film and Digital Media, Savannah College of Art and Design,

Honors and Awards

National Honors/Awards

2013 Audience Choice Award, *Put to Rest*, California International Animation Festival

2013 President's Purchase Award, 2012 Sixth Annual Louisiana Fine Art Showcase, Southeastern Louisiana University

2007 Omicron Delta Kappa (induction)

2006 Pi Lambda Theta (induction)

2003 Finalist, International Museum of Women, Imagining Ourselves Project

2002 Semifinalist, Artlink@Sotheby's International Young Art Program <http://www.artlink.com>

1999 A Day with Rauschenberg: The Power of Art Award Winner, Honoring Art Teachers of students with learning disabilities Robert Rauschenberg Foundation & the Lab

University Honors/Awards

2017 UCF Teaching Incentive Program Award (\$5000 added to base salary)

College Honors/Awards

2003 Students of Turner House, Exceptional Faculty Member (Savannah College of Art and Design)

Professional Development, Specialized Training, and Certifications

2017 Autodesk Certified Instructor Maya – certification renewal
1 of 12 Certified Instructors in Maya in the United States.

2016 Autodesk Maya 2016 Certified Professional Certiport ID: 90065859

This certification validates more advanced skills, including complex workflow and design challenges.

2014 IDL 6543 Interactive Distributed Learning

A non-credit course for faculty that models how to teach and develop a new course online. The time commitment for this course is a minimum of 80 clock hours. Received a \$2000 stipend for completion.

2013 ADL 5000 Online Teaching Preparation

2013 Autodesk Maya 2013 Certified Professional Certification ID: 324975
(1 of 22 Certified Professionals in Maya in the United States)

2013 Autodesk Certified Instructor, Maya Certification ID: 0431301,
(1 of 12 Certified Instructors in Maya in the United States)

2013 Digital Tools and Technologies: Photoshop. Received a \$500 stipend for completion.

2013 Digital Tools and Technologies: Dreamweaver. Received a \$500 stipend for completion.

2009 Autodesk Certified Instructor, Maya

2008 ToonBoom Digital Pro

2008 Rhythm & Hues Quadruped Animation and Rigging

- 2007 Autodesk MotionBuilder
- 2006 Autodesk Certified Instructor, Foundation and Intermediate Maya 8.0
- 2005 Alias Certified Instructor, Learning Maya Foundation, Maya Character Rigging and Animation
- 2005 Vicon IQ Motion Capture System & Software, Calibration, Data Capture, Data Cleanup

Successful and Pending Grant or Funding Applications

Internal

1. PI: **Technology Fee Proposal**, \$318,656 requested, pending for UCF to upgrade Center for Emerging Media classrooms 306 and 307. (2017)
2. PI: **Technology Fee Award**, \$153,750 requested, \$153,750 received from UCF to upgrade Center for Emerging Media classrooms 303, 306, and 307. (2014)
3. PI: **Competitive Grant Program**, \$1,995 requested, \$1,000 received from LIFE @ UCF for purchasing software for The Animated Oyster Reef project. (2014)
4. PI: **Research Incentive Seed Funding Program**, highly competitive, \$15,000 requested, \$12,500 received from the UCF College of Arts & Humanities to purchase camera equipment for the Animator's Oral History Project. (2014).

Travel

- 2017 SVAD, \$2800 for travel to SAS conference.
- 2015 SVAD, \$2200 for travel to SAS conference.
- 2015 UFF Travel GAP Grant, \$500 for travel to SAS conference.
- 2011 Digital Media, \$2000 for travel to SAS conference.

Honorarium

- 2015 LIFE @ UCF, \$100 for presenting progress for The Animated Oyster Reef project.

Creative/Research Activities

Publications

Published Books

Peer Reviewed, Single Authored:

1. 2013 Cabrera, C. (2013). *Reel Success: Creating Demo Reels and Animation Portfolios*. Burlington: Taylor & Francis. 224 pgs. ISBN: 978-0240821023
2. 2008 Cabrera, C. (2008). *An Essential Introduction to Maya Character Rigging*. Oxford: Elsevier Ltd. 408 pgs. ISBN: 978-0240520827

Book Chapters

Invited:

1. Cabrera, C. (2009). **Designing your first biped character using Photoshop and Maya**. In Gahan, A. (Ed.), *Game Art Complete* (pp. 315-348). Oxford: Elsevier Lt.
2. Cabrera, C. (2009). **Creating your first biped character: Modeling basics using Maya**. In Gahan, A. (Ed.), *Game Art Complete* (pp. 349-434). Oxford: Elsevier Lt.
3. Cabrera, C. (2009). **Creating your first biped character: Facial Expressions using Maya**. In Gahan, A. (Ed.), *Game Art Complete* (pp. 435-454). Oxford: Elsevier Lt.
4. Cabrera, C. (2009). **Creating your first biped character: Shading and texturing basics using Maya**. In Gahan, A. (Ed.), *Game Art Complete* (pp. 455-468). Oxford: Elsevier Lt.

In-Progress

1. Cabrera, C. *Animating Short Stories: Narrative Techniques and Visual Design*. London: Bloomsbury Press. 230 pgs. (Peer-reviewed, in editing phase– expected publication date August 2018)
2. Cabrera, C. (*An Essential introduction to Maya Character Rigging*. 2nd Edition Burlington: Taylor & Francis. 400 pgs. (Peer-reviewed, Under Contract – expected publication date August 2019)

Conference & Festival Presentations, Screenings, Exhibitions, Workshops, and Talks

Keynotes and Invited Presentations

1. **Briggs, C.** (2017). Storytelling with Character Animation. Keynote presentation. December 22, 2017. Character Rigging and Animation in Maya. 3-Day Workshop. December 19-21, 2017. The 4th International Workshop & Seminar: Creative Trends in Digital Art and Design. Chaoyung University, Taichung, Taiwan. Invited Keynote Presentation and Workshop. International Conference.
2. **Cabrera, C.** (2015). Oysters and Animation. Presented to Life@UCF. November 10, 2015. Local Program.
3. **Cabrera, C.** & McDaniel, R. (2015). Character Modeling and Animation using *Maya* and *Unity3D*. Invited weeklong workshop given to the University of Costa Rica, Department of Business Informatics and Computing, Pacific Campus. Puntarenas, Costa Rica. February 9-17, 2015. International Program.
4. **Cabrera, C.** (2014). Character Setup using Auto-Rigging Tools and Character Posing. Invited 3-day Workshop presented at the 10th Annual Ministry of Education Scholarship Program for Overseas Study in Art and Design. National Animation Contest for Students of Technology Institutes and Universities, Animation Workshop. Since 2005, The Taiwan Ministry of Education has hosted a Scholarship Program for Overseas study in Art and Design. The top 50-60 digital media students in Taiwan are invited to a two-week intensive program where top Industry and Academic professionals are invited to present lectures and workshops on areas of expertise in Animation. Present and past professionals include people from Dreamworks Animation, Pixar, Animation Mentor, Ringling College of Art and Design, Savannah College of Art and Design, and now, the University of Central Florida. This will be my fifth year as invited Lecturer. National Yun-lin University of Science and Technology, Taiwan. July 9-11, 2014. International Program.
5. **Cabrera, C.** (2012). Character Setup using Auto-Rigging Tools. Invited 4-day Workshop presented at the 8th Annual Ministry of Education Scholarship Program for Overseas Study in Art and Design. National Yun-lin University of Science and Technology, Taiwan. July 1-4, 2012. International Program.
6. **Cabrera, C.** (2012). Saturday Morning Cartoons Filmmakers Q&A Session. Invited Panelist at the RiverRun International Film Festival. April 21, 2012. Regional Festival.
7. **Cabrera, C.** (2012). The making of an animated short, director and animators panel: Mustache Mayhem & Squeaky Business. Invited Panelist. & Women in Animation, Why write books for animators? Invited Panelist. Authors Preview Presentation: Reel Success: The ultimate guide to demo reel creation and animation portfolio development. Invited presenter at the Savannah International Film Festival. April 13-14, 2012. Regional Festival.
8. **Cabrera, C.** (2011). Character Setup. Invited 5-day Workshop presented at the 7th Annual Ministry of Education Scholarship Program for Overseas Study in Art and Design. National Yun-lin University of Science and Technology, Taiwan. June 27-July 1, 2012. International Program.
9. **Cabrera, C.** (2011). Getting My Work Out There/Working in the Business. Invited panelist. Creating Basic Computer Generated Characters and Images. Invited presenter at the Savannah International Film Festival. Feb 4-5, 2011. Regional Festival.

10. **Cabrera, C.** (2009). Character Setup. Invited 5-day Workshop presented at the 5th Annual Ministry of Education Scholarship Program for Overseas Study in Art and Design. National Yun-lin University of Science and Technology, Taiwan. June 29-July 3, 2009. International Program.
11. **Cabrera, C.** (2008). Posing and Creating Cycles in 3D and Animating Action in 3D. Invited 5-day Workshop presented at the 4th Annual Ministry of Education Scholarship Program for Overseas Study in Art and Design. National Yun-lin University of Science and Technology, Taiwan. June 29-July 3, 2009. International Program.
12. **Cabrera, C.** (2005). Attaining Gallery Representation. Invited Alumnus Lecturer. University of Louisiana at Lafayette.
13. **Cabrera, C.** (1999). Painting with the Primaries. Invited Alumnus Lecturer. University of Louisiana at Lafayette.

Peer Reviewed Conference Presentations

1. **Briggs, C.** (2017). Animated Storytelling as a Vehicle for Impact, Presented at the UCF Winter Faculty Development Conference (\$500 grant recipient) December 12, 2017. Professional Development Conference.
2. **Briggs, C.** (2017). Animating Short Stories: Narrative Techniques and Visual Design. [Poster](#) presented at [the 29th Annual Conference for the Society for Animation Studies](#), "...And Yet it Moves!", University of Padua, Padua, IT, July 4, 2017. International Conference.
3. **Cabrera, C.** (2015). Animating Short Stories: Narrative Techniques and Visual Design. Paper presented at [the 27th Annual Conference for the Society for Animation Studies](#), Beyond the Frame, Canterbury Christ Church University, Canterbury, U.K., July 15, 2015. International Conference.
4. **Cabrera, C.** (2015). Animators Oral History in Central Florida. Paper presented at [Flickering Landscapes Conference Series](#). November 16, 2015. Local Conference.
5. **Cabrera, C.** (2013). The Animation Hall of Fame. Paper presented at [the 25th Annual Conference for the Society for Animation Studies](#), Redefining Animation, University of Southern California, Los Angeles, California, June 24, 2013. International Conference.
6. **Cabrera, C.** (2011). Animation Production at the University. Paper presented at [the 23rd Society for Animation Studies Conference](#), The Rise of the Creative Economy, University of Indianapolis, Athens, Greece, March 19, 2011. International Conference. 83 submissions: 39 accepted: 46% acceptance rate
7. **Cabrera, C.** (2007). Teaching the 3D Narrative: Keeping it Simple and Focusing on Character. Paper presented at Kalamazoo Animation Festival International, Educators Conference, Kalamazoo, Michigan, May 17, 2007. National Festival.

Juried Festival Screenings

Cabrera, C. (2013). Put to Rest. Producer, Director, Animator

1. Official Selection Athens AnimFest, Greece. <http://athensanimfest.eu/> November 16, 2015. International Festival. acceptance rate not available
2. Official Selection The Montevideo Festival of New Cinema, Uruguay. January 2015. International Festival. 7% acceptance rate: 500 submissions, 36 accepted
3. Official Selection California International Animation Festival. Audience Favorite Award. July 2013. National Festival. acceptance rate not available

Juried Group Art Exhibitions

- 2017 Eclectic Knights, Orlando Museum of Art 1st Thursdays Juried Event, Orlando, Florida (photography). Local.
- 2015 UCF Counseling and Psychological Services Healing Art Exhibition (mixed-media). Local.

- 2012 Sixth Annual Louisiana Fine Art Showcase, Southeastern Louisiana University, Hammond, Louisiana President's Purchase Award (painting). Regional.
- 2012 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting). Regional.
- 2012 Otronicon, Orlando, Florida (painting). Local.
- 2009 Eclectic Knights, Orlando Museum of Art 1st Thursdays Juried Event, Orlando, Florida (painting). Local.
- 2009 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting). Regional.
- 2005 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting). Regional.
- 2004 Women's History Month Annual National Juried Art Exhibition, Boise State University, Boise, Idaho (painting). National.
- 2003 Look at Me, Look at Me Online exhibition, Robert Canaga Gallery, Eugene, Oregon (painting). National.
- 2003 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting). Regional.
- 2002 International Young Artists Exhibition, New York, NY (painting). National.
- 2002 Exhibit A Gallery Group Show featuring artwork published in New American Paintings and ArtLink@Sotheby's International Young Art publications, Savannah College of Art and Design, Savannah, Georgia (painting). Regional.
- 2001 New Beginnings, The Art of the New Faculty Juried Exhibition, Group Show, Savannah College of Art and Design, Savannah, Georgia (painting). Regional.
- 2001 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting)
- 2000 Fall Show, Savannah Art Association, Savannah, Georgia (painting). Regional.
- 2000 Artlink, Inc. Online Auction Showcase (painting). National.
- 1999 Southeastern Juried Exhibition 1999, Mobile Museum of Art, Mobile, Alabama (painting). Regional. (James Rondeau, Associate Curator of Contemporary Art, The Art Institute of Chicago: Juror)
- 1999 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting). Regional.
- 1999 Louisiana Open Juried Exhibition, The Contemporary Arts Center, New Orleans, Louisiana, (Deborah Kass, artist: Juror) (painting). Regional.
- 1998 Forty-First Annual Delta Exhibition of Painting and Sculpture, The Arkansas Arts Center, Little Rock, Arkansas (painting) (Peter Frank, editor, Visions art quarterly, art critic, Los Angeles Weekly: Juror). Regional.

Creative Activities (Non Peer-Reviewed)

Animation Experience

- 2013 Producer, Director, Animator, Animated Short: **Put to Rest**
- 2010 Logo Animator: Client: Ernest N. Morial New Orleans Convention Center
- 2010 Logo Animator: Client: Savannah International Animation Festival
- 2009 Mark Kistler's Imagination Station, Animation Crew and Faculty Director, Renaissance Terms: Attitude, Bonus, Shading, Practice
- 2003 Lead Digital Artist, ACM SIGGRAPH Electronic Theater and Animation Theater Titles, under the direction of Darin Grant, Digital Domain, SIGGRAPH, San Diego, California

Gallery and Museum Exhibitions

Invited Solo Painting Exhibitions

- 2013 Cheryl Cabrera (paintings) Barbie Art, Leesburg Center for the Arts, Leesburg, Florida
- 2012 Cheryl Cabrera (paintings and animation) Positive Influence d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana

- 2011 The Subject of Devotion UCF Women's Research Center
- 2009 Cheryl Cabrera (paintings) *The Golden Girl*
d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana
- 2005 Cheryl Cabrera (paintings) *Landscapes*
d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana
- 2003 Cheryl Cookmeyer Fell (paintings) *Reclamation*
d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana
- 2001 Cheryl Cookmeyer Fell (paintings) *Off-color*
d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana
- 1999 Cheryl Cookmeyer Fell (paintings) *Plasticity*
d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana

Invited Group Art Exhibitions

- 2014 UCF Annual Faculty Show UCF Art Gallery (painting)
- 2013 UCF Annual Faculty Show UCF Art Gallery (animation *Put to Rest*)
- 2012 UCF Annual Faculty Show UCF Art Gallery (painting)
- 2011 UCF Annual Faculty Show UCF Art Gallery (animation)
- 2011 Pink Art II: an exhibit for Breast Cancer Awareness, City Arts Gallery, Orlando, Florida (painting)
- 2010 Pink Art: an exhibit for Breast Cancer Awareness, City Arts Gallery, Orlando, Florida (painting)
- 2004 Faculty Focus: Digital Media: Moving Image + 2D Works, Le Galerie Bleue, Savannah College of Art and Design, Savannah, Georgia (painting)
- 1999 Cheryl Cookmeyer Fell (paintings) and Shane Fell (digital images), Moore's Studio, Lafayette, Louisiana

Ongoing Projects

1. The Animators Oral History Project. A project working on documenting the oral histories of animators with a connection to Central Florida, along with a digital archive of their artwork.
2. The Animated Oyster Reef project. A short film that will be used to promote the importance of oysters in the Indian River Lagoon by linking oysters to other important lagoon organisms as well as the human dimension.
3. Animated Short: **Sound of the Sea**. A short animated film in collaboration with Singer/Songwriter Lauren LaPointe.

Teaching Activities

Curriculum development and instruction including all aspects of Digital Animation and Film Production: story development, storyboarding, character and production design, modeling, texturing, character rigging, lighting, set dressing, camera layout, character animation, visual effects, compositing, editing.

University of Central Florida

Graduate Courses Taught:

1. **DIG 5386C: Animation and Visual Effects Production I (Emerging Media MFA - Animation & Visual Effects)**
Production of a short animated or visual effects concept to completion with the focus on working as an individual to meet deadlines.
2. **DIG 5366C: Animation and Visual Effects Production II (Emerging Media MFA - Animation & Visual Effects)**

Topics in animation and visual effects project creation and production pipeline management in a team environment.

Undergraduate Courses Taught:

1. **ART 3643C: Digital Effects and Compositing (Visual Language – Basic Concentration)**
Special effects and compositing for computer animation and film, focusing on the use of After Effects, Premier and Photoshop or comparable software.
2. **DIG 2500C: Fundamentals of Interactive Design**
Foundations of interactive media including user-interface design. Students combine audio, video, imaging, and animation using industry standard software.
3. **DIG 3543C: Production Process (Visual Language – Basic Concentration)**
This course explores the process of a creative production and breaks down the elements of creating a concept and building it into a deliverable product.
4. **DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration)**
Conceptual and technical aspects of scripting, image processing, 3D/2D data acquisition while practicing the use of generators, filters, particles, masks, and audio into digital projects.
5. **DIG 4323C: Modeling for Visual Language (Visual Language – Restricted Elective)**
Application of techniques taught to model, rig, and prepare artificial characters so that they be animated effectively and express narrative for digital production.
6. **DIG 4326C: Geometrical Modeling Workshop (Visual Language – Elective)**
This course establishes the process of creating digital characters and their environments. Modeling, Texturing, Rigging and Animation techniques will be explored.
7. **DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective)**
Advanced tools, concepts and techniques developed in the previous 3D animation courses. Students apply techniques to 3D character animation.
8. **DIG 4394C: Motion Graphics: Advanced Compositing (Character Animation – Restricted Elective)**
Advanced techniques including 3D modeling, texturing, lighting, particles, and compositing to create motion graphics. Manage and navigate objects, images and other media in visual narratives, as pertaining to 3-D content.
9. **DIG 4434: Narrative Techniques of the Moving Image (Character Animation – Basic Concentration)**
Advanced application of techniques in Visual Language employed in story production focusing on advancing a narrative and evoking emotion.
10. **DIG 4451C: Visual Storytelling and Visual Development Workshop (Character Animation – Basic Concentration)**
Techniques, mechanics of visual development with emphasis on strong visual designs which communicate effectively.
11. **DIG 4486C: Visual Language of the Moving Image II (Character Animation – Basic Concentration)**
12. Application of techniques taught to design, create, and refine visual development, story board, story reel, character design, and animation that expresses a narrative for digital production.
13. **DIG 4373C: Advanced 3D Animation (Character Animation – Restricted Elective)**
14. **DIG 4624C: Digital Production in Artificial Environments (Character Animation – Basic Concentration)**
Application of techniques to continue building artificial environments and effects, addressing lighting, continuity, movement, theme and mood to help express a narrative for digital production.
15. **DIG 4780C Modeling for Realtime Systems**

16. Principles of construction of 3D models for real-time applications. Topics include level of detail management and efficiency versus visual quality for video games and simulation.
17. **GRA 2101C: Introduction to Graphic Design (online course)**
The principles underlying the generation and display of graphical pictures by computer. Topics include graphical software packages and graphics systems.

University of Central Florida

Student Film Festival Screenings and Awards

Dreamweaver (class of 2017) Faculty Director

National Awards

1. **Winner Best Animation Film (Student) May 2017** of the Los Angeles Independent Film Festival Awards
2. **3rd Place Winner** MYHERO International Film Festival (Santa Monica, CA)
3. **Finalist** of the 42nd Annual American Indian Film Festival (San Francisco, CA)

Regional Awards

4. **Best Inspirational Film** of the 2017 15 Minutes of Fame (Palm Bay, FL)

Local Awards

5. **Finalist** of the 2017 Central Florida Film Festival

National Screenings

6. **Official Selection** of the 2017 California International Shorts Festival (Winter) (Hollywood, CA)
7. **Official Selection** of the 2018 Green Bay Film Festival (Green Bay, WI)
8. **Official Selection** of the 2017 Anchorage International Film Festival (Anchorage, AK)
9. **Official Selection** of the 26th St. Louis International Film Festival (St. Louis, MO)
10. **Official Selection** of the 2017 Red Nation Film Festival & Awards – The Authentic Voice of American Indian & Indigenous Cinema (Los Angeles, CA)
11. **Official Selection** of the 2017 KIDS FIRST! Film Festival

Regional Screenings

12. **Official Selection** of the 2017 Melbourne Independent Film Festival (Melbourne, FL)
13. **Official Selection** of the 2017 Urban Film Festival (Miami, FL)

Cuddlefish (class of 2017) Faculty Director

National Awards

1. **Winner Best Animation Film May 2017** of the Los Angeles Independent Film Festival Awards
2. **Winner Best Student Film** of the 5th annual Studio City International Film Festival (Los Angeles, CA)
3. **Nominated for Best Animated Short** of the 2017 Orlando Film Festival (Orlando, FL)

National Screenings

4. **Official Selection** of the 2018 Green Bay Film Festival (Green Bay, WI)
5. **Official Selection** of the 2017 Austin Gay & Lesbian International Film Festival
6. **Official Selection** of the 2017 KIDS FIRST! Film Festival

Regional Screenings

7. **Official Selection** of the 2017 Out On Film, Atlanta LGBT Film Festival
8. **Official Selection** of the 2017 15 Minutes of Fame (Palm Bay, FL)

Local Screenings

9. **Official Selection** of the 2017 Central Florida Film Festival

The Moth Effect (class of 2016) Faculty Advisor

Regional Screenings

1. **Official Selection** of the 2016 Atlanta Shortsfest

Local Screenings

2. **Official Selection** of the 2016 Tally Shorts Film Festival
3. **Official Selection** of the 2016 Central Florida Film Festival
4. **Official Selection** of the 2016 Orlando Film Festival

Farmer Glorp (class of 2016) Faculty Advisor

Regional Screenings

1. **Official Selection** of the 2016 Atlanta Shortsfest

Local Screenings

2. **Official Selection** of the 2016 Tally Shorts Film Festival
3. **Official Selection** of the 2016 Central Florida Film Festival
4. **Official Selection** of the 2016 Brouhaha Film and Video Showcase

Enchanted Ink (class of 2015) Faculty Advisor

National Awards

1. **Winner Best Animation Film (Student)** 2015 Los Angeles Independent Film Festival Awards
2. **Winner Award of Merit Special Mention** 2015 Best Shorts Competition
3. **Winner Award of Merit** of the 2015 IndieFEST Film Awards

Regional Awards

4. **Winner President's Award** 2015 North Carolina Film Award

Local Awards

5. **Nominee Best Animation** 2016 WideScreen Film & Music Video Festival
6. **Finalist Best Student Film** 2015 Central Florida Film Festival
7. **Finalist The Florida Selection Award** 2015 Central Florida Film Festival

Online Awards

8. **Nominee** of the September 2015 The Monthly Film Festival

International Screenings

9. **Official Selection** of the 2016 Noor Iranian Film Festival
10. **Official Selection** of the 2016 Children's International Film Festival (Dubai)
11. **Official Selection** of the 2015 IN.S.A.N.E. Animation Film Festival (Sweden)

National Screenings

12. **Official Selection** of the 2016 Oceanside International Film Festival
13. **Official Selection** of the 2015 Los Angeles Cinefest
14. **Official Selection** of the 2016 Irvine International Film Festival
15. **Official Selection** of the 2015 Fargo Fantastic Film Festival 13
16. **Official Selection** of the 2015 Queen City Film Festival

Regional Screenings

17. **Official Selection** of the 2016 River Run International Film Festival
18. **Official Selection** of the 2016 Fort Lauderdale International Film Festival
19. **Official Selection** of the 2015 North Carolina Film Awards

Local Screenings

20. **Official Selection** of the 2015 Enzian Film Slam
21. **Official Selection** of the 2016 Florida Movie Festival
22. **Official Selection** of the September 2015 Film Slam Enzian Theater
23. **Official Selection** of the 2015 Miami Independent Film Festival

24. **Official Selection** of the 2015 15 Minutes of Fame in Florida
25. **Official Selection** of the 2015 Orlando Film Festival
26. **Official Selection** of the 2015 International Peace and Film Festival

Online Screenings

27. **Official Selection** of the August 2015 The Monthly Film Festival

Snacktime (class of 2015) Faculty Advisor

International Awards

1. **Winner** of the 2015 Cinevana London Film Festival

National Awards

2. **Winner Best Animated Short** 2015 California International Shorts Festival
3. **Winner First Place Animation** 2015 Desert Rocks Film and Music Event

Local Awards

4. **Winner Grand Jury Winner Best Animation Short** into 2015 Orlando Urban Film Festival
5. **Winner Best Animated Film** 15 Minutes of Fame in Florida
6. **Finalist Animation** 2015 Orlando Film Festival

National Screenings

7. **Official Selection** of the 2015 Los Angeles Cinefest
8. **Official Selection** of the 2015 San Antonio Indie Film Slam
9. **Official Selection** of the 2016 FilmQuest

Regional Screenings

10. **Official Selection** of the 2016 Hill Country Film Festival

Local Screenings

11. **Official Selection** of the 2016 Fort Lauderdale International Film Festival
12. **Official Selection** of the 2015 Central Florida Film Festival
13. **Official Selection** of the 2015 International Peace and Film Festival
14. **Official Selection** of the July 2015 Enzian Film Slam
15. **Official Selection** of the 2016 Student Art Festival

Yours, Mime, and Ours (class of 2014) Faculty Advisor

Local Awards

1. **Finalist** 2014 Central Florida Film Festival - Best Animated Film

International Screenings

2. **Official Selection** of the 8thCMS International Children's Film Festival -2016 ('7-15' April, 2016) Lucknow, India.
3. **Official Selection** of the 2016 Festival Internacional de Cine y Audiovisual Infantil y Juvenil, FICAIJ

National Screenings

4. **Official Selection** of the 2014 California International Animation Festival
5. **Official Selection** of the 2014 Sunscreen Film Festival West
6. **Official Selection** of the 2014 Glovebox Short Film & Animation Festival

Regional Screenings

7. **Official Selection** of the 2014 Atlanta ShortsFest!

Online Screenings

8. **Official Selection** of Ozark Shorts Monthly Film Screening Series 2017

Celestial (class of 2014) Faculty Advisor

Local Awards

1. **Finalist** 2014 Central Florida Film Festival - Best Animated Film

International Screenings

2. **Official Selection** of the 8thCMS International Children's Film Festival -2016 ('7-15' April, 2016) Lucknow, India.
3. **Official Selection** of the 2016 Festival Internacional de Cine y Audiovisual Infantil y Juvenil, FICAIJ

National Screenings

4. **Official Selection of the** 2014 Sunscreen Film Festival West
5. **Official Selection of the** 2014 California International Animation Festival

Regional Screenings

6. **Official Selection of the** 2014 Atlanta ShortsFest!

Online Screenings

7. **Official Selection** of Ozark Shorts Monthly Film Screening Series 2017

Ember (class of 2013) Faculty Advisor

Local Awards

1. **Winner** 2013 Central Florida Film Festival - Best Animated Film
2. **Honorable Mention** 2014 Otronicon Film Slam

National Screenings

3. **Official Selection** 2013 Animazing Spotlight Animation Festival

Regional Screenings

4. **Official Selection** 2014 Praxis Film Festival

GaiaSpora (class of 2013) Faculty Advisor

<http://ucfcharanim.wikidot.com/wiki:gaiaspora>

Local Awards

1. **Finalist** 2013 Central Florida Film Festival - Best Animated Film

National Screenings

2. **Official Selection** 2013 Animazing Spotlight Animation Festival
3. **Official Selection** 2013 Shockerfest
4. **Official Selection** 2014 Glovebox Short Film and Animation Festival

Regional Screenings

5. **Official Selection** 2014 Praxis Film Festival

Local Screenings

6. **Official Selection** 2014 Otronicon Film Slam

Box Forts (class of 2012) Faculty Advisor

National Awards

1. **Winner** 2013 Animazing Spotlight Sectional

Local Awards

2. **Finalist** 2012 Central Florida Film Festival Paul Leder Student Film Award

National Screenings

3. **Official Selection of the** 2013 California International Animation Festival
4. **Official Selection of the** 2013 Animation Block Party
5. **Official Selection of the** 2013 Athens International Film Festival (Athens, Ohio)

Regional Screenings

6. **Official Selection of the** 2013 Savannah International Animation Festival

Local Screenings

7. **Official Selection** 2014 Otronicon Film Slam

Flower Story (class of 2012) Faculty Advisor

<http://flowerstory.weebly.com/>

National Awards

1. **Winner** 2013 Best Animated Film, Moving Media International Film Festival

Local Awards

2. **Winner** 2012 Central Florida Film Festival Paul Leder Best Student Film Award

National Screenings

3. **Official Selection of the** 2013 Philadelphia Film & Animation Festival
4. **Official Selection of the** 2013 California International Animation Festival
5. **Official Selection of the** 2013 Animazing Spotlight Animation Festival

Regional Screenings

6. **Official Selection of the** 2013 Savannah International Animation Festival

Local Screenings

7. **Official Selection** 2014 Otronicon Film Slam

Squeaky Business (class of 2011) Faculty Director

National Awards

1. **Winner-** Platinum Reel Award at the 2012 Nevada International Film Festival
2. **Winner-**Best Animation, 2012 New Hope Film Festival

Regional Awards

3. **Winner-** Best Animation at the 2012 Melbourne Independent Filmmakers Fest

National Screenings

4. **Official Selection** – 2012 KIDS FIRST! Film Festival 1st Quarter

Regional Screenings

5. **Official Selection** – 2012 Savannah International Animation Festival

Local Screenings

6. **Official Selection** 2014 Otronicon Film Slam

Mustache Mayhem (class of 2011) Faculty Director

National Screenings

1. **Official Selection** – 2012 Stache Film Festival
2. **Official Selection** – 2012 KIDS FIRST! Film Festival 1st Quarter

Regional Screenings

3. **Official Selection** – 2012 Savannah International Animation Festival
4. **Official Selection** – 2012 River Run International Film Festival

5. **Local Screenings**

6. **Official Selection** 2014 Otronicon Film Slam

Shadow Play (class of 2010) Faculty Advisor

1. **Regional Screenings**

2. **Official Selection** – 2011 Red Stick International Animation Festival
3. **Official Selection** – 2011 Savannah International Animation Festival

Course Teaching Schedule:

SPRING 2018

- DIG 5366C: Animation & Visual Effects Production II (Animation & Visual Effects – MFA)
- DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 29 undergraduate
- DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective) 14 undergraduate

DIG 4908: Independent Study: Ronald Hargrove

FALL 2017

DIG 5386C: Animation & Visual Effects Production I (Animation & Visual Effects – MFA) 9 graduate

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 14 undergrad

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration) 29 undergrad

DIG 4908: Independent Study: Hannah Huffman

SPRING 2017

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 35 undergraduate

DIG 4394C: Motion Graphics: Advanced Compositing (Character Animation – Basic Concentration) 20 undergrad

DIG 4434: Narrative Techniques of the Moving Image (Character Animation – Basic Concentration) 20 undergrad

DIG 4908: Independent Study: Destiny Nunn

FALL 2016

DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration) 20 undergrad

DIG 4486C: Visual Language of the Moving Image II (Character Animation – Basic Concentration) 20 undergrad

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration) 34 undergrad

DIG 4941: Internship: Crystal Wright

DIG 6908: Independent Study: Dana Barnes

SPRING 2016

DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective) 11 undergrad

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 24 undergrad

DIG 4451C: Visual Storytelling and Visual Development Workshop (Character Animation – Basic Concentration) 25 undergrad

FALL 2015

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 19 undergrad

DIG 3433C: Visual Storytelling and Visual Development (Character Animation – Basic Concentration) 26 undergrad

DIG 2030C: Digital Video Fundamentals (Digital Media – Foundation) three sections of the lab, 30 undergrad each

SPRING 2015

DIG 4373C: 3D Textures (Character Animation – Restricted Elective) 20 undergrad

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 36 undergrad

DIG 4780C: Modeling for Realtime Systems (Digital Media – Foundation) (large format class: 148 undergrad student lecture, 1 30 student lab)

FALL 2014

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 25 undergrad

DIG 4624C: Digital Production in Artificial Environments (Character Animation – Basic Concentration) 25 undergrad

DIG 2500C: Fundamentals of Interactive Design (Digital Media – Foundation) two sections of the lab, 30 undergrad students each

SPRING 2014

DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective) 23 undergrad

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 34 undergrad

GRA 2101C: Introduction to Graphic Design (online course) 84 undergrad

FALL 2013

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration) 33 undergrad

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 25 undergrad

DIG 4906: Independent Study: Advanced Rigging Concepts: Raymond Halley

DIG 2500C: Fundamentals of Interactive Design (two sections of the lab taught) 30 undergrad each

SPRING 2013

DIG 4451C: Visual Storytelling and Visual Development Workshop (Character Animation – Basic Concentration) 25 undergrad

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 35 undergrad

FALL 2012

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 31 undergrad

DIG 3433C: Visual Storytelling and Visual Development (Character Animation – Basic Concentration) 27 undergrad

DIG 6908: Independent Study: David Dannelly

SPRING 2012

DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective) 26 undergrad

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration) 35 undergrad

DIG 6918: Directed Research: David Moran

FALL 2011

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration) 35 undergrad

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective) 26 undergrad

SPRING 2011

DIG 4354C: Advanced 3D Animation (Visual Language – Restricted Elective) 34 undergrad

DIG 4434: Narrative Techniques of the Moving Image (Visual Language – Basic Concentration) 34 undergrad

FALL 2010

DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration) 34 undergrad

DIG 4624C: Digital Production in Artificial Environments (Visual Language – Elective) 34 undergrad

SPRING 2010

DIG 4451C: Visual Storytelling and Visual Development Workshop (Visual Language – Basic Concentration) 35 undergrad

DIG 4326C: Geometrical Modeling Workshop (Visual Language – Elective) 35 undergrad

FALL 2009

DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration) 21 undergrad

DIG 3543C: Production Process (Visual Language – Basic Concentration) 35 undergrad

Savannah College of Art and Design

Graduate Courses Taught:

1. ANIM 714: 3-D Cartoon Character Animation (graduate course)

This course explores alternative techniques for creating and animating 3-D cartoon characters with emphasis on exaggerated action through timing and squash and stretch. Students are encouraged to push the technical limitations of the medium to achieve familiar cartoon motion. Learning emphasis is placed on advanced problem solving in 3-D animation. Students are encouraged to demonstrate character appeal through applied personal aesthetics.

2. ANIM 724: 3-D Naturalistic Character Animation (graduate course)

This course explores the background of naturalistic character movement, advancing key-frame animation techniques and use of motion-capture technology. Observational animation is prioritized with special regard to subtle gesture. Learning emphasis is placed on advanced problem solving in 3-D animation.

3. ANIM 748: Animation M.A. Portfolio (graduate course)

This course provides M.A. students with an opportunity to prepare a professional portfolio package. By assessing their body of work, identifying individual career goals and preparing for interviewing in animation related fields, students prepare a personal demo reel, flat-book, Web site, resume, business card and letterhead. Topics include marketing strategies, studio business practices and how to use career services at SCAD as an ongoing resource.

4. ANIM 753: Animation Studio I (graduate course)

In this required seminar/studio course, students develop and define a personal vision in their area of interest. As preparation for thesis work, this course is flexible and self-directed, with a strong emphasis on critique.

5. ANIM 756: Animation Character Performance (graduate course)

This course offers students advanced learning that combines the principles of character animation with observational techniques to create believable character performances. Students are encouraged to develop their own aesthetic. Pre-rigged or puppets made in other courses can be used in this class.

6. ANIM 775: Animation Studio II (graduate course)

This seminar/studio course continues the animation studio sequence as preproduction for the thesis project. Students must complete this course in order to register for the thesis project.

7. ANIM 778: Animation M.F.A. Portfolio (graduate course)

This course provides M.F.A. students with an opportunity to prepare a professional portfolio, assessing practical thesis work and support projects to promote individual career goals in animation related fields. Students prepare a personal demo reel, flat-book, Web site, resume, business card, letterhead and artist statement. Topics include marketing strategies, studio business practices and how to use SCAD's career services as an on-going resource.

8. ANIM 790: Animation M.F.A. Thesis (graduate course)

Animation M.F.A. students develop an innovative and theoretically informed body of work that is exhibited in a manner and context that supports its creative content. Students also produce a written component that addresses the theoretical premise of the work.

Savannah College of Art and Design

Undergraduate Courses Taught:

1. ANIM 305: 3-D Character Animation I

Continuing with high-end, 3-D animation packages, students study character animation, developing an aesthetic of motion. An emphasis on motion includes the theory and application of inverse kinematics, function/motion curves and constraints. Advanced techniques and methods of creating believable 3-D character design and movement are achieved through the study of motion in living creatures. Issues of storytelling, dialogue and style are addressed while students produce work for output to tape or other media.

2. ANIM 310: 3-D Character Set-up and Animation

a.k.a. ANIM 310: Principles of 3-D Character Animation (renamed Winter 2006)

This course explores the basic principles of modeling and rigging as applied to a series of very different characters. Students explore basic tools and apply them to various anatomical problems to find modeling and rigging solutions for character motion. Major emphasis is placed on proper identifications of controls for the end user.

3. ANIM 350: Advanced Rigging for Computer Animation

This course explores the basic principles of creating an animatable skeleton for a 3-D puppet, as applied to a series of anatomically different biped and quadruped characters. Students are assigned a prebuilt model to rig, explore advanced tools and apply them to various anatomical problems to find modeling and rigging solutions for believable character motion, and finally test the rigs with basic motion assignments.

4. ANIM 355: 3-D Character Animation II

This course explores the challenges of character movement within the context of a story. Through the study of specific technical and aesthetic issues, students develop the necessary strategies and skills to convey the illusion of life. Expressive acting techniques are the primary focus, with an emphasis on the fluidity of motion through the manipulation of pose, tempo, speed and rhythm.

5. ANIM 395: Group Project in 3-D Animation

Working in small production teams, students in this course learn how to manage the production pipeline for a 3-D project. With the focus on working in a team environment to meet deadlines, students are expected to produce an animated film of 90-seconds duration or less.

6. ANIM 408: Senior Animation Project I

After completing preparatory assignments, students create a cohesive animation work using their acquired skills to express their artistic vision.

7. ANIM 429: 3-D Character Animation

In this course, students focus on expressive timing, staging and fluid movement in character animation. Technical skill is developed in facial expressions, lip-synch, gymnastic stunts, two-handed object control and climbing. Students create original, high-quality animated segments for senior projects and portfolios.

8. ANIM 448: Senior Animation Project II

This project class builds on the technical and aesthetic skill set of the advanced animation major. Through the exploration of projects, students continue to develop content delivery, story and technical mastery. Emphasis is placed on the identification and utilization of individual strengths in the context of a production environment.

9. ANIM 495: Special Topics in Animation

The topic of this course varies from quarter to quarter. Each seminar focuses on various problems in the field of animation and allows the advanced student an opportunity to pursue individual or collaborative projects related to the subject of the course.

10. CMPA 100: Survey of Computer Art Applications

Students are introduced to the basic use of computer principles from word processing to techniques supporting digital art and design. Students use a broad range of toolsets from a variety of industry-standard computer applications, which they may use toward their major areas of study. The basic components of digital art and design tools – text, vector, raster, Web and page layout – are employed as learning concepts and serve as a digital foundation to be built upon in their future studies.

2001-2004 course description:

Students are introduced to the principles and techniques of digital design using a broad range of tool sets from various computer applications. The basic components of digital design tools – vector, raster, modeling language and animation – are employed as exercises of computer art.

11. CMPA 302: 3-D Character Animation I

Continuing with high-end, 3-D animation packages, students study character animation, developing an aesthetic of motion. An emphasis on motion includes the theory and application of inverse kinematics, function/motion curves and constraints. Advanced techniques and methods of creating believable 3-D character design and movement are achieved through the study of motion in living creatures. Issues of storytelling, dialogue and style are addressed while students produce work for output to tape or other media.

12. CMPA 361: 3-D Character Animation II

In this course students explore the challenges of character movement within the context of a story. Through the study of specific technical and aesthetic issues, students develop strategies and skills necessary to convey the illusion of life. With an emphasis on the fluidity of motion through the manipulation of pose, tempo, speed and rhythm, expressive acting techniques are the primary focus.

13. CMPA 490: Postproduction for Computer Art

This course prepares students for interviews and employment. Students investigate placement opportunities and the requirements of the position of interest. Development of a portfolio and demo reel is enhanced through the continued study of motion graphics, compositing and sound with evaluation of achievements.

Savannah College of Art and Design

Course Teaching Schedule:

SPRING 2009

- ANIM 395: Group Project in 3-D Animation
- ANIM 724: 3-D Naturalistic Character Animation (graduate course)

WINTER 2009

- ANIM 280: 3-D Character Set-up and Animation (two sections taught)
- ANIM 448: Senior Animation Project II
- ANIM 714: 3-D Cartoon Character Animation (graduate course)

FALL 2008

- ANIM 280: 3-D Character Set-up and Animation (two sections taught)
- ANIM 408: Senior Animation Project I
- ANIM 724: 3-D Naturalistic Character Animation (graduate course)

SUMMER 2008

- ANIM 350: Advanced Rigging for Computer Animation
- ANIM 448: Senior Animation Project II
- ANIM 714: 3-D Cartoon Character Animation (graduate course)

SPRING 2008

- ANIM 310: 3-D Character Set-up and Animation (two sections taught)
- ANIM 395: Group Project in 3-D Animation
- ANIM 748: Animation M.A. Portfolio (graduate course)
- ANIM 778: Animation M.F.A. Portfolio (graduate course)

WINTER 2008

- ANIM 310: 3-D Character Set-up and Animation (two sections taught)
- ANIM 350: Advanced Rigging for Computer Animation
- ANIM 714: 3-D Cartoon Character Animation

FALL 2007

- ANIM 310: 3-D Character Set-up and Animation (two sections taught)
- ANIM 395: Group Project in 3-D Animation
- ANIM 724: 3-D Naturalistic Character Animation (graduate course)

SUMMER 2007

- ANIM 310: 3-D Character Set-up and Animation (two sections taught)
- ANIM 350: Advanced Rigging for Computer Animation
- ANIM 753: Animation Studio I (graduate course)
- ANIM 756: Animation Character Performance (graduate course)
- ANIM 775: Animation Studio II (graduate course)

SPRING 2007

- ANIM 310: 3-D Character Set-up and Animation (two sections taught)
- ANIM 429: 3-D Character Animation

ANIM 714: 3-D Cartoon Character Animation (graduate course)

WINTER 2007

ANIM 310: 3-D Character Set-up and Animation

ANIM 350: Advanced Rigging for Computer Animation

ANIM 429: 3-D Character Animation

ANIM 724: 3-D Naturalistic Character Animation (graduate course)

FALL 2006

ANIM 310: 3-D Character Set-up and Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation

ANIM 429: 3-D Character Animation

SUMMER 2006

ANIM 310: 3-D Character Set-up and Animation

ANIM 350: Advanced Rigging for Computer Animation

ANIM 408: Senior Animation Project I

ANIM 448: Senior Animation Project II

SPRING 2006

ANIM 310: 3-D Character Set-up and Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation

ANIM 495: Special Topics in Animation

ANIM 790: Animation M.F.A. Thesis (graduate course)

WINTER 2006

ANIM 310: 3-D Character Set-up and Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation

ANIM 448: Senior Animation Project II

FALL 2005

ANIM 310: Principles of 3-D Character Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation

ANIM 448: Senior Animation Project II

SPRING 2005

ANIM 310: Principles of 3-D Character Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation (two sections taught)

WINTER 2005

ANIM 310: Principles of 3-D Character Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation

FALL 2004

ANIM 310: Principles of 3-D Character Animation (two sections taught)

ANIM 350: Advanced Rigging for Computer Animation (two sections taught)

SUMMER 2004

ANIM 305: 3-D Character Animation I (two sections taught)

ANIM 355: 3-D Character Animation II

CMPA 100: Survey of Computer Art Applications

SPRING 2004

ANIM 305: 3-D Character Animation I (two sections taught)

ANIM 355: 3-D Character Animation II (two sections taught)

WINTER 2004

ANIM 305: 3-D Character Animation I (two sections taught)

ANIM 355: 3-D Character Animation II (two sections taught)

FALL 2003

ANIM 305: 3-D Character Animation I (two sections taught)

ANIM 355: 3-D Character Animation II (two sections taught)

SUMMER 2003

CMPA 302: 3-D Character Animation I (two sections taught)

CMPA 361: 3-D Character Animation II

CMPA 490: Postproduction for Computer Art

SPRING 2003

CMPA 302: 3-D Character Animation I (two sections taught)

CMPA 361: 3-D Character Animation II

CMPA 490: Postproduction for Computer Art

WINTER 2003

CMPA 302: 3-D Character Animation I (two sections taught)

CMPA 361: 3-D Character Animation II

CMPA 490: Postproduction for Computer Art

FALL 2002

CMPA 100: Survey of Computer Art Applications

CMPA 302: 3-D Character Animation I (four sections taught)

SUMMER 2002

CMPA 100: Survey of Computer Art Applications (three sections taught)

SPRING 2002

CMPA 100: Survey of Computer Art Applications (four sections taught)

WINTER 2002

CMPA 100: Survey of Computer Art Applications (four sections taught)

FALL 2001

CMPA 100: Survey of Computer Art Applications (four sections taught)

SPRING 2001

CMPA 100: Survey of Computer Art Applications (two sections taught)

Course Curriculum (*proposed, developed, and implemented*)

Graduate Thesis Supervision

University of Central Florida

2014-2015 Graduate Thesis Committee: James Mitchell

2011-2012 Graduate Thesis Committee Chair: Brian Tortorelli, (defended Fall 2011)

Savannah College of Art and Design

Committee Chair:

1. Doublestein, J. (2007). Improving 3D Animation Education by Providing a Technical Foundation to Solve Artistic Problems.
2. Grim, C. (2007). Digital Character Sculpting Pipeline.
3. Levine, A. (2007). Why Slapstick Humor has its Appeal: An Investigation into Slapstick Humor

and the Human Condition.

4. Lee, H. (2006). Realistic Virtual Characters.
5. Xu, J. (2006). Behind an Independent CG Film: An Artist and His Work.
6. Yokley, R. (2006). The Cartoon Hero: Applying Joseph Cambell's Hero Journey to the Short-Format Animated Medium.
7. King, T. (2004). Defining Art: Meaning and the Creative Process.

Teaching Related Activities

University of Central Florida

- 2017 Undergraduate Directed Study: Advanced Rigging Topics: Ronald Hargrove
 Undergraduate Directed Study: Advanced Rigging Topics: Hannah Huffman
 Undergraduate Directed Study: Advanced Rigging Topics: Destiny Nunn
- 2016 Graduate Directed Study: Advanced Rigging Topics: Dana Barnes
- 2013 Undergraduate Directed Study: Advanced Rigging Topics: Raymond Halley
- 2012 Graduate Directed Research: Dave Moran
- 2010-2011 Supervisor of Graduate Teaching Assistant: Dave Moran
- 2009-2010 Honors Thesis Committee: Randal S. Olson

Savannah College of Art and Design

Graduate Teaching Assistant – Supervising Professor:

- Spring 2009 Ashwin Inamdar
- Fall 2006 John Doublestein
 Kevin Nield
- Summer 2006 Bryan Bentley
- Spring 2006 Michael Craig Dunn
- Spring 2006 Christopher Bradley Shortt
- Fall 2004 Seth Elberger
- Summer 2004 Terrence Jacobson
- Spring 2004 Ryan Yokley
- Fall 2003 Adam Olshan
- Spring 2003 David Bokser

Service

Professional Service to the Discipline

External Reviews for Tenure and Promotion

(2017). Review of Ray Hassan, promotion to Associate Professor, Purdue Polytechnic Institute, Purdue University.

Academic Consultant

(2017). Animation Program Consultant. Columbus State University, Georgia.

Professional Service

(2011-present). Member, Board of Directors. [Animation Hall of Fame](#) (AHOF)

(2014, 2012, 2011, 2009, 2008). Portfolio evaluator. *Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and Design.*

- (2014). Interactive Art Exhibit Chair, *ACM Multimedia Conference*.
 (2014, 2013, 2012, 2011). Juror, *Savannah International Animation Festival*.
 (2012). Animation Gallery Curator, *Savannah International Animation Festival*.
 (2011). Animation Juror, *River Run International Film Festival*.
 (2010). Pre-selection Committee, *ACM SIGGRAPH Conference Art Gallery Review Panel*.

Editorial Service

- (2014). Technical Editor, *Cartoon Character Animation*, Keith Osborn, *Bloomsbury Publishing*.
 (2007-present). Regular reviewer for book proposals in my field. Average 1-2 proposals per year. Burlington: Taylor & Francis.

Community Service

- (2014). Juror, *Florida Congressional Art Competition*.
 (2014). Juror, *Animation Film Slam Committee*, *Otronicon*, Orlando Science Center.

University Service

University of Central Florida

Administrative Service

- (2014-present) **Program Coordinator**, Emerging Media BFA - Character Animation Track, School of Visual Arts and Design, University of Central Florida
- Program administration and development leading to national recognition and high ranking
 - Promotion of program and alumni in the university and community
- (2017-present) **Program Coordinator**, Emerging Media MFA – Animation & Visual Effects Track, School of Visual Arts and Design, University of Central Florida
- Program proposal, development and administration
 - Recruitment
 - Promotion of program in the university and community

Committee Assignments and Appointments

University Service:

- (2012 – 2015) Graduate Policy Committee
 (2012 – 2014) Faculty Senate

College of Arts and Humanities Service:

- (2017 – present) Graduate Studies and Research Committee
 (2015 – 2017) Undergraduate Curriculum Committee

School/Department:

School of Visual Arts and Design Service:

- (2015 – present) SVAD Graduate Curriculum and Steering Committee, Chair
 (2015 – present) P&T Committee
 (2015 – present) Digital Media Sub Committee
 (2015 – present) Character Animation Portfolio Sub Committee Chair
 (2012 - present) Faculty Library Representative (SVAD Liaison)
 (2015) P&T Policy Committee
 (2015) Digital Media Search Committee #37094
 (2014 - 2017) Graduate MFA in Animation and Visual Effects Development Sub Committee
 (2014 - 2017) Emerging Media Character Animation Specialization

(2014 - 2015) P&T Policy Committee
(2014) Digital Media Search Committee
(2013 - 2015) Undergraduate Curriculum Committee
(2012 - 2014) Character Animation Portfolio Sub Committee
(2011 - 2014) Character Animation Sub Committee
(2010 - 2011) Gallery committee
(2010 - 2011) Graduate Recruitment Brochure Design

Digital Media Service:

(2009 - 2011) Faculty Library Representative
(2009 - 2011) Visual Language/Character Animation Faculty Sub-Committee
(2009 - 2011) Graduate Recruitment Sub-Committee
(2009 - 2010) Graduate Curriculum Committee
(2009 - 2010) Graduate Recruitment Brochure Design

Savannah College of Art and Design

College Service:

(2008 - 2009) SACS Accreditation Committee
(2008 - 2009) College Council, Admissions
(2006 - 2009) College Council, Student Career Development
(2005 - 2006) College Council, Emerging Technologies
(2001 - 2005) College Council, Student Career Development

Department of Film and Digital Media Service:

(2001 - 2009) Graduate Review Committee
(2002 - 2009) Sophomore, Junior, Senior, and Graduate Student Advisor

Professional Memberships

1. SIGGRAPH – ACM Special Interest Group – Graphics, <http://www.siggraph.org/>
2. SAS - Society for Animation Studies, <http://gertie.animationstudies.org/>
3. WIA - Women in Animation - Los Angeles Chapter, <http://wia.animationblogspot.com/>
4. WIFTA Women in Film & Television – Central Florida Chapter
5. ASIFA – Hollywood – voting member for Annie Awards
6. ASIFA – South