

## Education

- 2001 M.F.A. **Computer Art | 3D Animation.** Savannah College of Art and Design  
2009 M.Ed. **Higher Education Administration.** Georgia Southern University.  
1996-1998 **Post- Baccalaureate Study in Painting.** University of New Orleans  
1995 B.A. **Education | Art K-12 | English minor.** University of Southwestern Louisiana

## Appointments

- 2015 – Associate Professor in Digital Media |Emerging Media - Character Animation Specialization | School of Visual Arts and Design | University of Central Florida  
2014 – Program Coordinator |Emerging Media - Character Animation Specialization | School of Visual Arts and Design | University of Central Florida  
2009 – 15 [Assistant Professor in Digital Media](#) | Emerging Media - Character Animation Specialization | School of Visual Arts and Design | University of Central Florida  
06.2001-09 Professor of **Animation** | Savannah College of Art and Design, Savannah, Georgia | School of Film and Digital Media

## Professional Development, Specialized Training, and Certifications

- 2014 IDL 6543 Interactive Distributed Learning  
2013 ADL 5000 Online Teaching Preparation  
Autodesk Maya 2013 Certified Professional Certification ID: 324975  
(1 of 22 Certified Professionals in Maya in the United States)  
Autodesk Certified Instructor | Maya Certification ID: 0431301 |  
(1 of 12 Certified Instructors in Maya in the United States)  
Digital Tools and Technologies: Photoshop  
Digital Tools and Technologies: Dreamweaver  
2009 Autodesk Certified Instructor | Maya  
2008 ToonBoom Digital Pro  
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  
Vicon IQ Motion Capture System & Software, Calibration, Data Capture, Data Cleanup

## Creative/Research Activities

### Honors and Awards

- 2013 Audience Choice Award | California International Animation Festival  
President's Purchase Award | 2012 Sixth Annual Louisiana Fine Art Showcase, Southeastern Louisiana University  
2012 Platinum Reel Award | Animated Film Competition | Nevada International Film Festival  
Best Animation Award | Melbourne Independent Filmmakers Festival  
Best Animated Short Award | New Hope Film Festival  
2007 Omicron Delta Kappa (induction)  
2006 Pi Lambda Theta (induction)

- 2003 Students of Turner House, Exceptional Faculty Member (Savannah College of Art and Design) Finalist, International Museum of Women, Imagining Ourselves Project
- 2000-02 Semifinalist, Artlink@Sotheby's International Young Art Program  
<http://www.artlink.com/iya/>
- 1999 A Day with Rauschenberg: The Power of Art Award Winner, Honoring Art Teachers of students with learning disabilities Robert Rauschenberg Foundation & the Lab

## Grants

### Internal

- 2014 Technology Fee Award | \$153,750 requested | | \$153,750 funded  
 LIFE @ UCF | Competitive Grant Program | \$1,995 requested | \$1,000 funded  
 Research Incentive Seed Funding Program | UCF College of Arts & Humanities | highly competitive | \$15,000 requested | \$12,500 funded

### Travel

- 2015 SVAD | \$2200  
 UFF Travel GAP Grant | \$500
- 2011 Digital Media | \$2000

### Honorarium

- 2015 LIFE @ UCF | \$100

## Publications

### Published Books

#### Peer Reviewed:

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

#### Under Contract (Peer Reviewed):

- Cabrera, C. (2017). *Animating Short Stories: Narrative Techniques and Visual Design.* London: Bloomsbury Press. 230 pgs. (Under Contract – expected publication date January 2017)
- Cabrera, C. (2016). *An Essential introduction to Maya Character Rigging.* 2<sup>nd</sup> Edition Burlington: Taylor & Francis. 400 pgs. (Under Contract – expected publication date December 2016)

### Book Chapters

#### Invitational:

- 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.
- 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.
- 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.

- 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.

Conference & Festival Presentations, Workshops, and Talks

## Presentations

### Peer Reviewed:

- **Paper Presentation| International Conference**

2015 **The 27<sup>th</sup> Annual Conference for the Society for Animation Studies**, Beyond the Frame, Canterbury Christ Church University, Canterbury, U.K., 12-17 July 2015  
*The Animator's Oral History Project*

- [Microtalk Presentation](#) | International Conference

2013 [The 25<sup>th</sup> Annual Conference for the Society for Animation Studies](#), Redefining Animation, University of Southern California, Los Angeles, California, 23-27 June 2013  
5 minutes: *The Animation Hall of Fame*

- **Paper Presentation | International Conference**

2011 [The 23rd Society for Animation Studies Conference](#), The Rise of the Creative Economy, University of Indianapolis, Athens, Greece, 18-20th March 2011  
30 minutes: *Animation Production at the University*  
83 submissions: 39 accepted: 46% acceptance rate

- **Paper Presentation | National Festival**

2007 **Kalamazoo Animation Festival International** | Educators Conference  
Kalamazoo Valley Community College, Kalamazoo, Michigan, 17th-20th May 2007  
[Paper Presentation: Teaching the 3D Narrative](#) | *Keeping it Simple and Focusing on Character*

### Invitational:

- **Paper Presentation| Regional Conference**

2015 **Flickering Landscapes**

[Florida and The Entertainment Industry](#)

Presenter: Animators Oral History in Central Florida

- **LIFE @ UCF | Fall 2015 | Local**

Presenter: Oysters and Animation

- **Lecture and Workshop | International Program**

2015 **University of Costa Rica**

Lecturer: *Character Modeling and Animation Workshop*

- **Lecture and Workshop | International Program**

2014 **Ministry of Education [Scholarship Program for Overseas Study in Art and Design](#)**

National Yun-lin University of Science and Technology, Taiwan - National Animation Contest for Students of Technology Institutes and Universities | Animation Workshop

Lecturer: ***Character Setup using Auto-Rigging Tools and Character Posing***

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 fourth year as invited Lecturer.

#### **Lecture and Workshop | International Program**

- **2012 Ministry of Education [Scholarship Program for Overseas Study in Art and Design](#)**

National Yun-lin University of Science and Technology, Taiwan - National Animation Contest for Students of Technology Institutes and Universities | Animation Workshop

Lecturer: ***Character Setup using Auto-Rigging Tools***

- **Panel | International Festival**

#### **2012 River Run International Film Festival**

Panelist: *Saturday Morning Cartoons Filmmakers Q&A Session*

- **Panels and Presentation | International Conference**

#### **2012 [Savannah International Animation Festival](#)**

Panelist: *The making of an animated short | director and animators panel: Mustache Mayhem*

Panelist: *The making of an animated short | director and animators panel:*

#### ***Squeaky Business***

Panelist: *Women in Animation | Why write books for animators?*

Presenter: ***Authors Preview Presentation: Reel Success: The ultimate guide to demo reel creation and animation portfolio development***

- **Lecture and Workshop | International Conference**

#### **2011 Ministry of Education Scholarship Program for Overseas Study in Art and Design**

National Yun-lin University of Science and Technology, Taiwan - National Animation Contest for Students of Technology Institutes and Universities | Animation Workshop

Lecturer: ***Character Setup***

- **Presentation | 2011 Savannah International Animation Festival**

Presenter: ***Creating Basic Computer Generated Characters and Images***

- **Panel and Presentation | 2010 Savannah International Animation Festival**

Presenter: ***Creating Basic Computer Generated Characters and Images***

Panelist: ***Getting My Work Out There/Working in the Business***

- **Lecture and Workshop | International Conference**

#### **2009 Ministry of Education Scholarship Program for Overseas Study in Art and Design**

National Yun-lin University of Science and Technology, Taiwan - National Animation Contest for Students of Technology Institutes and Universities | Animation Workshop

Lecturer: ***Character Setup***

- **Lecture and Workshop | International Conference**

#### **2008 Ministry of Education Scholarship Program for Overseas Study in Art and Design**

National Yun-lin University of Science and Technology, Taiwan - National Animation Contest for Students of Technology Institutes and Universities | Animation Workshop

Lecturer: Lecture 1: ***Posing and Creating Cycles in 3D***; Lecture 2: ***Animating Action in 3D***

- **Lecture**

2005 Guest Lecturer, Art Department, University of Louisiana, Lafayette

Lecturer: ***Attaining Gallery Representation***

- **Lecture**

1998-99 Guest Lecturer, Art Department, University of Southwestern Louisiana  
Lecturer: *Painting with the Primaries*

## Festival Screenings

### Put to Rest (2013) – Director, Animator

- **International Festival**

2015 Athens AnimFest, Greece (Accepted for Screening)

<http://athensanimfest.eu/>

- **International Festival**

2015 The Montevideo Festival of New Cinema, Uruguay (Accepted for Screening)

7% acceptance rate: 500 submissions, 36 accepted

The Montevideo Festival of New Cinema is a part of The Film Festival Network. We strive to curate intimate festivals all around the world in a variety of cinematic styles which highlight the world's great new artists and examine the new ways that the word "cinema" is evolving into a global democratic dialogue.

- **International Festival**

2013 California International Animation Festival (Accepted for Screening) [Audience Favorite Award](#)

acceptance rate not available

The California International Animation Festival is dedicated to a recognition that animation, gaming and film making are not separate businesses, but fingers on the same hand. This event of screenings, forums and focused networking allows creative and executive entrepreneurs in the animation, electronic gaming and filmmaking industries to explore and exchange ideas on the themes, issues and trends driving converging media production.

### Squeaky Business (2011) - director, animated student short

- **Local Convention**

Otronicon Film Slam 2014 (Accepted for Screening)

acceptance rate not available

- **International Festival**

Nevada International Film Festival (Accepted for Screening) Platinum Reel Award

acceptance rate not available

The Nevada Film Festival is the Silver State's annual celebration of the very best in American and international cinema, bringing together top independent filmmakers, growing audiences and the film industry professionals who make it all possible.

- **Regional Festival**

2012 [Melbourne Independent Filmmakers Festival](#) (Accepted for Screening) Best Animation Award

acceptance rate not available

- **International Festival**

2012 [Savannah International Animation Festival](#) (Accepted for Screening)

130 submissions: 54 accepted: 42% acceptance rate

- **National Festival**

2012 [New Hope Film Festival](#) (Accepted for Screening) Best Animated Short Award

8 submissions: 4 accepted: 50% acceptance rate

In response to this cultural milieu and wanting to foster new media within it, businessman and writer D. F. Whipple, a long-time resident of Bucks County, decided to establish the New Hope Film Festival. The

private corporation became active on January 1, 2009. Whipple formed a group of artists who shared his passion for discovering and nurturing independent filmmakers—many of whom will make world and U.S. debuts at our festival—and for giving a voice to deserving professionals who've been overlooked by established forums. This broad and inclusive group includes filmmakers from outside the United States.

- **International Festival**

2012 [KIDS FIRST! Film Festival](#) 1st Quarter (Accepted for Screening)  
acceptance rate not available

### **Mustache Mayhem (2011) – director, animated student short**

- **Local Convention**

Otronicon Film Slam 2014 (Accepted for Screening)  
acceptance rate not available

- **International Festival**

2012 [Savannah International Animation Festival](#) (Accepted for Screening)

130 submissions: 54 accepted: 42% acceptance rate

The Savannah International Animation Festival is the premiere animation festival of the southeastern United States, attracting animation buffs, cartoon fans, filmmakers and art lovers from around the world. They are proud to showcase some of the world's best independent, professional and student animation in all genres and themes of each here in the beautiful jewel of the south Savannah, Georgia.

- **International Festival**

2012 [River Run International Film Festival](#) (Accepted for Screening)

150 submissions, 32 accepted: 21% acceptance rate

The RiverRun International Film Festival is a non-profit cultural organization dedicated to the role of cinema as a conduit of powerful ideas and diverse viewpoints. Their mission is to foster a greater appreciation of cinema and a deeper understanding of the many people, cultures and perspectives of our world through regular interaction with great films and filmmakers. In 2011, the Festival presented 121 films from 32 countries, bringing more than 50 filmmakers and other industry professionals to Winston-Salem from around the world.

- **International Festival**

2012 [Stache Film Festival](#) (Accepted for Screening)

acceptance rate not available

This event is a fundraiser for Northeast Historic Film, a non-profit archive and distributor of fine Maine and northeast films (both moustache and non-moustache).

- **International Festival**

2012 [KIDS FIRST! Film Festival](#) 1st Quarter (Accepted for Screening)

acceptance rate not available

Now in its twelfth year, the KIDS FIRST! Film Festival is a showcase for children's films, TV shows and DVDs from major studios and independent filmmakers. The festival partners with more than 150 venues worldwide who host more than 10,000 screenings of KIDS FIRST! films year-round to an audience of more than one million.

## **Animation Experience**

2015 Producer, Director, Animator, Animated Short: **Sound of the Sea**

2013 Producer, Director, Animator, Animated Short: **Put to Rest**

- 2011 Director, Animated Student Short: **Mustache Mayhem**
- 2011 Director, Animated Student Short: **Squeaky Business**
- 2001 - present Freelance Digital Animator and Designer, Savannah, Georgia
- 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 Advisor,  
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 (SIGGRAPH is the top international conference for Computer Graphics &  
Digital Media)
- 2001 Student Volunteer, SIGGRAPH, Los Angeles, California

## Gallery and Museum Exhibitions

### 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

### Group Exhibitions

#### Juried

- 2015 UCF Counseling and Psychological Services Healing Art Exhibition (mixed-media)
- 2012 Sixth Annual Louisiana Fine Art Showcase, Southeastern Louisiana University, Hammond,  
Louisiana President's Purchase Award (painting)
- 2012 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana  
(painting)
- 2012 Otronicon, Orlando, Florida (painting)
- 2009 Eclectic Knights, Orlando Museum of Art 1st Thursdays Juried Event, Orlando, Florida (painting)
- 2009 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana  
(painting)

- 2005 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting)
- 2004 Women's History Month Annual National Juried Art Exhibition, Boise State University, Boise, Idaho (painting)
- 2003 Look at Me, Look at Me Online exhibition, Robert Canaga Gallery, Eugene, Oregon (painting)
- 2003 June/July Group Show, d.o.c.s. a studio/gallery of contemporary art, New Orleans, Louisiana (painting)
- 2002 International Young Artists Exhibition, New York, NY (painting)
- 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)
- 2001 New Beginnings, The Art of the New Faculty Juried Exhibition, Group Show, Savannah College of Art and Design, Savannah, Georgia (painting)
- 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)
- 2000 Artlink, Inc. Online Auction Showcase (painting)
- 1999 Southeastern Juried Exhibition 1999, Mobile Museum of Art, Mobile, Alabama (painting)  
(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)
- 1999 Louisiana Open Juried Exhibition, The Contemporary Arts Center, New Orleans, Louisiana, (Deborah Kass, artist: Juror) (painting)
- 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)

### **Invitational**

- 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

### **Teaching**

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.



## **Student Film Screenings and Awards**

### **The Moth Effect** (class of 2016) **Faculty Advisor**

**Official Selection** of the 2016 Central Florida Film Festival

### **Farmer Glorp** (class of 2016) **Faculty Advisor**

**Official Selection** of the 2016 Central Florida Film Festival

### **Enchanted Ink** (class of 2015) **Faculty Advisor**

**Winner Award of Merit Special Mention** 2015 Best Shorts Competition

**Winner Best Animation Film (Student)** 2015 Los Angeles Independent Film Festival Awards

**Winner Presiden't Award** 2015 North Carolina Film Award

**Winner Award of Merit** of the 2015 IndieFEST Film Awards

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

**Finalist Best Student Film** 2015 Central Florida Film Festival

**Finalist The Florida Selection Award** 2015 Central Florida Film Festival

**Official Selection** of the 2016 River Run International Film Festival

**Official Selection** of the 2016 Florida Movie Festival

**Official Selection** of the 2015 IN.S.A.N.E. Animation Film Festival (Sweden)

**Official Selection** of the 2015 Los Angeles Cinefest

**Official Selection** of the 2016 Irvine International Film Festival

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

**Official Selection** of the 2015 Queen City Film Festival

**Official Selection** of the 2015 Fargo Fantastic Film Festival 13

**Official Selection** of the 2015 North Carolina Film Awards

**Official Selection** of the September 2015 Film Slam Enzian Theatere

**Official Selection** of the 2015 15 Minutes of Fame in Florida

**Official Selection** of the 2015 Orlando Film Festival

**Official Selection** of the 2015 Miami Independent Film Festival

**Official Selection** of the 2015 Enzian Film Slam

**Official Selection** of the 2015 International Peace and Film Festival

### **Snacktime** (class of 2015) **Faculty Advisor**

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

**Winner Best Animated Short** 2015 California International Shorts Festival

**Winner First Place Animation** 2015 Desert Rocks Film and Music Event

**Winner Grand Jury Winner Best Animation Short** into 2015 Orlando Urban Film Festival

**Winner Best Animated Film** 15 Minutes of Fame in Florida

**Official Selection** of the 2015 Los Angeles Cinefest

**Official Selection** of the 2015 San Antonio Indie Film Slam

**Official Selection** of the 2015 Central Florida Film Festival

**Official Selection** of the 2015 International Peace and Film Festival

**Official Selection** of the July 2015 Enzian Film Slam

**Finalist Animation** 2015 Orlando Film Festival

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

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

**Official Selection** of the 8thCMS International Children's Film Festival -2016 ('7-15' April, 2016)  
Lucknow, India.

**Official Selection** of the 2016 Festival Internacional de Cine y Audiovisual Infantil y Juvenil,  
FICAIJ

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

**Official Selection** of the 2014 Glovebox Short Film & Animation Festival

**Official Selection** of the 2014 Sunscreen Film Festival West

**Official Selection** of the 2014 California International Animation Festival

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

**Celestial** (class of 2014) **Faculty Advisor**

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

**Official Selection** of the 8thCMS International Children's Film Festival -2016 ('7-15' April, 2016)  
Lucknow, India.

**Official Selection** of the 2016 Festival Internacional de Cine y Audiovisual Infantil y Juvenil,  
FICAIJ

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

**Official Selection of the** 2014 Sunscreen Film Festival West

**Official Selection of the** 2014 California International Animation Festival

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

**Ember** (class of 2013) **Faculty Advisor**

**Winner** 2013 Central Florida Film Festival - Best Animated Film

**Honorable Mention** 2014 Otronicon Film Slam

**Accepted** 2014 Praxis Film Festival

**Accepted** 2013 Animazing Spotlight Animation Festival

**GaiaSpora** (class of 2013) **Faculty Advisor**

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

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

**Accepted** 2014 Glovebox Short Film and Animation Festival

**Accepted** 2014 Praxis Film Festival

**Accepted** 2014 Otronicon Film Slam

**Accepted** 2013 Animazing Spotlight Animation Festival

**Accepted** 2013 Shockerfest

**Box Forts** (class of 2012) **Faculty Advisor**

**Winner** 2013 Animazing Spotlight Sectional

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

**Accepted** 2014 Otronicon Film Slam

**Accepted** 2013 California International Animation Festival

**Accepted** 2013 Animation Block Party

**Accepted** 2013 Athens International Film Festival (Athens, Ohio)

**Accepted** into 2013 Savannah International Animation Festival

**Flower Story** (class of 2012) **Faculty Advisor**

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

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

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

**Accepted** 2014 Otronicon Film Slam

**Accepted** into 2013 Philadelphia Film & Animation Festival

**Accepted** into 2013 California International Animation Festival

**Accepted** into 2013 Animazing Spotlight Animation Festival

**Accepted** into 2013 Savannah International Animation Festival

**Shadow Play** (class of 2010) **Faculty Advisor**

**Accepted** – 2011 Red Stick International Animation Festival

**Accepted** – 2011 Savannah International Animation Festival

## Courses Taught

### University of Central Florida

#### Course Descriptions:

- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **DIG 4354C: Advanced 3D Animation (Visual Language – Restricted Elective)**  
Advanced tools, concepts and techniques developed in the previous 3D animation courses. Students apply techniques to 3D character animation.

- **DIG 4434: Narrative Techniques of the Moving Image (Visual Language – Basic Concentration)**  
Advanced application of techniques in Visual Language employed in story production focusing on advancing a narrative and evoking emotion.
- **DIG 4451C: Visual Storytelling and Visual Development Workshop (Visual Language – Basic Concentration)**  
Techniques, mechanics of visual development with emphasis on strong visual designs which communicate effectively.
- **DIG 4486C: Visual Language of the Moving Image II**  
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.
- **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.
- **DIG 4780C Modeling for Realtime Systems**  
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.
- **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.

#### **Course Schedule:**

##### **SPRING 2017**

- DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)  
 DIG 4394C: Motion Graphics: Advanced Compositing (Character Animation – Basic Concentration)  
 DIG 4434: Narrative Techniques of the Moving Image (Character Animation – Basic Concentration)

##### **FALL 2017**

- DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration)  
 DIG 4486C: Visual Language of the Moving Image II (Character Animation – Basic Concentration)  
 ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration)  
 DIG 4941: Internship: Crystal Wright  
 DIG 6908: Independent Study: Dana Barnes

##### **SPRING 2016**

- DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective)  
 DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)  
 DIG 4451C: Visual Storytelling and Visual Development Workshop (Character Animation – Basic Concentration)

##### **FALL 2015**

- DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective)  
 DIG 3433C: Visual Storytelling and Visual Development (Character Animation – Basic Concentration)  
 DIG 2030C: Digital Video Fundamentals (three sections of the lab, 30 students each)

##### **SPRING 2015**

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

DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)  
 DIG 4780C: Modeling for Realtime Systems (Digital Media – Foundation) (large format class: 150 student lecture, 1 30 student lab)

**FALL 2014**

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective)  
 DIG 4624C: Digital Production in Artificial Environments (Character Animation – Basic Concentration)  
 DIG 2500C: Fundamentals of Interactive Design (two sections of the lab)

**SPRING 2014**

DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective)  
 DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)  
 GRA 2101C: Introduction to Graphic Design (online course)

**FALL 2013**

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration)  
 DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective)  
 DIG 4906: Independent Study: Advanced Rigging Concepts: Raymond Halley  
 DIG 2500C: Fundamentals of Interactive Design (two sections of the lab taught)

**SPRING 2013**

DIG 4451C: Visual Storytelling and Visual Development Workshop (Character Animation – Basic Concentration)  
 DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)

**FALL 2012**

DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective)  
 DIG 3433C: Visual Storytelling and Visual Development (Character Animation – Basic Concentration)

**SPRING 2012**

DIG 4354C: Advanced 3D Animation (Character Animation – Restricted Elective)  
 DIG 4326C: Geometrical Modeling Workshop (Character Animation – Basic Concentration)

**FALL 2011**

ART 3643C: Digital Effects and Compositing (Character Animation – Basic Concentration)  
 DIG 4323C: Modeling for Visual Language (Character Animation – Restricted Elective)

**SPRING 2011**

DIG 4354C: Advanced 3D Animation (Visual Language – Restricted Elective)  
 DIG 4434: Narrative Techniques of the Moving Image (Visual Language – Basic Concentration)

**FALL 2010**

DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration)  
 DIG 4624C: Digital Production in Artificial Environments (Visual Language – Elective)

**SPRING 2010**

DIG 4451C: Visual Storytelling and Visual Development Workshop (Visual Language – Basic Concentration)  
 DIG 4326C: Geometrical Modeling Workshop (Visual Language – Elective)

**FALL 2009**

DIG 4206C: New Imagery in Motion (Visual Language – Basic Concentration)  
 DIG 3543C: Production Process (Visual Language – Basic Concentration)

**Savannah College of Art and Design**

**Course Descriptions:**

- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.

- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.
- **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.

- **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.

- **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.

- **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.

### **Course 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:

- Doublestein, J. (2007). Improving 3D Animation Education by Providing a Technical Foundation to Solve Artistic Problems.
- Grim, C. (2007). Digital Character Sculpting Pipeline.
- King, T. (2004). Defining Art: Meaning and the Creative Process.
- Levine, A. (2007). Why Slapstick Humor has its Appeal: An Investigation into Slapstick Humor and the Human Condition.
- Lee, H. (2006). Realistic Virtual Characters.
- Xu, J. (2006). Behind an Independent CG Film: An Artist and His Work.
- Yokley, R. (2006). The Cartoon Hero: Applying Joseph Cambell's Heroic Journey to the Short-Format Animated Medium.

## Teaching Related Activities

### University of Central Florida

- 2013 Independent Study: Advanced Rigging Topics: Raymond Halley
- 2012 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

## **Administrative Service**

### **Committee Assignments and Appointments**

#### **University of Central Florida**

##### **University:**

2012 - 2014 Faculty Senate

2012 - 2015 Graduate Policy Committee

##### **College of Arts and Humanities:**

2015 Undergraduate Curriculum Committee

##### **School/Department:**

##### **School of Visual Arts and Design**

2015 SVAD Graduate Curriculum and Steering Committee | Chair Fall 2015 – present

2015 P&T Policy Committee

2015 - 2016 P&T Committee

2015 - 2016 Digital Media Sub Committee

2015 - 2016 Character Animation Portfolio Sub Committee Chair

2015 Digital Media Search Committee #37094

2014 - 2015 Graduate MFA in Animation and Visual Effects Development Sub Committee

2014 - 2015 Emerging Media Character Animation Specialization

2014 - 2015 P&T Policy Committee

2014 - 2015 Character Animation Portfolio Sub Committee Chair

2014 Digital Media Search Committee

2013 - 2015 Undergraduate Curriculum Committee

2012 - 2016 Faculty Library Representative (SVAD Liason)

2011 - 2014 Character Animation Sub Committee

2010 - 2011 Gallery committee

2010 - 2011 Graduate Recruitment Brochure Design

##### **Digital Media**

2009 - 2010 Graduate Curriculum Committee

2009 - 2011 Graduate Recruitment Sub-Committee

2009 - 2010 Graduate Recruitment Brochure Design

2009-2011 Faculty Library Representative  
 2009-2011 Visual Language|Character Animation Faculty Committee

## Savannah College of Art and Design

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**  
 2001-2009 Graduate Thesis |Committee Chair, Topic Consultant, and Editor for various students  
 2001-2009 **Graduate Review Committee**  
 2002-2009 Sophomore, Junior, Senior, and Graduate Student Advisor

## Service to the Profession

2011-present AHOF - Animation Hall of Fame – Board of Directors |  
<http://animationhalloffame.org/BoardOfDirectors.html>

2014 Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and Design  
 | Portfolio evaluator

2014 Congressional Art Competition | Juror

2014 Technical Editor | Cartoon Character Animation |Keith Osborn| Bloomsbury Publishing

2014 ACM Multimedia Conference | Interactive Art Exhibit Chair

2014 Savannah International Animation Festival | Juror  
 Otronicon 2014| Animation Film Slam Committee | Juror

2013 Savannah International Animation Festival | [Juror](#)

2012 Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and Design  
 | Portfolio evaluator

2012 Savannah International Animation Festival | Juror |Animation Gallery Curator

2011 Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and  
 Design | Portfolio evaluator

2011 River Run Film Festival | Animation Juror  
 RiverRun prides itself on bringing together a high-caliber pool of jurors to evaluate the  
 films in competition. Their attendance and participation in the annual Festival has helped  
 make it what it is today. In 2010 alone, for instance, RiverRun hosted 25 people on its  
 juries, including actress Andie MacDowell; Trevor Groth — the head of programming for  
 Sundance; filmmaker Craig Zobel; Hollywood Reporter critic Duane Byrge; and  
 representatives from the Cleveland and Sarasota film festivals. Many of these industry  
 guests and filmmakers mingled with RiverRun attendees by way of Q+A sessions and/or  
 RiverRun events and informal gatherings.

2011 Savannah International Animation Festival | Juror

2010 SIGGRAPH Art Gallery Review Panel | Pre-selection Committee

2010 Savannah International Animation Festival | Juror

2010 Savannah International Animation Festival | Opening SIAF Animation, modeling,  
 texturing, lighting, animation

- 2009 Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and Design  
| Portfolio evaluator
- 2008 Taiwan Ministry of Education Scholarship Program for Overseas Study in Art and Design  
| Portfolio evaluator

## **Professional Memberships**

- SIGGRAPH – ACM Special Interest Group – Graphics | <http://www.siggraph.org/>
- SAS - Society for Animation Studies | <http://gertie.animationstudies.org/>
- WIA - Women in Animation - Los Angeles Chapter | <http://wia.animationblogspot.com/>
- WIFTA Women in Film - Atlanta Chapter