

# Anson Call

## Contact Information

Anson Call  
College of Design  
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## Current Position

2003 - Present Associate Professor (Tenured 2009)  
Department of Graphic Design  
Iowa State University

## Education

2003 Master of Fine Arts  
Utah State University

2000 Bachelor of Fine Arts  
Utah State University

## Interests/Research

Motion Design. 3D modeling, texturing, animation, lighting and rendering. Course design and development for 3D/2D character animation, story telling, writing, motion graphics, and augmented reality.

## *Scholarship*

### Publications

#### *Self-Publishing*

(pending) [Blackworld and the Historians](#) by A.B. Call, a science fiction novel. Book, ebook, Audio versions. Manuscript and Audio versions are completed.

July 26th, 2022 **Project Genesis.** Animation recreates an iconic moment in film history, with original music. <https://youtu.be/hu70rBi70sw>

July 26th, 2022 **Project Genesis.** Musical score and performance. Accompanies 3D animation on YouTube. Release on Bandcamp: <https://abcall.bandcamp.com/album/project-genesis>

Jan 21st, 2022 **Principles of Motion.** 43-minute video production in the fulfillment of the Miller Open Education Mini Grant. This open educational material operates under a creative commons license and is also available at the ISU library. I wrote, directed, and produced this film, including creating 37 different animations, as well as the introduction music. <https://youtu.be/0aO3yrh-jcIU>

- Aug, 7, 2020 **X-Particles Explosia RnD.** Animation of nebula, clouds, and atmospheres using Insydium's X-particles particle system. <https://youtu.be/YTYqQbg3jWU>
- March 19, 2020 **Aparillo Companion.** Musical scores and performances. 4 musical compositions exploring the synth generator Aparillo, including original album cover artwork. Aparillo Sunrise, Aparillo High Noon, Aparillo Sunset, Aparillo Midnight. Bandcamp: <https://abcall.bandcamp.com/album/aparillo-companion>
- Feb 11, 2020 **Rise of Baltar's Basestar Music Production.** Composed and performed musical score. Released on Bandcamp here: <https://abcall.bandcamp.com/track/rise-of-baltars-basestar>
- Feb 11, 2020 **Battlestar Galactica 1978, Basestar 3D replica model based off the original studio film model.** This is a public restoration project and was released, free of charge, to the Facebook group, 3D sci fi renders. Animation and original music of the project can be found here: <https://youtu.be/E0wxtgcBqPU>
- Dec 25th, 2019 **Bandcamp.com.** *The Spacetime Driller* by A.B. Call, a science fiction short novelette, Audio Version. Produced and performed by Anson Call. <https://abcall.bandcamp.com/album/the-heroes-of-blackworld-audiobook>
- Dec 25th, 2019 **Bandcamp.com.** *The Kingdom of Terrene* by A.B. Call, a science fiction novella, Audio Version. Produced and performed by Anson Call. <https://abcall.bandcamp.com/album/the-heroes-of-blackworld-audiobook>
- Dec 25th, 2019 **Bandcamp.com.** *The Man Time Forgot* by A.B. Call, a science fiction novella, Audio Version. Produced and performed by Anson Call. <https://abcall.bandcamp.com/album/the-heroes-of-blackworld-audiobook>
- Dec 25th, 2019 **Bandcamp.com.** *Mulier Odoratus* by A.B. Call, a science fiction novelette, Audio Version. Produced and performed by Anson Call. <https://abcall.bandcamp.com/album/the-heroes-of-blackworld-audiobook>
- Nov 28, 2019 **Battlestar Galactica 1978, Cylon Raider 3D replica model based off the original studio film model.** This is a public restoration project and was released, free of charge, to the Facebook group, 3D sci fi renders.
- Sept 1, 2019 **Battlestar Galactica 1978, Colonial Viper Mark 1b 3D replica model based off the original studio film model.** This is a public restoration project and was released, free of charge, to the Facebook group, 3D sci fi renders.
- April 22, 2019 **Free Stick Person Rig for Cinema 4D.** A stick person rig released to the 3D character animation community free of charge. Also developed for my ArtIS 407 character animation course. See animation example here: <https://youtu.be/Lp5otxW2WuA>.
- Sept 23, 2017 **Blueprints and Particles: Star Trek 2: The Wrath of Khan, A 35th Anniversary Tribute.** A 3D animation depicting the major events of Star Trek II as a fan production. <https://youtu.be/2yLkr8nK0Qg>
- 2016 December **"The Heroes of Blackworld"** by A.B. Call, Four stories of Human Evolution in the Far Future. Bookbaby (Internationally distributed eBook). ISBN 978-1-48358-666-3

- 2016 December ***“The Heroes of Blackworld”*** by A.B. Call, Four stories of Human Evolution in the Far Future. Bookbaby (Internationally distributed Book). ISBN 978-1-48358-665-6
- 2015-present **Website cataloging** of all of my learning exercises I have done over the years in helping students learn 3D animation. <http://megaslappworld.tumblr.com/>
- Aug 29, 2014 **Modified Bacteriophage vs E.coli.** An animation depicting how bacteriophages might attack and destroy E.coli. <https://www.youtube.com/watch?v=-w4C74cu6dk>. This work has been cited.
- July 2014 ***“Cinema 4D R15 Fundamentals”*** by Anson Call. Bookbaby (Internationally distributed eBook). ISBN 9781483531168 (EPUB)

*Juried Papers*

- June 2017 **Long-term evolution of viruses: A Janus-faced balance.** Journal BioEssays Video Abstract. Manuscript ID vies.201700026.R2. Nasir, Arshan; COMSATS Institute of Information Technology, Kim, Kyung Mo; Korea Polar Research Institute; Caetano-Anolles, Gustavo; University of Illinois. A journal video abstract that uses my animation *Bacteriophage Vs. Ecoli* that visualizes infection and the lysis process. Video published by WBLifeSciences at <https://youtu.be/E1TOU1JDXo4>. Relevant material viewable at :05, 3:45, 6:05, 6:55.
- 2010 ***“Haptic Deformation of Meshes for Digital 3D Art”*** by Adam Faeth, Chris Harding, and Anson Call. Proc. of IADIS International Conference Web Virtual Reality and Three-Dimensional Worlds 2010, pp. 352-356, ISBN: 978-972-8939-22-9
- 2009 ***“Visual Design Fundamentals: A Digital Approach, Third Edition”*** by Alan Hashimoto and Mike Clayton. Charles River Media (Internationally Distributed Book, invited by author). Contributing Artwork - Page 13, Figure 1.19, *Shades of Blue*. Also Page 233, Figure 11.2, *Venetian Design and Night Venetian Design*. ISBN 1584505818.
- Fall 2006 ***“MetaBlast! Virtual Cell: A Pedagogical Convergence between Game Design and Science Education”*** Principal Author: Anson Call. Contributing Authors: Steven Herrnstadt, Eve Wurtele, Julie Dickerson, Diane Bassham.. Journal of Systemics, Cybernetics and Informatics. Volume 5, Number 5. Published by International Institute of Informatics and Cybernetics. ISSN: 1690-4524.
- April 2006 ***“Module Modulation: A Digital-based Pedagogical Approach for Teaching Digital Design to the Beginning Design Student”*** paper by Cameron Campbell and Anson Call. Intersections: Design Education and Other Fields of Inquiry 22nd National Conference on the Beginning Design Student. Iowa State University (National Conference, Juried Publication) Ames, IA.. ISBN 0-9777494-0-1.

*Industry Publications*

- May 2007 ***“The Cinema 4D R10 Handbook”*** by Anson Call. Charles River Media (Internationally Distributed Book) . ISBN 1-58450-522-2.
- March 2005 ***“The Cinema 4D R9/9.1 Handbook”*** by Adam Watkins and Anson Call. Coauthor. Charles River Media (Internationally Distributed Book). ISBN 1-58450-402-1.

- 2004 ***“Visual Design Fundamentals: A Digital Approach”*** by Alan Hashimoto. Charles River Media (Internationally Distributed Book). Contributing Artwork - Page 201, Chapter Nine, Figure 9.2, Venetian Design and Night Venetian Design. ISBN 1584502592.
- June 2004 ***“Cinema 4D R8.5”*** by Anson Call. Computer Arts Magazine (Internationally Distributed Magazine). Feature review of Cinema 4D, an industry standard 3D application, with renderings. Page 83.
- March 2004 ***“Sketching With Cinema 4D”*** by Anson Call. 3D World Magazine (Issue #51, Internationally Distributed Magazine) - Tutorial and renderings on Cinema 4D’s module, Sketch & Toon. Page 68.
- 2003 ***“Complete 3D Collection 2”*** by 3D World Magazine and Future Publishing Limited (Internationally Distributed Book). Contributing Writer - Page 66. ***“Model a Head in Cinema 4D (1)”*** by Anson Call. ISBN 1858701643.
- March 2003 ***“Facial Modeling In Cinema 4D”*** by Anson Call. 3D World Magazine (Issue # 38, Internationally Distributed Magazine). Tutorial on cube based modeling of a human head. Page 58.
- 2003 ***“The Cinema 4D R8 Handbook”*** by Adam Watkins. Charles River Media (Internationally Distributed Book). Contributing Writer - Page 146 Chapter Five, Tutorial 5.1 - ***“Primitive Based HyperNURBS Modeling of a Human Head”*** by Anson Call. ISBN 1-58450-216-9.
- 2001 ***“The Cinema 4D XL Handbook”*** by Adam Watkins. Charles River Media (Internationally Distributed Book). Contributing Writer - Page 176, Chapter Six, Tutorial 6.1 - ***“Primitive Based HyperNURBS Modeling of a Human Head.”*** by Anson Call. ISBN 1-58450-039-5.
- April 2001 ***“Pictures Worth a Thousand Words: Cinema 4D XL”*** by Anson Call. Syllabus Magazine. A feature review of Maxon Computer’s Cinema 4D XL 6.3.
- June 2000 ***“Maya Export”*** by Anson Call. 3D Artist (Issue #41). Tutorial on how to prepare Maya models for export to ElectricImage and other 3D applications. Page 21.
- September 1999 **3D Artist** (Issue #38). Two 3D Images produced with ElectricImage. Page 15.

### **Funded Research**

- Fall 2018 **Faculty Professional Development Assignment.** Wrote and edited the manuscript for *Blackworld and the Historians*, as well as completed the augmented reality companion to the book.
- Fall 2017 **League of Utah Writers Conference, SLC, Utah.** I attended a writers conference focused on genre writing and improving writing skills.
- Fall 2013 **Faculty Professional Development Assignment.** Wrote and published *Cinema 4D R15 Fundamentals*, supplemental material for the 3D modeling classroom.
- Spring 2006 **DSN S 132X - Digital Design Media Fundamentals.** This innovative, multi-instructor course brings various College of Design faculty members together to teach fundamental digital design content to the beginning design student. Faculty members focus on their particular area of expertise such as basic computer skills, Graphic Design, Interior Design, Architecture,

GIS, etc. Digital skills are taught in both a lecture and on-line modular format that promotes flexibility for both the student and instructing faculty. Funded by the Miller grant. Team members are Cameron Campbell, Anson Call, Christopher Seeger, Debra Satterfield, Michael Miller and Amy Mikovec.

### Grants

- Spring 2023 **Degrees of the Future.** \$50,000. Co-recipients Alenka Poplin, Jeremy Best, Jeffrey Wheatley. This grant money is used to fund the creation of a Game Design Major at Iowa State University.
- Fall 2020 **Miller Open Education Mini-Grant.** This \$5,000 grant provided me the means to produce and publish *Principles of Motion*, a 43-minute video for motion designers.
- Spring 2020 **2020 Excellence in Education Grants Program.** EEG. PI's: Lionel Sebbag, Rachel Allbaugh, Co-PI's: Braidee Foote, Jessica Juarez, Brian Collins, Anson Call, Austin Stewart. Grant to create videos/animations to instruct on best animal ophthalmology practices. First year: \$14k, Second year: 7k.
- Spring 2012 **VPEO Strategic Initiatives Proposal Grant - \$87,451**  
Pre-Collegiate Collaborative Innovation Workshops for Children with Cognitive Disabilities and their Neurologically Typical Peers for K-12 Audiences. Project director: Debra Satterfield, Co-director: Sunghyun Kang, Collaborators: Anson Call and Seda Yilmaz.
- Spring 2011 **Center For Excellence in the Arts and Humanities (CEAH) - \$30,000**  
Deborah Satterfield, Sunghyun Kang, Steve Herrnstadt and Anson Call. Funding for research on the design and evaluation of educational experiences for children with autism spectrum disorders.
- June 2010 **Motorola Foundation, Innovation Generation - \$50,200**  
Department of Computer Science, College of Design. Primary Investigators Anson Call and Chis Johnson (Computer Science). An Iowa State University game development competition.
- Spring 2010 **IPRT (Evolswing) - \$13,923**  
3D animation showing the effects of a golf aid device on the golfers swing.
- May 2008 **“Teaching Video, Sound, and Motion Capture for Movie Making”.** University Computational Advisory Committee - \$78,182. Chiu-Shui Chan, Anson Call, Daniel Naegele, Cameron Campbell and Debra Satterfield. This grant is an effort to bring a motion capture experience to the College of Design's curriculum. Motion Capture can add realism to animated characters for animation, TV and film.
- Fall 2006 **IPRT - \$16,676.** An animation concept showing the ill effects of weather, vandalism, terrorism, etc, on airplanes and the subsequent protection system in development by Cocoon Corp.
- May 2006 **IGERT - \$10,000.** Computer and Software grant for the development of a virtual reality 3D Bioinformatics Computer Hub. Recipients: Eve Wurtele (Professor, Department of Genetics, Development and Cell Biology), Julie Dickerson (Associate Professor, Electrical and Computer Engineering Department), Anson Call and Steve Herrnstadt (Associate Chair, Art and design).

Spring 2005 **Miller Faculty Fellowship** - \$24,950. DSN S 230X Intro to Digital Design Media and Communication. Participated with a faculty team which received funding to research and start new course work on how to integrate the different, but overlapping College of Design's digital instruction into a more unified core and into upper level courses. Team members are Cameron Campbell, Anson Call, Christopher Seeger, Debra Satterfield, Michael Miller and Amy Mikovec.

### **Conference Presentations**

#### **International - Juried**

March 11, 2024 **Principles of Motion**, presented in the Principles and Practices session at the Cultures of Transformative Design, Eighteenth International Conference on Design Principles & Practice, Polytechnic Institute of Valencia, Valencia, Spain.

October, 2015 **iDMAa, International Digital Media Arts Association**. East Tennessee State University, Johnson City, Tennessee. Presented a paper titled, *Using 3D Modeling and Animation as a Visualization Tool for Writing. Presented on a process for creating stories based on visualizations using 3D modeling and animation tools.*

October, 2011 **iDMAa, International Digital Media Arts Association**. Savannah, GA. Presented a paper titled, *Lessons Learned from an Extracurricular Game Development Competition*, which detailed the Motorola funded Game Competition outcomes. Co-authors Chris Johnson, University of Wisconsin and Steve Herrstadt, Iowa State University.

November 8-10, 2007 **iDMAa (International Digital Media & Arts Association)**. Savanna, GA (International Conference). Presented case studies on 3D curriculum with other university professors in a panel discussion.

July 20-23, 2006 **"Teaching Scientific Visualization: Developing an Effective Curriculum"** By Anson Call iDMAa (International Digital Media & Arts Association) Beyond Boundaries. Philadelphia (International Conference).

April 6-8, 2006 **"MetaBlast! Virtual Cell: A Pedagogical Convergence between Game Design and Science Education"** Principal Author: Anson Call. Contributing Authors: Steven Herrstadt, Eve Wurtele, Julie Dickerson, Diane Bassham. Eista'06 (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference).

#### **National - Juried**

April 2006 **"Module Modulation: A Digital-based Pedagogical Approach for Teaching Digital Design to the Beginning Design Student"** by Cameron Campbell and Anson Call. National Conference of the Beginning Design Student. Iowa State University (National Conference). Ames, IA. ISBN 0-9777494-0-1.

### **Exhibitions- Juried**

#### **International**

April 15-Aug 31, 2022 **Gwacheon National Science Museum**, Gwacheon City, South Korea. My *Bacteriophage vs Ecoli* animation was exhibited, with permission, by MEDIASPACE, a South Korean compa-



ny specializing in science and education.

- Dec 27-28, 2021 **Application of Phage Therapy for Multidrug-resistant Bacterial Infections**, China High-Tech Fair, Shenzhen Convention and Exhibition Center, Shenzhen, China. December 27-28, 2021. My animation “Bacteriophage vs Ecoli” was displayed as part of their presentation by Shenzhen Institute of Advanced Technology on their phage therapy technology.
- Jan 23 - Feb 13 2014 **ART + TECH**, University of Wisconsin-Eau Claire. Presented three, 3D animated time pieces.
- Summer 2012 **Smithsonian Folklife Festival, Washington DC**. Participated with faculty team in the design and build of the Iowa State University entry into the Smithsonian festival.
- Spring 2012 **Lanzhou Jiaotong University, China**. Participated in an Iowa State University Faculty gallery showing animated clockworks.
- November 4th - December 6 2009 **iDMAa 2009** (International Digital Media & Arts Association). Muncie, Indiana (International Conference). IDEAS exhibition, *Celestial Clock*. Presented at Ball State Museum of Art a 24 hour animated clock.
- May 18 2007 **Digital Designer as Artist** (International, Invited). Gail Museum of Contemporary Art, Seoul, South Korea. Displayed four digital 3D renderings along with other digital artists.

### Regional

- May 1 - July 9 2009 **Fischer Fine Art Gallery and Studio**, South Amana, IA  
The Amana Colonies Maifest celebration  
*Celestial Clock*, a 24 hour animated clock.
- April 4-16 2006 **Breaking the Creative Barriers**. Art and Science Exhibit. Intubation Techniques by Anson Call and Cameron Campbell. Octagon Center for the Arts, Ames, IA.

### Local

- Fall 2010 **Brunnier Art Museum** -Relationships: Drawn, Analog to Digital  
Exhibit of 4 animate time pieces, 24 hour clocks produced using 3D animation.
- March 2005 **Iowa State University Faculty Show**. Iowa State University, Ames, IA. Gallery 181. Two digital 3D renderings.

### Lectures

#### International (Invited)

- May 2009 **SungKyunKwan University**. Seoul, South Korea. Presentation by Alan Hashimoto, Associate Professor, Art Dept, Utah State University. Presenting Anson Call’s student work from ArtIS 408.
- May 2009 **University of Seoul**. Seoul, South Korea. Presentation by Alan Hashimoto, Associate Professor, Art Dept, Utah State University. Presenting Anson Call’s student work from ArtIS 408.

May 2009 **KyungHee University**. Seoul, South Korea. Presentation by Alan Hashimoto, Associate Professor, Art Dept, Utah State University. Presenting Anson Call's student work from ArtIS 408.

May 2007 **Sungkyunkwan University**. Seoul, South Korea. Invited lecture on the digital 3D art process. Other guest lecturers included Alan Hashimoto, Patrick Wilkey, Michael Gee, and Jiong Li.

*Regional (Invited)*

March 5th, 2019 Design Online Leadership Series. I was an invited design expert (telepresence) interviewed by students at California State University Long Beach.

May 5th, 2017 Science Center of Iowa Mixology Event, Des Moines, Iowa. Invited presentation on science and how it is portrayed in science fiction in pop-culture. Co-presented with author Karen Bovenmyer.

March 31, 2017 Design Online Lecture Series, Coolabilities at California State University, Long Beach, CA. Invited to talk about game making for individuals on the autism spectrum.

March 30, 2015 **Grand View University**. Des Moines, Iowa. Presented to faculty and students on the process of 3D modeling and animation using Cinema 4D and its various uses.

Feb 13, 2014 **ART + TECH**, University of Wisconsin-Eau Claire. Presented on the art, design, and making of my 3d animated clocks.

October 7th, 2010 **Brunnier Art Museum - Time and the 3rd Dimension - Art & Computer Science**  
Anson Call, associate professor in Art and Design, combines computers and art in his 3-D works of art seen in the Relationships: Drawn, Analog to Digital exhibition. Anson will discuss his art and will be joined by Chris Johnson, lecturer in Computer Science, who will help the audience understand the history and development of computer generated images.

February 2003 **Apple Store Presentation**. New York City, NY. Apple Computer Invited Lecture on the digital arts program at Utah State University and University of the Incarnate Word. Fellow presenters: Alan Hashimoto, Associate Professor - Utah State University, Adam Watkins, Director of Computer Graphic Arts -University of the Incarnate Word.

*Local (Invited)*

November, 2017 **Graphic Design Student Club**. Iowa State University. Presented my science fiction publications and process for writing and image creation.

November 1, 2006 **"The World of 3D Modeling and Animation"**. Iowa State University. College of Design, Ames, IA.

Spring 2005 **Ames MUG** (Macintosh Users Group). Iowa State University, Ames, IA. Invited to lecture on the state of 3D application for the Macintosh platform and subsequent demonstration of Macintosh 3D applications.

Spring 2004 **25th Anniversary College of Design Career Day**. Iowa State University, Ames, IA. Support given to this special event through a 3D rendering workshop. Star Valley High School Career Day. Afton, Wyoming. Invitation to provide demonstration on available careers in the 3D



animation field.

### Citations

- Nov, 2020-present **Space Opera** Facebook Group Official Marketing Thread Image Banner. This popular (20k users circa Jan 1, 2023) Facebook science fiction user group uses my image as their banner for monthly promotions.
- June 8th, 2021 **Battlestar Galactica Lore: The History of the Cylon Basestar.** Nerd Cookies. YouTube production that covers the film history of the Cylon Basestar. With permission, uses my model and image at: <https://youtu.be/-g7FbRjIyE?t=162>
- April 9th, 2021 **BioEssays**, Volume 43, Issue 6. *The Tree of Life describes a tripartite cellular world.* Arshan Nasir, Fizza Mughal, Gustavo Caetano-Anolles. A juried essay and video essay. Video essay uses part of my animation *Bacteriophage Vs. Ecoli* that visualizes infection and the lysis process. Video Essay with content time marked here: <https://youtu.be/-6TBN0bubI8?t=51>
- Jan 26th, 2018 **University of Aveiro**, Aveiro, Portugal. With permission, uses my animation *Bacteriophage Vs. Ecoli* as part of their scientific promotional material, at 1:55 <https://youtu.be/qloStyp7EIQ>
- June 2017 **Long-term evolution of viruses: A Janus-faced balance.** Nasir, Arshan; COMSATS Institute of Information Technology, Kim, Kyung Mo; Korea Polar Research Institute; Caetano-Anolles, Gustavo; University of Illinois. A science video that uses my animation *Bacteriophage Vs. Ecoli* that visualizes infection and the lysis process. Video published by WBLifeSciences at <https://youtu.be/E1TOU1JDXo4>. Relevant material viewable at :05, 3:45, 6:05, 6:55.

### Teaching

#### Recent Teaching History (2023)

- Spring 2024 ArtGR 521A - Graphic Design Studio II. Credits 3. Enrollment 16
- Spring 2024 ArtIS 408/508 - Principles of Animation. Credits 3. Enrollment 19
- Fall 2023 ArtGR 484 - Augmented Reality. Credits 3. Enrollment 16
- Fall 2023 ArtGR 463/563 - 3D Motion Graphics. Credits 3. Enrollment 16
- Fall 2023 ArtIS 407/507 - Principles of Character Animation. Credits 3. Enrollment 17

**Curriculum Development** - Department of Art & Design, Department of Architecture, Department of Art and Visual Culture, Department of Graphic Design. Lists first time taught.

- Spring 2022 **ArtGR 521 - Graphic Design Studio 2.** The many paths of 3D technology, an exploration.
- Fall 2021 **ArtIS 407 - Character Animation.** Recreated this Art and Visual Culture to be open to all majors and skill levels, as well as to incorporate many kinds of animation, including 2D, stop

motion, and 3D.

- Fall 2020 **ArtGR 484 - Animation for Graphic Design.** Script writing, Storyboard, Storytelling, animatics and 3D animation for Graphic Designers.
- Spring 2019 **ArtGR 521 - Graphic Design Studio 2.** 3D modeling and animation for Graphic Design graduate students
- Fall 2016 **ArtGR 484 - 3D Modeling and Augmented Reality.** Create mobile design experiences using 3D modeling and Augmented reality for mobile phones.
- Fall 2016 **ArtGR 463X/563X - 3D Motion Graphics.** 3D visualization in a Motion Graphics context. Emphasis on design in 3D computer animation as it relates to various electronic media.
- Spring 2016 **Explore Design.** A one day summer workshop teaching 3D animation to a wide range of students.
- June 3, 10, 17, 2014 **Design Innovation.** A 3 day summer workshop teaching animation principles using stop motion animation.
- June 4-6, 11-13, 18-20, 2014 **Design Condensed.** A week-long summer workshop where high school students were given a mini design college experience including design instruction.
- June 23-27, 2014 **ArtGR 484/584 - Broadcast Motion Graphics.** A third course in a digital media major track in Graphic Design.
- Spring 2012 **ArtGR308X - 3D Computer Animation.** Second course in a digital media major track in Graphic Design.
- Spring 2012 **ArtGR307X - 3D Modeling for Graphic Design.** First course in a digital media major track in Graphic Design.
- Fall 2011 **Arch 432 - Computer Lighting and Rendering.** Techniques for lighting and rendering 3D spaces using computer generated 3D imagery.
- Fall 2009 **ArtIS 308 - Modeling, Rendering and Virtual Photography.** Beginning Introduction to 3D modeling and texturing along with instruction in photo-realistic rendering techniques. Primary Software used is Cinema 4D. Techniques include Polygon and NURBS based modeling, texturing using Photoshop, Illustrator and BodyPaint, rendering using Cinema 4D.
- Fall 2003 **ArtIS 407 - Principles of 3D Character Animation - First Semester.** Character creation, modeling, texturing and animation using Alias Maya. Emphasis is placed on character development and believable character movement through anticipation, weight, timing, squash and stretch and other animation concepts.
- Spring 2004 **ArtIS 407 - Principles of 3D Character Animation - Second and Third Semester.** Story telling and situational animation, which is a continuation of the first semester. Students are encouraged to form groups and produce a complete narrative with a clear beginning, middle and end. Emulates work-flow, prioritization and management of the 3D industry.
- Fall 2004 **ArtIS 507 - Principles of 3D Character Animation.** Character creation, modeling, texturing

and animation using Alias Maya for graduate students.

- Spring 2005     **ArtIS 408 - Principles of 3D Animation.** Teaches non-character animation in the context of scientific visualization. Emphasis on student to partner with an ISU faculty member in the sciences. Technical instruction includes, but is not limited to, high-end 3D animation skills and effects using Cinema 4D and Adobe After effects.
- Spring 2006
- Spring 2006     **ArtIS 508 - Computer Aided Animation and Visualization.** Teaches non-character animation in the context of scientific visualization for graduate students.
- Fall 2004       **Arch 528 - Advanced Lighting and Rendering.** Advanced still rendering techniques using Maxon's Cinema 4D software. Emphasis is given to CGI lighting in an architectural setting such as 3 point lighting, Area lighting, Radiosity, HDRI imaging, day and night lighting for interior and exterior locations.
- 2003 - present   **Independent Study**  
ArtIS 490C and 590C. Taught a variety of students on advanced 3D topics such as modeling, texturing, character rigging, story telling, lighting, animation, character animation, cartoon drawing, comic strip design and others.

### ***Professional Practice***

#### **Paid Workshops**

- Summer 2007     **Digital Media Academy** - a Stanford Accredited Teaching Company (Commonhealth, Parsippany, New Jersey). A 3 day intensive Cinema 4D instruction to corporate client.
- Summer 2007     **Digital Media Academy** - a Stanford Accredited Teaching Company (University of Texas at Austin, TX). A week long, all-day intensive introductory 3D class using Cinema 4D.
- Summer 2005     **Digital Media Academy** - a Stanford Accredited Teaching Company (Stanford University, CA). A week long, all-day intensive 3D character animation class using Maya.

#### **Professional Employment**

- 2000 - 2003     **Utah State University** - Art Department (Logan, UT). Graduate Assistant and Undergraduate TA (1997-2000) - 3D modeling, animation, motion graphics, and digital video instructor. Duties included course instruction and development. 435-797-1346
- 2000 - 2003     **Firefly Productions** (Logan, UT). 3D production artist, video post-production and editing. Clients include Icon Health & Fitness, Nordic Track, Reebok, Pro Form, Health Rider, NPS Pharmaceuticals and Sears. 435-750-0909.
- 1996 - 2000     **Space Dynamics Laboratory** (Logan, UT). 3D visualizations, flybys, commercials etc. Worked as modeler, animator and texturer.

#### **Professional Practice**

- February, 2019   **Proteon Pharmaceuticals.** I granted this corporation (Poland) a license to use part of my animation on the lysis process. *Bacteriophage Vs. Ecoli* <https://youtu.be/qloStyp7EIQ>

- Dec 2016 **Commercial Ad production for The Heroes of Blackworld.** This three minute 3D animation explains the location for my stories in my book The Heroes of Blackworld. [https://www.youtube.com/watch?v=\\_4-lRuY-ID8](https://www.youtube.com/watch?v=_4-lRuY-ID8)
- Dec 2016 **3D animation for the Facebook group, Space Opera.** A three minute 3D animation used by the administrators of the Facebook group, Space Opera to display to members when ceremoniously evicting a member. <https://www.youtube.com/watch?v=6FsLLO4PCak>
- July 2015 **Legal Visual Services.** Created a 3D model of a 2006 JGL 600s for a courtroom visualization.
- November 2007 **iFund - Primary Company Logo.** 3D Graphic Design Logo for an internet payment company.
- June 2006 **Charles River Media** (Internationally Distributed Book) . *“Maya Character Modeling and Animation”* by Tereza Flaxman. Technical Editor for a beginner’s 3D instruction book.
- March 2006 **Micoy, Ames, IA.** Fishbowl Animation demo for Micoy display systems. Lead Artist and animation director.
- January 2006 **iFuel LLC.** Afton, Wyoming. Member of a family owned business that designs and sells internet based payment systems.
- Fall 2005 **Charles River Media** (Internationally Distributed Book) . *“Introduction to 3D Graphics and Animation Using Maya”* by Adam Watkins. Technical Editor for a beginner’s 3D instruction book.
- Fall 2005 **Micoy, Ames, IA.** A 3D medical simulation animation for Micoy’s proprietary projection systems.
- Fall 2005 **Mayo Clinic College of Medicine.** A series of medical animations integrated into a DVD video that teaches Intubation Techniques. DVD video work done by Cameron Campbell.
- Summer 2005 **Charles River Media** (Internationally Distributed Book). *“C4D 9.5: Real-World 3D Animation Production”* by Larry Mitchell. Technical Editor for a book on the 3D production process.
- Summer 2005 **iFuel - Primary Company Logo.** 3D Graphic Design Logo for an internet based gasoline retailer.
- 2003 **Silicon Graphics.** *“Deep Space”* - A space simulator for an exhibit. Work included comet trail modeling animating and texturing.

### ***Professional Service***

- 2013-2018 **MAXON COMPUTER** - local student representative. I served as the free student license distributor for Maxon’s Cinema 4D, a powerful 3D application that is worth thousands of dollars. Estimated value to our students is around \$60,000. This was an unpaid position.
- Nov 15th, 2017 **How an AK-47 works** by Matt Rittman. I provided consultation on how to create parts of the rifle in 3D, as well as animate them, including the spring assembly in the ammunition car-

tridge, as well as creative input on the narration and narrative of the story. This is one of the most popular videos on YouTube at over 225 million views. [https://youtu.be/\\_eQLFVpOYm4](https://youtu.be/_eQLFVpOYm4)

- July 2009 **Eista'09** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Program Committee Member (did not attend conference).
- July 2009 **Eista'09** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Paper review and evaluation.
- July 2008 **Eista'08** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Program Committee Member (did not attend conference).
- July 2008 **Eista'08** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Paper review and evaluation.
- July 2007 **Eista'07** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Program Committee Member (did not attend conference).
- July 2007 **Eista'07** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Paper review and evaluation.
- July 2006 **Eista'06** (Education and Information Systems: Technologies and Applications). Orlando, Florida (International Conference). Co-Chair of the 'Education of Science and Engineering' session.

### ***Service (Institutional Service)***

#### **External Tenure Review**

- Fall 2020 Associate Professor K-J Mathieson at University of South Florida. At the invitation of the Director of the School of Art and Art History, Wallace Wilson, I performed an outside review of the candidate for purposes of tenure and promotion.

#### **Invited Outside Guest Critique**

- Spring 2022 DESN 482 Research Methods for Inclusive UX Design, Toys for Kids with Autism and Cognitive Disabilities, Professor Debra Satterfield. Invited reviewer for midterm, Spring 2022. California State University at Long Beach.
- Spring 2021 DESN 482 Research Methods for Inclusive UX Design, Toys for Kids with Autism and Cognitive Disabilities, Professor Debra Satterfield. Invited reviewer for final project, Spring 2021. California State University at Long Beach.

#### **University**

- Spring 2023 Chuck Richards University Professor Award. Was invited by peers to write a letter of support for Chuck Richards nomination for the University Professor Award.
- 2016-2017 **CEAH** grants and proposals review committee. Meet twice a year to approve/disapprove

grants submitted to the committee.

2011-2014 **CCCC university committee.** Charged with ensuring collaboration between academic programs from different colleges.

2006-present **HCI - Human Computer Interaction Faculty Member.**

Fall 2003 - 2006 **Computational Advisory Committee (CAC).** College of Design's faculty representative to the University's CAC. Assist College faculty and representing students in deciding the future course and policy of CAC. Participate and vote on the distribution of CAC funds in response to College proposals.

### Intercollegiate/Interdepartmental

Fall 2024-present **Game Design Program Faculty member** (pending approval of the degree and governance document)

Fall 2020-present **Game Design Major Curriculum ad hoc committee.** This committee is developing the Game Design Major.

Spring 2022 **Chuck Richards** post tenure review committee.

Fall 2020 **Industrial Design Promotion and Tenure committee service.** I served on P&T committee for the department of Industrial Design to review the tenure packet for Dr. Tejas Dhadphale.

Fall 2017- Spring 2018 **BPMI Search Committee.** Served on search committee for candidates for an open Biological Pre-Medical Illustration position.

Spring 2017 **BPMI Search Committee.** Served on search committee for candidates for an open Biological Pre-Medical Illustration position. Position was not filled.

2005 - 2006 **Metablast!** Cell Game Development Committee. An intercollegiate effort to develop a game based on the inner workings of the cell. Members include: Eve Wurtele (Professor, Department of Genetics, Development and Cell Biology), Julie Dickerson (Associate Professor, Electrical and Computer Engineering Department), Anson Call and Steve Herrstadt (Associate Chair, Art and design).

Fall 2003 - 2005 **e-Library Committee.** An intercollegiate effort to create a website for the ISU Library.

### College

Fall 2024 **International Programs.**

Fall 2019 **Game Design Minor Curriculum ad hoc committee.**

2019-2023 **Research Extension and Outreach Council.** Review FTG's, FPDA's, Miller Fellowship, facilitate research, collaboration, grants, awards, and organize related events.

Fall 2017- Spring **Program Coordinator** for the Digital Media Minor. Help guide the minor and resolve stu-



2020	dent issues, questions, or concerns.
Fall 2016- Spring 2017	<b>Chair</b> of the Digital Media Minor advisory committee. Guide committee meetings for the minor. This was to cover for the current Program Coordinator on leave.
2016 - 2018	<b>Budget Advisory Committee.</b> College committee that reviews budgetary information.
2003 - 2014	<b>Computational Advisory Committee.</b> Voted on College of Design CAC proposals.
2005 - Fall 2017	<b>Digital Multimedia Minor Committee member.</b> Group provides oversight of the College of Design's Digital Minor.

## Department

### Promotional Videos

Oct, 24th , 2022	<b>Graphic Design Reel 2022.</b> Video compilation of Graphic Design Student work used for departmental promotion and advertising. <a href="https://youtu.be/qCfuKf-Ibs0">https://youtu.be/qCfuKf-Ibs0</a>
April 2020	Graphic Design Motion Graphics Reel 2020. Video compilation of Motion Design Student work used for departmental promotion and advertising. I created and composed original music solely for this video. Unpublished video, but used by department chair in promotional meetings.
April 20th, 2020	Graphic Design Reel 2020. Video compilation of Graphic Design Student work used for departmental promotion and advertising. I created and composed original music solely for this video. <a href="https://youtu.be/1la7TUw2FqA">https://youtu.be/1la7TUw2FqA</a>
Oct 17, 2016	Graphic Design Animation Reel 2016. Video compilation of Graphic Design student motion graphics and animations. (note, video incorrectly states 2014) <a href="https://youtu.be/IdPuOTdLe6w">https://youtu.be/IdPuOTdLe6w</a>

### Committees

Fall 2024	<b>Promotion and Tenure Committee.</b> Assistant Teacher Miriam Martincic (Pending)
Spring 2024	<b>Promotion and Tenure Committe.</b> Assistant Teacher Alix Foster review.
Spring 2024	<b>Promotion and Tenure Committe.</b> Assistant Teacher Edward Cupps review.
Spring 2023	<b>Promotion and Tenure Committe.</b> 3rd year probational review. Maurice Meiller.
Spring 2023	<b>Promotion and Tenure Committe.</b> Term Faculty reviews. Patrick Finely, Miriam Martincic, Tina Rice.
Fall 2022-Spring 2023	<b>Graphic Design Search Committee,</b> Assistant professor tenure-track, filled
Fall 2021	<b>Graphic Design Search Committee,</b> Assistant teaching position, filled
Spring 2020	<b>Janice Peterson Anderson Senior Award.</b> Assisted in managing the JPA senior awards

review process. (in progress)

- Spring 2020 **Department 3D Motion Graphics Demo Reel.** Created a student demo reel for departmental use. Also wrote the musical score to accompany. (YouTube Pending)
- Spring 2020 **Post Tenure Review Committee Chair** for Lisa Fontaine's post-tenure review committee.
- Spring 2020 **Post Tenure Review Committee** for Sung Kang's post-tenure review committee.
- Spring 2019 **Graphic Design tenure-track search** committee. Maurice Meilleur hire.
- Spring 2019 **Post Tenure Review Committee Chair** for Paul Bruski's post-tenure review committee.
- Fall 2017- Spring 2018 **Promotion and Tenure Committee member** for 3rd year review for Ryan Clifford.
- Fall 2017- Spring 2018 **Post Tenure Review Committee Chair** for Carol Faber's post-tenure review committee.
- Fall 2017 **Graphic Design tenure-track search** committee. Failed search.
- 2017 **Promotion and Tenure Committee member** for Tenure Candidate Alex Braidwood.
- 2017 **Promotion and Tenure Committee member** for Tenure Candidate Andrea Quam.
- 2015-2017 **Sophomore Review**, organized review and tabulated scores for Graphic Design incoming sophomores.
- 2011-2017 **Ad Hoc, Graduate Education Committee.** Advise on design of new MFA, MA degrees in Graphic Design.
- 2013-present **Technology Committee.** Advise on technological issues facing the department of Graphic Design.
- 2013 Integrated Studio Arts Search Committee. Results - Austin Steward tenure track hire.
- 2012 Graphic Design Search Committee. Results - Andrea Quam and Alex Braidwood tenure track hires.
- 2003 - 2013 **Department of Architecture Computer Committee.** Departmental technology advisement.
- 2003 - 2009 **Department of Art & Design Technology Committee.** Departmental technology advisement.
- 2003 - 2007 **Integrated Studio and Visual Arts Committee.** Program direction and development.
- Advisory Positions*
- Spring 2009 Advisor, Digital Painting Club.
- Spring 2008 Advisor, Digital Arts Club. Faculty Advisor to ISU's digital media organization.

- 2007 Advisor, Focus Grant. “*Axel Grease*” by Kira Scott. Faculty Advisor to Kira Scott’s Focus Grant.
- 2006 - 2008 Advisor, Cosplay Conflagration. Faculty Advisor to Iowa State University’s Cosplay club.
- 2003 - 2014 Advisor, Integrated Studio Arts. Faculty Advisor to new and current ISA/IVA undergraduate students. Assist students in course selection and career choices.
- 2003 - 2020 Advisor, Anime Club. Faculty Advisor to Iowa State University’s Anime Club. Assist club officers in club planning and organization including travel to regional anime events.
- 2005 - 2006 Advisor, Karaoke Club. Faculty Advisor to Iowa State University’s Karaoke Club. Assist club officers in club planning and organization.
- 2004 - 2005 Advisor, Undergraduate Assistantship. Lisa Ly, Graphic Design Student. Helped in testing the tutorials for The Cinema 4D 9/9.1 Handbook.
- Graduate Committees (committee member)*
- Spring 2007 Zane Vredenberg, Thesis: “*Food Fight*”. MFA Candidate. Graduation Date: Spring 2007.
- Spring 2008 Denise Bacher, Thesis: “*Design Patterns In Level Design*”. MS (Human Computer Interaction) Candidate, Graduation date: Spring 2008.
- Spring 2011 Rachel Gonzales MA, creative component
- Spring 2012 Josh Leinen MS, creative component
- Spring 2013 Jilian Withee MA, creative component
- Spring 2014 Ryan Wilson MFA, Curriculum and Course Design: Preparing Graphic Design and Visual Communication Students
- Spring 2015 Rohini Kummitha MFA, Magic Masala
- Spring 2014 Cyndi Wiley PHD (HCI), Teaching, Connecting, and Having Fun
- Spring 2015 Xi Zhu MFA, A Symbolism Study of Expression in Text-Based Communication
- Fall 2015 Bo Chen MFA, Effective Movie Titles: A Challenge to Chinese Designers
- Summer 2016 Liu Xin MFA, Mr. Acephalous: The procedure of the Individual Stop-Motion Animation
- Spring 2016 Josie Ishikawa MFA, Transitory Nature
- Fall 2016 Sang-Duck Seo PHD (HCI), A Study on Interaction-Driven Comparison Between Analog and Digital Gaming Control Interface on Smart phone
- Summer 2017 Xin Chen MFA, Culture and My Art
- Spring 2019 Casey Bridgham MFA, Virtue and Strife

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- Spring 2020 Nan HU MFA, Improve the WeChat user experience for Chinese older adults
- Spring 2020 Monica Vondra, MA, creative component
- Spring 2020 Luisa Burgos, MFA, Emotional Intelligence in Graphic Design: Creating a Resource to Facilitate Empathic Practices
- Spring 2020 Yue Yang, MFA, Emotional Character Design: an emotion-oriented perspective on developing empathy
- Spring 2021 Yiyu Wang MID, Load-bearing System Design for Law Enforcement
- Spring 2022 Karo Ahmadi, MFA, The Place of Poster in the Digital Era
- Spring 2026 Silvia Alberti, MFA, untitled
- Spring 2026 Melissa Ruf, MFA, untitled
- Spring 2025 Karo Ahmadi, PHD. Pending
- Graduate Committees (Major Professor)*
- Spring 2025 Lucia Hiegata, MFA, Multimedia book project on Mixed Races
- Summer 2023 Nishil Patel, MFA, RunARcade: A Gamified Exploration to Encourage Physical activity through the lens of AR Smart Glass Interface
- Spring 2023 Stephi Flattery, MFA, Stim Joy: Using Multi-Sensory Design to Foster Better Understanding of the Autistic Experience
- Spring 2023 Ge Qu, MFA, Finding Commonality and Difference in Sticker Making for Paper, Digital Chat, and Augmented Reality
- Spring 2021 Garman Herigstad, MFA, Communicating graphic design career experiences using feature film screenplay and production design
- Spring 2021 Ronit Nayak, MFA, User Interface Issues in Video Conferencing Software
- Spring 2021 Swapnil Bansal, MFA, Creating awareness about Household Air Pollution through gaming
- Spring 2017 Yiyu Wang, MA, Visualized Firearms Manuals
- Spring 2016 Fei Yang MS (HCI), Exploring the 3D Web Interface
- Summer 2016 Fei Xui MFA, Communicating Chinese Social Norms to a Western Audience
- Fall 2015 Devin Sloan MFA, Curious Cutaways, Five Technologies and Whats Inside
- Summer 2015 Ryan Wilson PHD (HCI), Understanding the User in Online Education

Summer 2014 Wyeth Lynch MFA, Teaching Photographic Concepts Through Art and Technology

**Awards**

April 21, 2023 **ADAI 65th Exhibition Excellence Award.** Category: Animation. Title: Project Genesis.

2013 P&S Team Award, Smithsonian Exhibit, Washington D.C.