

Benjamin R. Parks

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Contact: 516.353.0363

EDUCATION

School of Visual Arts, New York, NY

Master of Fine Arts, Computer Art with emphasis in Computer Animation

Middle Tennessee State University, Murfreesboro, TN

Bachelor of Science in Mass Communications with emphasis in Radio-TV/Photography and specialty in Digital Animation; Minors in Art and Music Arts

PROFESSIONAL EXPERIENCE

Mouseman Productions, LLC – Raleigh, NC

1999 - present

- Currently in production on animated short film (unannounced)
- Heading team on producing pilot for Max & Wrigley animated children's show
- Developed and executed complete websites
- Created Maya and Flash animations, interactive animated menus, animated short films

Art Institute of Raleigh-Durham, Durham, NC

2017-2017

Classes Taught

07/2017 – 09/2017

MAAA243 Materials & Lighting

- In depth introduction to Maya Material nodes and basic lighting using Maya lights. Final project consists of texturing and lighting an interior environment.
- Software: Autodesk Maya, Adobe Photoshop
- Design assignments and curriculum as needed for the class.

MAAA303 3D Character Rigging

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Design assignments and curriculum as needed for the class.

04/2017 – 06/2017

GAD3333 3D Scripting

- Students are introduced to the basics of Maya Expressions and MEL Scripting. Projects focus on tools created for use in a pipeline setting, such as particle control, Blend Shape interfaces, and creating custom window interfaces to create procedural models with textures applied. Final project is a two-week project that can be utilized in a production pipeline.
- Software: Autodesk Maya
- Design assignments and curriculum as needed for the class.

MAAA213 3D Modeling

- Introduction to Maya basic modeling and texturing techniques. Box modeling and NURBs modeling covered. Final project consists of modeling and texturing a small interior environment.
- Software: Autodesk Maya, Adobe Photoshop
- Design assignments and curriculum as needed for the class.

01/2017 – 03/2017

MAAA243 Materials & Lighting

- In depth introduction to Maya Material nodes and basic lighting using Maya lights. Final project consists of texturing and lighting an interior environment.
- Software: Autodesk Maya, Adobe Photoshop
- Design assignments and curriculum as needed for the class.

Living Arts College, Raleigh, NC

2009-present

Classes Taught

06/2018 – present

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class

AM307 Lighting Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

04/2018 – 06/2018

AF114 Character Development

- Introduction to character design and development from sketch to turnaround to maquette. Professionally developed characters are studied and focused on for use in realistic anatomy of fantastical creatures. Maquette creation is taught from wire armature to fully realized and detailed sculpt and painting techniques.
- Software: Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class

AM205 CG Modeling II

- Introduction to advanced digital sculpting and modeling. Techniques of PTEX texturing of characters and organic objects.
- Software: Autodesk Mudbox and Adobe Maya
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM307 Lighting Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

AM373 Intro to MEL Scripting

- Students are introduced to the basics of Maya Expressions and MEL Scripting. Projects focus on tools created for use in a pipeline setting, such as particle control, Blend Shape interfaces, and creating custom window interfaces to create procedural models with textures applied. Final project is a two-week project that can be utilized in a production pipeline.
- Software: Autodesk Maya
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class.

01/2018 – 03/2018

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered. Students create a small environment as final project.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM373 Intro to MEL Scripting

- Students are introduced to the basics of Maya Expressions and MEL Scripting. Projects focus on tools created for use in a pipeline setting, such as particle control, Blend Shape interfaces, and creating custom window interfaces to create procedural models with textures applied. Final project is a two-week project that can be utilized in a production pipeline.
- Software: Autodesk Maya

- Class Roster of 1 student
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class

09/2017 – 12/2017

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered. Students create a small environment as final project.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class.

AM205 CG Modeling II

- Introduction to advanced digital sculpting and modeling. Techniques of PTEX texturing of characters and organic objects.
- Software: Autodesk Mudbox and Adobe Maya
- Class Roster of 6 student
- Design assignments and curriculum as needed for the class.

AM307 Lighting Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop

- Class Roster of 4 students
- Design assignments and curriculum as needed for the class

06/2017 – 09/2017

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class

AM404 Animation Production Studio – Embody Parts client

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be hired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class

04/2017 – 06/2017

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 4 students

AM312 Advanced Lighting, Shading & Effects

- Intermediate to advanced concepts in effects, lighting and shading. Hair simulation, fluid simulation, advanced compositing techniques, match moving and 3D objects composited with live plates are covered.
- Autodesk Maya and Nuke
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 12 students
- Design assignments and curriculum as needed for the class.

01/2017 – 03/2017

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered. Students create a small environment as final project.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

09/2016 – 12/2016

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

AM307 Lighting, Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class

06/2016 – 09/2016

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered. Students create a small environment as final project.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development – 8AM

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development – 10AM

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 12 students
- Design assignments and curriculum as needed for the class.

04/2016 – 06/2016

GM403 Game Design Strategies

- Introduction to Unreal Engine 4. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered.
- Software: Unreal Engine, Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM307 Lighting, Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 13 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

01/2016 – 03/2016

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM307 Lighting, Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

09/2015 – 12/2015

GM403 Game Design Strategies

- Introduction to Unreal Engine 4. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered.
- Software: Unreal Engine, Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 17 students
- Design assignments and curriculum as needed for the class.

06/2015 – 09/2015

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 13 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 7 students

GM403 Game Design Strategies

- Introduction to Unreal Engine 4. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered.
- Software: Unreal Engine, Photoshop
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

04/2015 – 06/2015

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop

- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

1/12/2015 – 3/24/2015

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class

AM307 Lighting Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class

9/22/2014 – 12/9/2014

DF120 Broadcast Design I

- Introduction to motion graphics. Compositing software in a production studio environment.
- Software: Adobe After Effects, Adobe Photoshop
- Class roster of 10 students.
- Design assignments and curriculum as needed for the class.

AM102/B Story Development – 10AM

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development – 1PM

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

DF014 Story Development Production

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class

AD407 Web Design Portfolio / Self Promotion

- Introduction to web, brand and logo design geared toward use on an online portfolio
- Software: Adobe Dreamweaver, Adobe Photoshop, Adobe Illustrator, Adobe Flash, Adobe Media Encoder
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

6/30/2014 – 9/11/2014

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class

AD195 Media Delivery

- Introduction to exhibit design. Students work on projects culminating in concepting a product-based exhibition space
- Sketchup, Adobe Photoshop
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class

4/7/2014 – 6/18/2014

DF120 Broadcast Design I

- Introduction to motion graphics. Compositing software in a production studio environment.
- Software: Adobe After Effects, Adobe Photoshop
- Class roster of 15 students.
- Design assignments and curriculum as needed for the class.

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

AM308 Character Animation I

- Students build a beginning knowledge base about animation techniques

- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class

1/13/2014 – 3/26/2014

DM122 Internet Technology

- Students learn to create small applications using JavaScript programming language
- Students create server-side scripts for use in web-based implementation using PHP, CSS and HTML
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class

AM404 Animation Production Studio – Deconstruction

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be fired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2010
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

DF014 Story Development Production

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 1 student
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 6 students

09/23/2013 – 12/10/2013

AM204 Character Setup – 10AM

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.

- Software: Autodesk Maya
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup – 1PM

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

AM200 Animation Portfolio

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 1 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM404 Animation Production Studio

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be fired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 0 students – Class was cancelled
- Design assignments and curriculum as needed for the class.

06/26/2013 – 09/09/2013

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.
- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.

- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

AM190 Animation Production Studio I / AM307 Lighting Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

AM200 Animation Portfolio

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 1 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 1 students
- Design assignments and curriculum as needed for the class.

04/02/2013 – 06/12/2013

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.

- Adobe After Effects, Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

01/09/2013 – 03/22/2013

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

BU418 Portfolio Studio II

- Completion of a portfolio unique to the goals of the student. Finished work is assembled for presentation in a final Demo Reel for use in getting an industry job.
- Adobe After Effects, Adobe Photoshop
- Class Roster of 1 students
- Design assignments and curriculum as needed for the class.

IC401 Website Campaigns & Control

- Delivery, placement and marketing techniques for websites. SEO, video and audio compression techniques and online analytics programs are covered.
- Class Roster of 18 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

DM312 Website Animation I

- Introduction to Flash Animation and websites
- Software: Adobe Flash CS6, Actionscript 3, Adobe Media Encoder CS6, Adobe Photoshop CS6, Adobe Edge Beta
- Class Roster of 15 students
- Design assignments and curriculum as needed for the class.

AD407 Web Design Portfolio / Self Promotion

- Introduction to web, brand and logo design geared toward use on an online portfolio

- Software: Adobe Dreamweaver, Adobe Photoshop, Adobe Illustrator, Adobe Flash, Adobe Media Encoder
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

09/24/2012 – 12/10/2012

BU218 Studio Business Practices

- Introduction to the studio production pipeline and how to run an animation studio from the perspective of a producer. Students create a commercial product for a client.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 16 students
- Design assignments and curriculum as needed for the class.

AM404 Animation Production Studio – 1PM – Blast from the Past

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be fired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 8 students
- Design assignments and curriculum as needed for the class.

AM404 Animation Production Studio – 3PM – Seeds of Hunger

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be fired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 17 students
- Design assignments and curriculum as needed for the class.

06/25/2012 – 09/06/2012

AM404 Animation Production Studio - Where is Ziggy?

- Students use the production pipeline to create a group animated short film. The class is run as a production studio and students can be fired from the project.
- Autodesk Maya, Adobe Photoshop, Adobe After Effects, Autodesk Mudbox
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 11 students
- Design assignments and curriculum as needed for the class.

AM310 Character Animation II

- Students use the production pipeline and techniques to create an individual animated short.

- Software: Autodesk Maya, Adobe Photoshop, Adobe After Effects
- Class Roster of 12 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 13 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development / DF014 Story Development Production

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

03/29/2012 – 06/08/2012

AM307 Lighting, Shading & Effects

- Basic to intermediate concepts in effects, lighting and shading. Particle systems, shatter, cloth simulation, rigid bodies and field effects are covered.
- Autodesk Maya and Adobe After Effects
- Class Roster of 14 students
- Design assignments and curriculum as needed for the class.

BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 1 students
- Design assignments and curriculum as needed for the class.

AM204 Character Setup

- Basics of character setup. FK and IK setup for a biped character, controls, blend shapes, weight painting and IK/FK switch covered.
- Software: Autodesk Maya
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

AM102/B Story Development

- Introduction to story development and storyboarding. Covers the story arc, character arc, developing a project bible and basic animatic concepts.
- Software: Adobe Photoshop and Adobe After Effects
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

01/09/2012 – 03/20/2012

AM200 Animation Portfolio / BU415 Portfolio Studio I

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.

- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 2 students
- Design assignments and curriculum as needed for the class.

GM403 Game Design Strategies

- Introduction to Autodesk 3DS Max. Students take what they've learned in proper modeling techniques and apply that knowledge to a new software package. Topology geared toward use in video games is covered, as well as an introduction to NURBs modeling.
- Software: Gamemaker Lite and Autodesk 3DS Max
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

AD104 Personal Branding Strategies

- Teaches self-promotion through various networking vehicles. Creation of personal portfolio branding packet including a personal logo, letterhead, resume, envelopes and demo reel case and label designs for use in applying for industry jobs.
- Software: Adobe Photoshop, Adobe Illustrator, Microsoft Word
- Class Roster of 4 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation – 9AM

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 14 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation – 1PM

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 12 students
- Design assignments and curriculum as needed for the class.

09/26/2011 – 12/14/2011

AD101 Visual Construction

- Introduction to basic drawing skills. Use of perspective, lighting and shading, gesture drawing and basic figure drawing techniques are covered
- Media: Charcoal or Conte crayon on newsprint
- Class Roster of 21 students
- Design assignments and curriculum as needed for the class.

AD102 Color Construction

- Intro to Adobe Photoshop, use of color theory, color manipulation and correction, and photo retouching.
- Software: Adobe Photoshop CS4
- Class Roster of 15 students
- Design assignments and curriculum as needed for the class.

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

AM106 Advanced Digital Animation II / AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered.
- Software: Autodesk Maya and Adobe Photoshop

- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 17 students
- Design assignments and curriculum as needed for the class.

07/01/2011 – 09/14/2011

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya 2010, Adobe Photoshop CS4
- Class Roster of 7 students
- Design assignments and curriculum as needed for the class.

MG002 FX Motion Graphics II

- Refining and advanced exercises used to direct development of polished demo reels
- Software: Adobe After Effects CS4
- Class roster of 8 students.
- Design assignments and curriculum as needed for the class.

DF205 Production Editing I

- The basics of non-linear editing are covered through hands-on exercises. Digitizing video, editing sounds and picture, adding music, titles and various effects.
- Software: Final Cut Pro
- Class Roster of 13 students
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 10 students
- Design assignments and curriculum as needed for the class.

MG001 FX Motion Graphics I

- Introduction to motion graphics. Compositing software in a production studio environment.
- Software: Adobe After Effects CS4, Adobe Photoshop CS4
- Class roster of 4 students.
- Design assignments and curriculum as needed for the class.

04/11/2011 – 06/21/2011

AD103 Creative Thinking / Visual & Audio Acuity – 10AM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 16 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 1PM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 15 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 9AM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 13 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 1PM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 14 students
- Design assignments and curriculum as needed for the class.

DM124 Advertising Design

- Corporate identity, package design and commercial print imaging explored using advertising or branding oriented applications.
- Software: Adobe Photoshop and Adobe Illustrator
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

01/19/2011 – 03/30/2011

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 9AM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 18 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 1PM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 16 students
- Design assignments and curriculum as needed for the class.

AD103 Creative Thinking / Visual & Audio Acuity – 3PM

- A study of exploring and understanding the senses and how they are used to influence creativity. Students work in the abstract and apply to their creative projects using a heightened sense of awareness.
- Class Roster of 17 students
- Design assignments and curriculum as needed for the class.

09/29/2010 – 12/16/2010

AM203 CG Modeling I

- Introduction to character modeling and industry standards for workflow and topology. Techniques of UV mapping and texturing a character are covered.
- Software: Autodesk Maya and Adobe Photoshop
- Class Roster of 3 students
- Design assignments and curriculum as needed for the class.

AM202 Production Animation Portfolio

- Creation of personal portfolio branding packet including a personal logo, letterhead, resume, envelopes and demo reel case and label designs for use in applying for industry jobs.
- Software: Adobe Photoshop CS4, Adobe Illustrator CS4, Adobe Dreamweaver CS4, Microsoft Word 2007
- Class Roster of 5 students
- Design assignments and curriculum as needed for the class.

AM200 Animation Portfolio

- Creation of production works based on the student's desired area of study, whether character modeling, animation, environment modeling or character setup.
- Software: Autodesk Maya, Adobe Photoshop
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

MG001 FX Motion Graphics I

- Introduction to motion graphics. Compositing software in a production studio environment.
- Software: Adobe After Effects CS4, Adobe Photoshop CS4
- Class roster of 3 students.
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 15 students
- Design assignments and curriculum as needed for the class.

06/30/2010 – 09/13/2010

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 9 students
- Design assignments and curriculum as needed for the class.

MG002 FX Motion Graphics II

- Refining and advanced exercises used to direct development of polished demo reels
- Software: Adobe After Effects CS4
- Class roster of 4 students.
- Design assignments and curriculum as needed for the class.

AD101 Visual Construction

- Introduction to basic drawing skills. Use of perspective, lighting and shading, gesture drawing and basic figure drawing techniques are covered
- Media: Charcoal or Conte crayon on newsprint
- Class roster of 4 students.
- Design assignments and curriculum as needed for the class.

AD102 Color Construction

- Intro to Adobe Photoshop, use of color theory, color manipulation and correction, and photo retouching.
- Software: Adobe Photoshop CS4

- Class roster of 4 students.
- Design assignments and curriculum as needed for the class.

AM202 Production Animation Portfolio

- Creation of personal portfolio branding packet including a personal logo, letterhead, resume, envelopes and demo reel case and label designs for use in applying for industry jobs.
- Software: Adobe Photoshop CS4, Adobe Illustrator CS4, Adobe Dreamweaver CS4, Microsoft Word 2007
- Class roster of 7 students.
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 12 students
- Design assignments and curriculum as needed for the class.

04/12/2010 – 06/22/2010

AD201/407 Web Design Portfolio/Self Promotion – MWR

- Introduction to web, brand and logo design geared toward use on an online portfolio
- Software: Adobe Dreamweaver CS4, Adobe Photoshop CS4, Adobe Illustrator CS4, Adobe Flash CS4, Adobe Media Encoder
- Class roster of 20 students
- Design assignments and curriculum as needed for the class

AD201/407 Web Design Portfolio/Self Promotion – TF

- Introduction to web, brand and logo design geared toward use on an online portfolio
- Software: Adobe Dreamweaver CS4, Adobe Photoshop CS4, Adobe Illustrator CS4, Adobe Flash CS4, Adobe Media Encoder
- Class roster of 21 students
- Design assignments and curriculum as needed for the class

MG001 FX Motion Graphics I

- Introduction to motion graphics. Compositing software in a production studio environment.
- Software: Adobe After Effects CS4, Adobe Photoshop CS4
- Class roster of 6 students.
- Design assignments and curriculum as needed for the class.

MG002 FX Motion Graphics II

- Refining and advanced exercises used to direct development of polished demo reels
- Software: Adobe After Effects CS4
- Class roster of 7 students.
- Design assignments and curriculum as needed for the class.

CSM100 Computer Applications

- Introduction to computers and Office applications
- Software: Microsoft Office 2007
- Class Roster of 6 students
- Design assignments and curriculum as needed for the class.

01/19/2010 – 03/30/2010

AM101 Digital Animation

- Introduction to 3D Animation
- Software: Autodesk Maya 2010, Adobe Photoshop CS4
- Class roster of 6 students
- Design assignments and curriculum as needed for the class

DM312 Website Animation I - MTW

- Introduction to Flash Animation and websites
- Software: Adobe Flash CS4, Actionscript 2, Adobe Media Encoder CS4, Adobe Photoshop CS4
- Class roster of 10 students
- Design assignments and curriculum as needed for the class

DM312 Website Animation I – TF

- Introduction to Flash Animation and websites
- Software: Adobe Flash CS4, Actionscript 2, Adobe Media Encoder CS4, Adobe Photoshop CS4
- Class roster of 9 students
- Design assignments and curriculum as needed for the class

IC140 Web Audio & Video

- Introduction to video editing and audio for utilization online
- Software: Sony Vegas Movie Studio 9, Adobe Flash CS4, Adobe Media Encoder CS4, Storyboarding concepts
- Class roster of 10 students
- Design assignments and curriculum as needed for the class

ATEN, Inc. – Raleigh, NC

2010 - 2015

Under contract and NDA.

- Consultant - Assisted in Game Development
- Majority of work was voiceover recording for serious games
- Found talent, recorded and edited audio for the games

ITT Technical Institute – Nashville, TN

2009

Classes Taught

06/10/2009 – 08/26/2009

GD330 Game Design Process

- Introduced the skills and tools needed for story and character development, game design, preproduction, prototyping, testing, end-user testing, human interface, content development and communication documents.
- Class roster of 16 students.

IT311 Animation II

- Introduced methods of integrating lighting, texture mapping, rendering and the finer details of motion graphics to create 3D computer animated solutions, including techniques of concept development, story boarding, project planning and script writing.
- Software: 3D Studio Max

09/09/2010 – 11/25/2010

GD430 Game Development Team

- Introduced the various teams involved during game development, the roles and skills of the game designer, artist, programmer, tester and project manager.
- Software: Microsoft Word, PowerPoint, and Excel
- Class roster of 13 students

GD310 Managing Game Development

- An overview for the game design process, from the concept phase to the final delivery phase. Topics included project management and game design documents.
- Software: GameMaker 6, Microsoft Word and Microsoft Project
- Class roster of 12 students

Graduate Teacher's Assistant, School of Visual Arts
Classes Assisted

2008

8/1/2008 – 12/15/2008

Intro to MEL Scripting

- Assisted students with MEL scripting basics

Intro to Maya

- Assisted students with Maya basics

Substitute Teacher, School of Visual Arts
Classes Assisted

2008

8/2008 - 9/2008

Intro to MEL Scripting

- Assisted students with MEL scripting basics

Intro to Maya

- Assisted students with Maya basics

Adjunct Professor, Art Institute of Pittsburgh - Online Division, Pittsburgh, PA
Classes Taught

2007-2008

10/01/2007 – 11/07/2007

GAD221 UA Digital Audio & Video

- Taught the use of digital sound and video-editing equipment to organize audio and video clips to custom design video and narration to fit media productions.
- Software: Audacity 1.2.3, Adobe Premiere Pro, Microsoft Office Professional
- Class roster of 14 students

11/08/2007 – 12/15/2007

GAD221 XA Digital Audio & Video

- Taught the use of digital sound and video-editing equipment to organize audio and video clips to custom design video and narration to fit media productions.
- Software: Audacity 1.2.3, Adobe Premiere Pro, Microsoft Office Professional
- Class roster of 12 students

GAD332 XA Interface Design

- An introduction to the aspects of interface design within the game design process. Students explored and designed project specifications for different delivery platforms and genres using parameters relating to usability, color, resolution, access speed, playability, aesthetics, navigation and layout to mediate the design process.
- Software: Adobe Photoshop CS3, Microsoft Office Professional
- Class roster of 10 students

01/07/2008 – 02/13/2008

C211 UC Storyboard Rendering for Animation

- Taught designing graphics for effective animated sequences through the development of storyboards utilizing design, drawing and rendering skills, as well as problem-solving creativity.
- Software: Adobe Photoshop CS3, Adobe Illustrator CS3, Adobe Premiere Pro, Microsoft Office Professional
- Class roster of 10 students

02/14/2008 – 03/22/2008

GAD332 XA Interface Design

- An introduction to the aspects of interface design within the game design process. Students explored and designed project specifications for different delivery platforms and genres using parameters relating to usability, color, resolution, access speed, playability, aesthetics, navigation and layout to mediate the design process.
- Software: Adobe Photoshop CS3, Microsoft Office Professional
- Class roster of 7 students

03/31/2008 – 05/07/2008

GAD323 XA GAD332 UA Animation Layout and Scene Design

- Taught how to develop camera angles, perspectives, camera movement, values, textures, composition, and lighting to create the “stage” for animated characters’ performance using techniques and concepts of storyboarding, draftsmanship, composition, design, staging, and cinematography.
- Software: Adobe Photoshop, Microsoft Office Professional
- Class roster of 10 students

SIGGRAPH 1999 – Los Angeles, CA
Student Volunteer

SIGGRAPH 1998 – Orlando, FL
Student Volunteer

Production Experience

Bloody Mary Lite (independent film)

YooStar

Grand Vista Music

Curious Pictures

Mitch Chivus - Fartsy Claus

Pink Pig Purple Carpet Collective

Completed: 2009

Completed: 2009

Completed: 2009

Completed: 2008

Completed: 2008

Completed: 2007

Animator and visual effects artist

Animated backgrounds for console

3D and illustrated images for web

Vicon IQ & Motionbuilder, Rock Band 2

Animator, compositor, editor - web

Created and animated 3D elements - comic

Web and graphic portfolio

Viktor Koen - vikorkoen.com - Ongoing

Rose-Marie Swift - beautytruth.net

Rose-Marie Swift - rmsbeauty.com

Lenny Jaworowski - milkandsugarcafe.com

Ernst H. Tramposch - creativecompositions.com

Andrew E. C. Gaska - 3p2c.com

Maintain gallery and portfolio pages and graphics

Create Flash portfolio website

Create and maintain Flash website with online store

Designed and engineered website.

Created website and video slideshows

Created massive Flash web presence for

Pink Pig Purple Carpet Collective. Included

comicslop.com, roguereview.com, gwom.com,

blamcomics.com and many more under the 3p2c.com collective.

Engineered Flash site from artist-created Illustrator files

Designed and engineered website

Designed and engineered website, Designed logo

Animated Flash troop movements for Civil War site

Aissata Pinto Da Costa - aissata.com

Dawn Corcoran - aurorasalon.com

Cat McAfee - carteblanche.com

Dr. Bob Hunt - Tullahoma Campaign

PRACTICUM EXPERIENCE

Motion Capture Artist - Internship, Curious Pictures, New York, NY

2008

- Performed dot farming on Vicon’s IQ software and retargeted using Autodesk MotionBuilder 7 for a future Harmonix project. Operated reference camera for motion capture session.

Lead Animator - Internship, Tiny Mantis Game Design, New York, NY

2006

- Storyboarded, modeled, textured, lit, and rendered intro animation for video games
- Assisted in devising the concept and development of the game

Exhibitions and Trade Shows (presenter or visitor)

Bill Harper	LAC, Raleigh, NC	July 13, 2016
Charlotte Mayo	LAC, Raleigh, NC	April 13, 2016
Kevin Kolbe	LAC, Raleigh, NC	January 28, 2016
Tom Macie	LAC, Raleigh, NC	November 5, 2015
David Smith	LAC, Raleigh, NC	May 6, 2015
James Lugo	LAC, Raleigh, NC	February 10, 2015
Michael Castro	LAC, Raleigh, NC	November 17, 2014
Coe W. Ramsey	LAC, Raleigh, NC	November 10, 2014
Tom Sito	LAC, Raleigh, NC	October 20, 2014
Eric Njoroge	LAC, Raleigh, NC	August 6, 2014
Kaya Black	LAC, Raleigh, NC	May 29, 2014
Gabe Smith	LAC, Raleigh, NC	April 16, 2014
Scott Burkhead	LAC, Raleigh, NC	March 12, 2014
Charles Register	LAC, Raleigh, NC	November 13, 2013
Tu Nguyen, Gearbox Studios	LAC, Raleigh, NC	October 2, 2013
Bill Haller	LAC, Raleigh, NC	August 28, 2013
James Lugo	LAC, Raleigh, NC	August 6, 2013
Three Post	LAC, Raleigh, NC	July 24, 2013
Scott Martin	LAC, Raleigh, NC	February 19, 2013
Justin Drust	LAC, Raleigh, NC	November 17, 2012
Red Storm Entertainment Audio Team	LAC, Raleigh, NC	October 17, 2012
Rick Parks	LAC, Raleigh, NC	July 18, 2012
John West	LAC, Raleigh, NC	May 23, 2012
Emily White	LAC, Raleigh, NC	April 17, 2012
Jeremy Maronpot & Roger Flake	LAC, Raleigh, NC	March 16, 2012
Richard Topham, Jr.	LAC, Raleigh, NC	March 6, 2012
Melissa Lentz	LAC, Raleigh, NC	February, 28, 2012
Sara Barone	LAC, Raleigh, NC	January 25, 2012
Aaron Hartline, Victor Navone of Pixar	AnimationMentor Webinar	April 29, 2010
Jay Cuthrell	LAC, Raleigh, NC	April 21, 2010
Triangle Game Conference	Raleigh, NC	April 8, 2010
Triangle Game Conference Kickoff	Raleigh, NC	April 6, 2010
David Crawford	LAC, Raleigh, NC	March 26, 2010
Brian Piergrossi	LAC, Raleigh, NC	March 9, 2010
Justin Drust/Red Storm	LAC, Raleigh, NC	March 9, 2010
Jeffrey Cohen	LAC, Raleigh, NC	February 24, 2010
Winter 2009 Gallery Show	LAC, Raleigh, NC	February 17, 2010
David Goldstein	LAC, Raleigh, NC	February 8, 2010
Carolina Games Summit	Goldsboro, NC	February 6, 2010
Suzanne Meiler	LAC, Raleigh, NC	January 26, 2010
Discovery Days (3)	LAC, Raleigh, NC	Dec. 2009 – May 2010
Peter Lord	SVA, New York, NY	2008
Christina Ricci	SVA, New York, NY	February 28, 2008
Cameron Diaz	SVA, New York, NY	2007
Richard Dreyfuss	SVA, New York, NY	2007
SIGGRAPH 2012	Los Angeles, CA	August 7 – August 9, 2012
East Coast Gaming Conference	Raleigh, NC	April 23, 2012
Game Developer's Conference 2011	San Francisco, CA	Feb. 28 – March 4, 2011
SIGGRAPH 2010	Los Angeles, CA	July 25 – 29, 2010
SIGGRAPH 2008	Los Angeles, CA	August 11 – 15, 2008
SIGGRAPH 2007	San Diego, CA	August 5 – 9, 2007
SIGGRAPH 2006	Boston, MA	July 30 – August 3, 2006
SIGGRAPH 1999	Los Angeles, CA	August 8 – 12, 1999
SIGGRAPH 1998	Orlando, FL	July 19 – 24, 1999
E3 1998	Atlanta, GA	August 22, 1998
Gallery Shows		
Visual Arts Gallery	New York, NY	May 25 – June 9, 2007

School of Visual Arts Amphitheater

New York, NY

April 24 – 27, 2007

PROFESSIONAL ORGANIZATIONS

SIGGRAPH
Association for Computing Machinery

2006 - present
2006 - present

SKILLS

Animation

Maya
3D Studio Max
Unreal Engine
MotionBuilder
Vicon IQ
Syflex
RealFlow
ParticleIllusion
Magpie Pro
iStopMotion

Editing/Compositing

Adobe After Effects
Adobe Premiere
Final Cut Pro
Shake
DVD Studio Pro
Sony Vegas Movie Studio

Web Design/Graphics

Adobe Photoshop
DreamWeaver
Flash / Adobe Animate
Adobe Illustrator

Systems / Other

Macintosh OS X
Macintosh OS X Server
Windows
UNIX
IRIX
Retrospect
Apple Automator
Apple Remote Desktop
Timbuktu Pro
OS X Server Utilities

Programming

MEL
UNIX bash
Visual Studio C++
C++
FileMaker Pro
Flash ActionScript 2 & 3
HTML / CSS / Javascript

PORTFOLIO

- Demo Reel: <http://ben.mousemanproductions.com>