

Anson Call

Contact Information

Anson Call
College of Design
Ames, IA, 50011
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Current Position

2003 - Present Associate Professor (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

Specializations

3D modeling, texturing, animation, lighting and rendering, 3D course design and development, character animation, story telling, writing, motion graphics, and augmented reality.

Scholarship

Publications

- (pending) [Blackworld and the Historians](#) by A.B. Call, a science fiction novel. Book, ebook, Audio versions.
- Dec 25th, 2019 [Bandcamp.com. The Space Time 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>

- 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.
- 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
- July 2014 **“Cinema 4D R15 Fundamentals”** by Anson Call. Bookbaby (Internationally distributed eBook). ISBN 9781483531168 (EPUB)
- 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.
- May 2007 **“The Cinema 4D R10 Handbook”** by Anson Call. Charles River Media (Internationally Distributed Book) . ISBN 1-58450-522-2.
- 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.
- 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.

Conference Presentations

International - Juried

- 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 Herrnstadt, 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 Herrnstadt, 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

- 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 **Brunner 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

- January 26, 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 Technolgy, 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 WBLife-Sciences at <https://youtu.be/E1TOU1JDXo4>. Relevant material viewable at :05, 3:45, 6:05, 6:55.

Teaching

Recent Teaching History (2018)

- Spring 2019 **ArtGR 521A - Graphic Design Studio II. Credits 3. Enrollment 18**
- Spring 2019 **ArtIS 408/508 - Principles of Animation. Credits 3. Enrollment 16**
- Summer 2019 **ArtIS 407/507 - Principles of Character Animation. Credits 3. Enrollment 11**
- Fall 2019 **ArtGR 484 - 3D Modeling and Augmented Reality. Credits 3. Enrollment 17**
- Fall 2019 **ArtGR 484 - Animation for Graphic Design. Credits 3. Enrollment 17**
- Fall 2019 **ArtIS 408/508 - Principles of Animation. Credits 3. Enrollment 17**

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

- Fall 2016 **ArtGR 484/584 - Augmented Reality**. 3D modeling, texturing, lighting, rendering, and issues as they relate to augmented reality.
- Spring 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.
- June 3, 10, 17, 2014 **Explore Design**. A one day summer workshop teaching 3D animation to a wide range of students.

- June 4-6, 11-13, 18-20, 2014 **Design Innovation.** A 3 day summer workshop teaching animation principles using stop motion animation.
- June 23-27, 2014 **Design Condensed.** A week-long summer workshop where high school students were given a mini design college experience including design instruction.
- Spring 2012 **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.
- Fall 2011 **ArtGR307X - 3D Modeling for Graphic Design.** First course in a digital media major track in Graphic Design.
- Fall 2009 **Arch 432 - Computer Lighting and Rendering.** Techniques for lighting and rendering 3D spaces using computer generated 3D imagery.
- Fall 2003 **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.
- Spring 2004 **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.
- Fall 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.
- Spring 2005 **ArtIS 507 - Principles of 3D Character Animation.** Character creation, modeling, texturing and animation using Alias Maya for graduate students.
- Spring 2006 **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 **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.

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. Still need to do the audio book and then publish.
- Fall 2017 **Leauge 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 online 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

- Pending **Miller Open Education Mini-Grant. Pending.**
- Spring 2020 **(Pending) 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 Computa-

tional 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 Herrstadt (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.

Unfunded Research and Personal Projects

- Pending **Aparillo Sunrise**. Musical score and performance. Accompanies department 3D Motion Graphics Student Demo Reel.
- 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 of the project can be found here: <https://youtu.be/E0wxtgcBqPU>
- 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 public 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 (unofficial)**. A 3D animation depicting the major events of Star Trek II as a fan tribute. <https://youtu.be/2yLkr8nK0Qg>
- 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.

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/>

Professional Practice

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
- 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=6FsILO4PCak>
- 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.
- 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)

University

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

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 2019 - Present **Game Design Minor Curriculum ad hoc committee**.

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

Fall 2017- Spring 2020 **Program Coordinator** for the Digital Media Minor. Help guide the minor and resolve student issues, questions, or concerns.

Fall 2017- Spring **Chair** of the Digital Media Minor advisory committee. Guide committee meetings for

2020	the minor.
2016 - 2018	Budget Advisory Committee. College committee that reviews budgetary information.
2003 - 2014	Computational Advisory Committee. Voted on College of Design CAC proposals.
2005 - Fall 2017	Digital Multimedia Minor Committee member. Group provides oversight of the College of Design's Digital Minor.
<u>Department</u>	
Spring 2020	Janice Peterson Anderson Senior Award. 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 - Anrea 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 - present 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
- Summer 2016 Liu Xin MFA, Mr. Acephalous: The procedure of the Individual Stop-Motion Animation
- 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
- Spring 2016 Josie Ishikawa MFA, Transitory Nature
- Fall 2016 Sang-Duck Seo PDH (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
- Pending Nan HU MFA, Pending
- Pending Yiyu Wang MID, Fall 2020, Pending
- Pending Yue Yang, MFA, Pending

Graduate Committees (Major Professor)

- Spring 2021 Garman Herigstad, MFA, Spring 2021
- Spring 2021 Ronit Nayak, MFA, Spring 2021
- Spring 2021 Swapnil Bansal, MFA, Spring 2021
- Summer 2014 Wyeth Lynch MFA, Teaching Photographic Concepts Through Art and Technology
- Summer 2015 Ryan Wilson PHD (HCI), Understanding the User in Online Education
- Fall 2015 Devin Sloan MFA, Curious Cutaways, Five Technologies and Whats Inside.
- Spring 2016 Fei Yang MS (HCI), Exploring the 3D Web Interface
- Summer 2016 Fei Xui MFA, Communicating Chinese Social Norms to a Western Audience.

Awards

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

