Tim McLaughlin
Curriculum Vitae

I. Personal Information

Full Name   Timothy David McLaughlin

Title   Associate Professor and Department Head

Education
- Master of Science in Visualization Sciences, Texas A&M University, 1994
- Bachelor of Environmental Design, Texas A&M University, 1990
- Associate of Arts, Kilgore College, 1987

Teaching and Administrative Experience
- 2008-present: Associate Professor and Department Head, Department of Visualization, College of Architecture, Texas A&M University, College Station, Texas
- 2007-2008: Chair of Visualization Faculty and Associate Professor, Department of Architecture, Texas A&M University
- Spring 2000: Visiting Professor, The Media School, Bournemouth University, Bournemouth, England

Professional Experience
- 2006-2007: Front End Supervisor, Lucasfilm Animation, Nicasio, California
- 1994-2006: Various positions including Associate Visual Effects Supervisor, Creature Supervisor, Creature Technical Director, and Technical Director at Industrial Light & Magic, San Francisco and San Rafael, California
- 1990-1991: Draftsman, HKS, Inc. Dallas, Texas
- 1990: Draftsman, Cunningham Architects, Dallas, Texas

Memberships
- Current Member, Association for Computing Machinery (ACM)
- Current Member, ACM – SIGGRAPH
- Current Member, College Art Association (CAA)
- Current Member, International Game Developers Association (IGDA)
- Current Board Member, Visual Effects Society (VES)

II. Research and Creative Activities

A. Feature Film Exhibitions and Related Projects
Projects listed in reverse chronological order.

1. **Untitled feature film project**. Position: Front End Supervisor. Reported to: Tony Plett, Visual Effects Supervisor. Fully animated feature film development project. Directed by George Lucas. Project indefinitely postponed in August 2007 while in story development, pre-production, and pipeline building phase.
2. **Eragon.** Position: Creature Technical Director. Reported to: Aaron Ferguson, Creature Supervisor. Live action film with visual effects by Industrial Light & Magic. Theatrically released December 2006. Directed by Stefan Fangmeier. Produced by Fox 2000 Pictures.
3. *Project 880 (Avatar Test)*. Position: Associate Visual Effects Supervisor. Reported to: Dennis Muren and Eric Brevig, Visual Effects Supervisors, and Janet Lewin, Visual Effects Producer. Fully animated test project for feature film with visual effects by Industrial Light & Magic. Exhibited to Twentieth Century Fox studio executives, spring 2006. Directed by James Cameron.
4. *Pirates of the Caribbean – Dead Man's Chest.* Position: Creature Technical Director (un-credited). Reported to: James Tooley, Creature Supervisor. Live action film with visual effects by Industrial Light & Magic. Theatrically released July 2006. Directed by Gore Verbinski. Produced by Walt Disney Pictures.
   - Awards and recognitions for project:
     - Won 2006 Academy of Motion Picture Arts and Sciences Award (Oscar) for Best Achievement in Visual Effects.
     - Won 2006 British Academy of Film and Television Arts (BAFTA) Award for Best Achievement in Special Visual Effects.
     - Won 2006 Visual Effects Society Award for Best Single Visual Effect.
     - Won 2006 Visual Effects Society Award for Outstanding Animated Character in a Live Action Motion Picture.
     - Won 2006 Visual Effects Society Award for Outstanding Visual Effects in a Visual Effects Driven Motion Picture.
     - Won 2006 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.
     - Won 2006 Hollywood Film Festival Award for Visual Effects of the Year;
     - Won 2006 Satellite Award for Best Visual Effects.
5. *The Island.* Position: Creature Development Artist. Reported to Eric Brevig, Visual Effects Supervisor, and Scott Benza, Animation Director.: Live action film with visual effects by Industrial Light & Magic. Theatrically released June 2005. Directed by: Michael Bay. Produced by DreamWorks SKG.
6. *War of the Worlds*. Title: Creature Lead. Reported to Dennis Muren, Visual Effects Supervisor, Pablo Helman, Visual Effects Supervisor, and Randal Dutra, Animation Director. Live action film with visual effects by Industrial Light & Magic. Theatrically released June 2005. Directed by Steven Spielberg. Produced by Paramount Pictures.
   - Awards and recognitions for project:
     - Nomination for 2005 Academy of Motion Picture Arts and Sciences Award (Oscar) for Best Achievement in Visual Effects.
     - Won 2005 Visual Effects Society Award for Best Single Visual Effect.
     - Won 2005 Visual Effects Society Award for Outstanding Compositing in a Motion Picture.
     - Won 2005 Visual Effects Society Award for Outstanding Models and Miniatures in a Motion Picture.

- o Nomination for 2005 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.
- o Nomination for 2005 Satellite Awards for Best Visual Effects.

7. ***Son of the Mask**.* Position: Co-Creature Supervisor. Reported to: Ed Hirsch, Visual Effects Supervisor, and Tom Bertino, Animation Supervisor. Live action film with visual effects by Industrial Light & Magic. Theatrically released February 2005. Directed by Lawrence Guterman. Produced by Dark Horse Entertainment, Distributed by New Line.

8. ***Lemony Snicket's A Series of Unfortunate Events**.* Title: Co-Creature Supervisor. Reported to: Stefan Fangmeier, Visual Effects Supervisor, and Colin Brady, Animation Supervisor. Industrial Light & Magic. Live action with visual effects. Theatrically released December 2004. Directed by: Brad Silberling. Produced by Paramount Pictures.
   - Awards and recognitions for project:
     - o Nomination for 2004 Visual Effects Society Award for Outstanding Performance by an Animated Character in a Live Action Motion Picture.

9. ***Van Helsing**.* Position: Creature Supervisor. Reported to: Scott Squires, Visual Effects Supervisor; Ben Snow, Visual Effects Supervisor; and Daniel Jeannette, Animation Supervisor. Live action film with visual effects by Industrial Light & Magic. Theatrically released May 2004. Directed by Stephen Sommers. Produced by Universal Pictures.
   - Awards and recognitions for project:
     - o Nomination for 2004 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects;
     - o Nomination for 2004 Visual Effects Society Award for Outstanding Special Effects in Service to Visual Effects in a Motion Picture.

10. ***Dreamcatcher**.* Position: Creature Supervisor. Reported to: Stefan Fangmeier, Visual Effects Supervisor, and Colin Brady, Animation Supervisor Live action film with visual effects by Industrial Light & Magic. Theatrically released March 2003. Directed by Lawrence Kasdan. Produced by Castle Rock Entertainment. Distributed by Warner Bros.

11. ***Men In Black II**.* Positiion: Creature Supervisor. Reported to John Berton, Visual Effects Supervisor; Erik Mattson, Associate Effects Supervisor; and Tom Bertino, Animation Supervisor Live action film with visual effects by Industrial Light & Magic. Theatrically released July 2002. Directed by Barry Sonenfeld. Produced by Amblin Entertainment. Distributed by Columbia Pictures.
   - Awards and recognitions for project:
     - o Nomination for 2002 Visual Effects Society Award for Best Visual Effects in an Effects Driven Motion Picture.

12. ***Jurassic Park III**.* Position: Creature Supervisor. Reported to: Jim Mitchell, Visual Effects Supervisor; and Dan Taylor, Animation Supervisor. Live action film with visual effects by Industrial Light & Magic. Theatrically released July 2001. Directed by Joe Johnston. Produced by Universal Pictures.
   - Awards and recognitions for project:
     - o Nomination for 2001 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.
     - o Nomination for 2001 Satellite Awards (Golden Satellite Award) for Best Visual Effects.

13. ***CG Yoda Test**.* Position: Creature Developer. Reported to: Rob Coleman, Animation Director. Industrial Light & Magic in-house project for Lucasfilm to test the effectiveness of replacing hand puppeteered Yoda will a fully computer graphics generated Yoda for Star Wars Episode II (early 2000).

14. ***The Adventures of Rocky and Bullwinkle**.* Position: Creature Developer. Reported to: Aaron Ferguson, Creature Development Supervisor; and Cary Phillips R&D software developer. Live action film with visual effects by Industrial Light & Magic. Theatrically released June 2000. Directed by Des McAnuff. Produced by Capella International. Distributed by Universal Pictures. I

15. **Brother Termite Test**. Position: Creature Supervisor. In-house project developed by Industrial Light & Magic in response to a request from James Cameron. Fully CG test of a single character to demonstrate the effectiveness of facial performance capture of an actor and transfer to a non-human form.
16. **The Hauting**. Position: Creature Developer. Reported to: Scott Farrar, Visual Effects Supervisor Live action film with visual effects by Industrial Light & Magic. Theatrically released July 1999. Directed by Jan de Bont. Produced by DreamWorks.
17. **Star Wars: Episode I "The Phantom Menace".** Position: Creature Development Supervisor. Reported to: Visual Effects Supervisors Dennis Muren, Scott Squires, and John Knoll; and Animation Director Rob Coleman. Industrial Light & Magic. Theatrically released May 1999. Directed by George Lucas. Produced by Lucasfilm Ltd.
    - Awards, and recognitions for project:
        - Nominated for 1999 Academy of Motion Pictures Arts and Sciences Award (Oscar) for Best Achievement in Visual Effects.
        - Won 1999 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.
        - Nominated for 1999 British Academy of Film and Television Arts (BAFTA) for Best Achievement in Special Visual Effects.
        - Nominated for 1999 Csapnivalo Award for Best Visual Effects.
        - Nominated for 1999 Las Vegas Film Critics Award for Best Visual Effects;
        - Nominated for 1999 Satellite Award for Best Single Visual Effects;
18. **ObaQ Process Management Testing**. Position: Technical Director. Reported to: Euan MacDonald, Production Software TD. In-house Industrial Light & Magic production tools development project to test the production readiness of software for managing processes across the ILM network.
    - Awards and recognitions:
        - Nominated 1996 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.
        - Nominated for 1996 Satellite Award for Best Single Visual Effects.
19. **Jumanji.** Position: Assistant Technical Director / Technical Director. Reported to: CG Supervisors Jim Mitchell, Carl Frederick, Ellen Poon, and Doug Smythe. Live action film with visual effects by Industrial Light & Magic. Theatrically released December 1995. Directed by Joe Johnston. Produced by TriStar Pictures.
    - Awards and recognitions:
        - Won 1995 Academy of Science Fiction, Fantasy & Horror Films, USA (Saturn Award) for Best Special Effects.

B. Broadcast Television Commercial Projects
1. **BMW *Penguins*.** Position: Technical Director. Reported to: CG Supervisor Doug MacMillan. Live action 30-second commercial with visual effects by Industrial Light & Magic. Broadcast in 1996. Client: Fallon McElligott for BMW of North America. Director: Steve Beck.
    - Awards and Recognitions:
        - Won 1995 Clio Gold Award
2. **Supercuts Stylin**. Position: Assistant Technical Director. Reported to: Steve Beck, Director. Live action 30-second commercial with visual effects by Industrial Light & Magic. Broadcast in 1995. Client: J. Walter Thompson for Supercuts. Director: Steve Beck.
    - Awards and Recognitions:
        - Won a 1995 Clio Certificate Award

C. Grants
1. "Alternate Reality Teaching: Our Space" submitted in response to Defense Advanced Research Projects Agency –Information Innovation Office –ENGAGE: Learning to Solve Problems, Solving Problems to Learn, DARPA-BAA-11-36. Role: Member of educational advising group from Texas A&M University. Lead organization: Total

Immersion Software, Inc. Budget currently undisclosed. Proposal approved June 2011. Start date pending.
2. "HCC-GV: Small: Generating Animal Avatar Animation with Specific Identifiable Traits Based Upon Viewer Perception of Real Animals", National Science Foundation Division of Information & Intelligent Systems, Human Centered Computing. Role: Principal Investigator, Co-PI Dr. Ann McNamara. NSF-IIS Project #1016795. Total award: $499,552 (3 years). Awarded August 2010.
3. "Pilot: Creative IT Project: Collaborative Undergraduate Computing Studios Facilitating Decentralized Participation", National Science Foundation Division of Information & Intelligent Systems, CreativeIT. Role: Principal Investigator. NSF Project #0855908. Total Award: $293,057 (3 years). Awarded July 2009.
4. "Teaching Vignette Prototype Development", Vice President for Research, Texas A&M University. Co-PI with Dr. Dennie Smith from the Department of Teaching Learning and Culture, TAMU. Total Award: $60,100 (18 months). Awarded October 2008.

Note: In the following sections, "*" denotes graduate students in the Department of Visualization, "**" denotes graduate students in other academic departments.

D. Juried Conference Presentations with Resulting Publications
1. McLaughlin, T., Keske*, S. "The Value of Email in Animation Production with Distributed Teams," submitted to the 2012 ACM Conference on Computer Supported Collaborative Work, to be held in Seattle, Washington, February 11-15, 2012.
2. McLaughlin, T., Cutler, L., and Coleman, D. "Character Rigging, Deformations, and Simulations in Film and Game Production," accepted as a long-form course presentation. Course notes to be published in the Proceedings of SIGGRAPH 2011 – The 38th International Conference and Exhibition on Computer Graphics and Interactive Techniques, Vancouver, Canada, August 7-11, 2011.
3. McLaughlin, T., Fechter, T., Pasing, A. M., Pena*, B. A., Reitz, J., and Vidal, J. A. 2010. "Multi-Institutional Collaboration in Delivery of Team-Project-Based Computer Graphics Studio Courses," In *Advances in Visual Computing –Lecture Notes in Computer Science 6454/2010*, 394-405. Springer, Berlin/Heidelberg. DOI: 10.1007/978-3-642-17274-8_39. (6th Annual International Symposium on Visual Computing Las Vegas, Nevada, November 21 – December 1, 2010. Acceptance rate: 31%).
4. McLaughlin, T., Smith, D., and Brown**, I. A. 2010. "A Framework for Evidence Based Visual Style Development for Serious Games," In *Proceedings of the Fifth International Conference on the Foundations of Digital Games*. 132-138. ACM, New York, NY, 1. DOI: 10.1145/1822348.1822366. (Foundations of Digital Games Conference 2010, Monterrey, California, June 19 – 21, 2010. Acceptance rate: 34%).
5. McLaughlin, T. and Sumida, S. S. 2007. The morphology of digital creatures. In *ACM SIGGRAPH 2007 Courses*. SIGGRAPH '07. ACM, New York, NY, 1. DOI= http://doi.acm.org/10.1145/1281500.1281660. (34th International Conference and Exhibition on Computer Graphics and Interactive Techniques, San Diego, California, August 05 - 09, 2007).
6. McLaughlin, T. 2006. Taxonomy of digital creatures: defining character development techniques based upon scope of use. In *ACM SIGGRAPH 2006 Courses*. SIGGRAPH '06. ACM, New York, NY, 1. DOI= http://doi.acm.org/10.1145/1185657.1185808. (33rd International Conference and Exhibition on Computer Graphics and Interactive Techniques, Boston, Massachusetts, July 30 - August 03, 2006)
7. McLaughlin, T. 2005. Taxonomy of digital creatures: interpreting character designs as computer graphics techniques. In *ACM SIGGRAPH 2005 Courses*. J. Fujii, Ed. SIGGRAPH '05. ACM, New York, NY, 1. DOI= http://doi.acm.org/10.1145/1198555.1198692. (32nd International Conference and

Exhibition on Computer Graphics and Interactive Techniques, Los Angeles, California, July 31 - August 04, 2005). (note: Copyright restrictions prevent ACM from providing the full text for this work.)

8. McLendon*, M., McNamara, A., McLaughlin, T., and Dwivedi*, R. 2009. Connecting the dots: discovering what's important for creature motion. In *SIGGRAPH 2009: Talks* (New Orleans, Louisiana, August 03 - 07, 2009). SIGGRAPH '09. ACM, New York, NY, 1-1. DOI= http://doi.acm.org/10.1145/1597990.1598066

9. McLaughlin, T. and Anderson, J. 1999. Cloth animation for Star Wars: Episode I "The Phantom Menace". In *ACM SIGGRAPH 99 Conference Abstracts and Applications*. SIGGRAPH '99. ACM, New York, NY, 195. DOI= http://doi.acm.org/10.1145/311625.311999. (26th International Conference on Computer Graphics and Interactive Techniques, Los Angeles, California, United States, August 08 - 13, 1999).

10. McLaughlin, T. and Phillips, C. 1999. Creature wrangling and enveloping for Star Wars: Episode I "The Phantom Menace". In *ACM SIGGRAPH 99 Conference Abstracts and Applications*. SIGGRAPH '99. ACM, New York, NY, 196. DOI= http://doi.acm.org/10.1145/311625.312001. (26th International Conference on Computer Graphics and Interactive Techniques, Los Angeles, California, United States, August 08 - 13, 1999).

E. Juried Conference Presentations without Publication

1. McLaughlin, T., Fields, T., Gibbs, J., Parrish, D., and Sullivan, S. "Successful Creative Collaboration Across Time and Space," Accepted for SIGGRAPH 2011 – The 38th International Conference and Exhibition on Computer Graphics and Interactive Techniques, Vancouver, Canada, August 7-11, 2011. Role: moderator and panelist.

2. Coelho, R., McLaughlin, T., McCampbell, J., Burnett, M., Haegele, T., Friedman, M. and Riewer, E. "Designing Curriculum for 3D Computer Animation: Innovation and Experimentation for an Evolving Discipline," Accepted for SIGGRAPH 2011 – The 38th International Conference and Exhibition on Computer Graphics and Interactive Techniques, Vancouver, Canada, August 7-11, 2011. Role: panelist.

3. McLaughlin, T., and Marino, S., "Dynamic Muscle and Flesh Simulation: Jurrassic Park III", At the 28th Annual Conference on Computer Graphics and Interactive Techniques (28th International Conference on Computer Graphics and Interactive Techniques Los Angeles, California, United States, August 12 – 17, 2001).

F. Juried Conference Poster Presentations

1. Simms**, M., Smith, D., McLaughlin, T., and Brown**, I., "Stylized vs. Simplified Graphics: Differences in Viewers' Perception of Simulated Actions in Instructional Vignettes," American Educational Research Association 2011 Annual Meeting (New Orleans, Louisiana, United State, April 8 – 12, 2011).

2. McLendon, M., McNamara, A., McLaughlin, T., and Dwivedi, R. Investigating important visual cues for representative creature motion. SIGGRAPH 2010 The 37th International Conference on Computer Graphics and Interactive Techniques (Los Angeles, California, United States, July 25 - 29, 2010).

3. McLendon, M., McNamara, A., McLaughlin, T., and Dwivedi, R. Investigating important visual cues for representative creature motion. Eye Tracking Research & Applications 2010 (Austin, Texas, United States, March 22 - 24, 2010).

G. Juried Conference Exhibitions

1. McLaughlin, T. "Dream Dweller" *Animation Screen Room* at the 21st Annual Conference on Computer Graphics and Interactive Techniques, SIGGRAPH 1994 (Orlando, Florida, United States, July 1994).

H. Selected Reviews and Interviews

1. "College of Architecture, Tim McLaughlin", *European Union Center News –Texas A&M University*. Fall 2010.
2. "Professor Gets Avatar Grant", The Eagle, 4 October 2010. http://www.theeagle.com/am/Professor-gets--avatar--grant.
3. "The Future of Pedagogical Methodologies in Creature Development: How procedural tools can help facilitate creature development and design". *USC Animation – Visualizing Art and Science* 17 September 2007. http://uscanimation-artandscience.blogspot.com/2007_09_01_archive.html.
4. Fordham, J. "War of the Worlds: Alien Apocalypse". *Cinefex* October 2005. 103. Pp. 66-87. Print.
5. Duberman, D. "Spectrum Reviews: SIGGRAPH 2005." *Spectrum: Interactive Media & Online Developer News* 29 August 2005. http://www.3dlinks.com/spectrum/issues/spectrum-aug-29-05.cfm
6. Duncan, J. "Van Helsing: Man Made Monsters". *Cinefex* July 2004. 98. Pp. 98-124. Print.
7. Mallory, M. "Feel Their Pain: 'Van Helsing' Brings Creature Feature Standbys Up to Date". *Los Angeles Times* 6 May 2004. http://articles.latimes.com/2004/may/06/news/wk-movies6
8. Gross, E. "Die Monsters Die". *CFQ Cinefantastique* April-May 2004. 34. Pp. 34-40, 70-71. Print.
9. Munson, B. "Men In Black II: Building a Better Pug". *Cinefex*. October 2002. 91. Pp. 82-111. Print.
10. Ford, M., Lehman, A. "An Interview with Tim McLaughlin". *Inspired 3D Character Setup*. Premier Press. Pp. 251. 2002. Print.
11. Deckel, L. "Jurassic Park III: Bigger, Faster, Meaner". *Cinefex*. October 2001. 87. Pp. 15-40,125-132. Print.
12. Robertson, B. "Raptor Redux: ILM Revitalizes the Raptors, T Rexes, and Other Digital Dinos in Jurassic Park III". *Computer Graphics World* August 2001. Pp 44-49. Print.
13. Staff, "Learning to Work Magic with Light". *BBC News* 28 May 2000. http://news.bbc.co.uk/2/hi/uk_news/education/765911.stm
14. Cannell, M. "Brain Drain: Young Architects Are Fleeing the Studio to Build in the Virtual World". *Architecture* December 1999. Pp 125-127. Print.
15. Cohen, K. "The Animated Side of Star Wars: An Interview with Rob Coleman, The Film's Animation Director". *Animation World Magazine*. August 1999. 4.5. http://www.awn.com/mag/issue4.05/4.05pages/cohenwars.php3
16. Robertson, B. "Star Wars Super Models." *Computer Graphics World* July 1999. Pp 39-44. Print.
17. Duncan, J., Martin, K. H., Cotta Vaz, M. "The Phantom Menace: Hero's Journey". *Cinefex*. July 1999. 78. Pp. 74-145. Print.
18. Parisi, P. "Effects Force: Conjuring 'The Phantom Menace' Required New Tools and a New Approach to Filmmaking." *The Hollywood Reporter Summer Special Effects Special Issue* 18-24 May 1999. S-12-15. Print.
19. Stack, P. "The Digital Divide: 'Phantom Menace' Pushes Moviemaking Into a Realm Dominated by the Computer," *The San Francisco Chronicle* 19 May 1999, sec. E: 1+. Print.
20. Jones, K. "Viz Kids." *Texas Monthly*. Dec. 1996. Print.
21. Cotta Vaz, M. "Mars Attacks!: Martial Art". *Cinefex*. December 1996. 68. Pp. 70-93. Print.
22. Kunde, D. "Aggies in Wonderland." *The Dallas Morning News* 3 July 1996, sec. D: 1+. Print.
23. Pelline, J. "Creating the Wild Kingdom: How Computers are Redrawing the Movie Landscape." *The San Francisco Chronicle* 11 December 1995, sec. B: 1+. Print.
24. Pourroy, P. "Jumanji: The Game Board Jungle". *Cinefex*. December 1995. 64. Pp. 54-71. Print.
25. *SIGGRAPH Video Review, Issue 102: SIGGRAPH 94 Screening Room Entertainment and Commercial Program*, "Dream Dweller". 1994. Video.
26. Pocock, L. "The Animation Screening Room SIGGRAPH 94" *Computer Graphics* February 1995. Pp 25-26. Print.

III. Teaching and Advising

A. Fields Qualified to Teach
- Technical animation – specifically, motion systems, control systems, deformation systems, and artistic control over soft-body and rigid-body dynamics.
- Computer graphics animation production.
- Computer graphics visual effects production.
- Animation – specifically, form and motion inspired by nature.

B. Courses Taught
- Spring 2011:
  1. VIST 406 – Visual Studies Studio IV (12 students)
  1. VIZA 685 – Directed Study (1 student)
  2. VIZA 691 – Thesis Research (3 students)
  2. VIZA 691 – Thesis Research in Absentia (4 students)
- Fall 2010:
  3. VIZA 615 – Computer Animation (9 students)
  4. VIZA 685 – Directed Study (2 students)
  5. VIZA 691 – Thesis Research (4 students)
  6. VIZA 691 – Thesis Research in Absentia (5 students)
- Summer 2010:
  1. VIZA 685 – Directed Study (1 student)
  2. VIZA 691 – Thesis Research (3 students)
  3. VIZA 691 – Thesis Research in Absentia (1 student)
- Spring 2010:
  1. VIST 406 – Visual Studies Studio IV (8 students)
  2. VIZA 685 – Directed Study (2 students)
- Fall 2009:
  1. VIST 305 – Visual Studies Studio II (13 students)
- Summer 2009:
  1. VIZA 685 – Directed Study (1 student)
  2. VIZA 691 – Thesis Research (4 students)
- Spring 2009:
  1. VIZA 615 – Computer Animation (19 students)
  2. VIZA 685 – Directed Study (3 students)
  3. VIZA 691 – Thesis Research (7 students)
  4. VIZA 691 – Thesis Research in Absentia (2 students)
- Fall 2008:
  1. VIST 305 – Visual Studies Studio II (21 students)
  2. VIZA 691 – Thesis Research (6 students)
  3. VIZA 691 – Thesis Research in Absentia (1 student)
- Spring 2008:
  1. VIZA 615 – Computer Animation (15 students)
  2. VIZA 685 – Directed Study (1 student)
  3. VIZA 691 – Thesis Research (3 students)

C. Student Advising, Thesis Committee Chair, M.S. in Visualization

1. Davalath, Megha. "A Rigging Solution for Isosurface Based Characters", Expected graduation date: May 2011. Under contract with DreamWorks Animation to begin employment in July 2011.
2. Drell, David. "A System for Designing Digital Creatures Based on Rules of Vertebrate (Tetrapodal) Anatomical Structure", Expected graduation date: December 2011. Currently employed by DreamWorks Animation; began full-time employment in July 2009.
3. Gibbs, James. Untitled thesis dealing with 3D representation of black and white still photography, Expected graduation date: December 2011. Currently employed by Atomic Pictures; began full-time employment with ImageMovers Digital in January 2009.
4. Griffin, Chris. "Scripted Vehicle Rigging and Animation: A Maxscripting Approach", Graduated: December 2010. Currently employed by Pixar Animation Studios; began full-time employment in January 2010.
5. Howard, Heather. Untitled thesis dealing with rigging and animating realistic wing Folding for Bird Feathers", Expected graduation date: August 2011. Currently full-time student at Texas A&M University.
6. McLendon, Meredith. "Using Eye Tracking to Investigate Important Cues to Achieve A Minimal Representation for Creature Motion", Expected graduation date: August 2011.
7. Naugle, Nicholas. "Conceptualization of a Animation Production Management System Based upon Building Information Modeling (BIM)", Expected graduation date: August 2011. Currently employed by Pixar Animation Studios; began full-time employment in April 2010.
8. Peña, B. Adán. "Automatic Quadrupedal Rig Generation from Single Camera Motion Data", Expected graduation date: May 2011. Under contract with DreamWorks Animation to begin employment in July 2011.
9. Schwartz, Seth. "Motorized Joints and Generative Implementations", Expected graduation date: August 2011. Currently full-time student at Texas A&M University.
10. Speer, Jon. Untitled thesis dealing with camera dependent squash and stretch, Expected graduation date: August 2011. Currently employed by Reel FX Entertainment; began full-time employment with ImageMovers Digital in January 2009.
11. Wheeler, Christopher R. "An Automated System for the Creation of Articulated Mechanical Parts," Graduated: December 2009. Currently employed by DreamWorks Animation; began full-time employment in May 2010.

D. Student Advising, Thesis Committee Member, M.S. in Visualization
1. Bell, Douglas R. "Using Precisionism within American Modern Art as Stylistic Inspiration for 3D Digital Works", Graduated: August 2009.
2. Chandy, Ranjith. "Adapting the Symbolization of the Indian God Yama in the Style of Tim Burton", Expected graduation date: December 2010.
3. Huebel, Robert. "Interactive Camera Motion Control in a Virtual Environment Using a Physical Camera: Adding a Human Touch to CG Camerawork," Expected graduation date: December 2010.
4. Pool, Julie. "Designing an Optimized Notation System of Movement for Animation," Expected graduation date: TBD.

E. Student Advising, Master of Architecture Committee Member
1. Weissenstein, Stefan. "Conceptualization for Expansion of St. Mary's Catholic Church, College Station, Texas." Master of Architecture, Texas A&M University. Graduated: May 2009.

F. Student Advising, PhD Committee Member
1. Simms, Michelle. "The Development of an Academically-Based Entertainment-Education (ABEE) Model: Co-Opting Behavioral Change Efficacy of Entertainment-Education

for Academic Learning Targeting the Societal Landscape of U.S. Geographic Illiteracy", Doctor of Philosophy, Curriculum & Instruction, Texas A&M University. Expected graduation date: December 2010.

IV. Service

A. To the Department of Visualization
1. Appointments
   - First department head of the newly formed Department of Visualization, January 2008 – Present.
   - Associate Department Head, Department of Architecture, August 2007 – December 2007.
   - Chair, Department of Visualization Staff and Student Representatives Committee, August 2008 – December 2009.
   - Chair of the Visualization Faculty, Department of Architecture, August 2007 – December 2007.
   - Chair, Faculty Search Committee, Department of Visualization, October 2007 – May 2008. Responsible for hiring three tenure track faculty new to the Department and University beginning with appointments in Fall 2009.
2. Administrative accomplishments
   - Chair, Visualization Department Administration Committee, August 2008 – Present.
   - Management of a multidisciplinary and diverse department: the Department of Visualization consists of 13 faculty members (13 tenured and tenure-track, and 3 senior lecturers, 10 male, 6 female); the faculty's fields and specialties include computer graphics, computer-aided geometry modeling, design of architectural forms, generative art, graphic design, hardware & software systems, neuroscience, painting, photography game design & development, physical computing, time-based media, and visual perception.
   - Established and primary authorship of Departmental Faculty Workload Policy, Fall 2009.
   - Established and primary authorship of Departmental Faculty Annual Review Policy, Fall 2009.
   - Primary author of Department of Visualization Research Landmarks, Fall 2008.
   - Contributing author to Department of Visualization Strategic Plan, Fall 2009 – Present.
   - Contributing author to Department of Visualization Risk Assessment Survey, Spring 2009 – Fall 2009.
3. Academic program management (graduate)
   - Appointment of Program Coordinator (also serves as Associate Department Head)
   - Primary responsibility for course scheduling
   - Primary responsibility for assignment of graduate assistants
   - Contributing author, Assessment Mission, Goals, and Measures for the Master of Science in Visualization Sciences program, August 2008 – Present.
   - Initiated and completed request to Texas Higher Education Coordinating Board for a Classification of Instructional Programs (CIP) code change from Multi-/Interdisciplinary Studies, Other (30.9999.09) to 11.0803.00 Computer Graphics (a STEM code). The result led to our international students qualifying for a multi-month extension on their post-graduation visas.
   - Approved the addition of two new courses at the graduate level:
     - VIZA 626 – Generative Art

- o VIZA 662 – Physical Computing for Art and Design
- Contributing author, Program Proposal for a Master of Fine Arts in Visualization, Spring 2008 – Present.

4. Academic program management (undergraduate)
   - Primary author, Proposal to Initiate the B.S. in Visualization Program, Spring 2008. The BS in Visualization is the first STEM degree in the College of Architecture.
   - Contributing author, Assessment Mission, Goals, and Measures for the Bachelor of Science in Visualization program, August 2008 – Present.
   - Approved the addition of six new courses at the undergraduate level:
     - o ARTS 325 – Digital Painting
     - o ARTS 403 – Graphic Design III
     - o VIST 201 – Writing for Design
     - o VIST 275 – Introduction to Visualization
     - o VIST 486 – Game Design
     - o VIST 487 – Game Development (cross-listed with the Department of Computer Science and Engineering)
   - Contributing author, Program Proposal for Minor in Art, Spring 2010.

5. Development & Outreach
   - Developed the **Visualize the Border** initiative to engage middle- and high-school students along the Texas/Mexico border in the pursuit of academic aspirations that will lead to careers in the game, animation, visual effects, and media industries. Completed a first trip to the area by visiting approximately 300 students at three high schools and one junior high in Laredo, Texas in April 2011. Traveled for two days with Sergio Rosas, owner of CGBot of Austin, Texas and Monterrey, Mexico to make the presentations. Access to the schools and community was made possible through Dr. Jorge Vanegas and Oscar Munoz of Texas A&M University's Center for Housing and Urban Development.
   - Developed **VizKids Camp** as an initiative to introduce students to the opportunities made possible through pursuit of both the arts and maths and sciences in high school. This effort resulted in the first week long VizKids Camp in summer 2010 principally organized by Associate Professor Carol LaFayette. VizKids Camp is scheduled for summer 2011 through partnership with Youth Adventure Program. VizKids Camp has received $11,750 in supporting funds from the Texas Film Commission. Thirteen students ranging in age from 11 to 15 took part in 2010. The 2011 camp filled 18 slots in early April 2011.
   - Organized and Chair the **Visualization Industry Partners** (VIP) program, Fall 2008 – Present. The VIP group meets twice a year and is charged with providing insights and feedback to the department head regarding quality of the academic programs and directions of the visualization associated industries (animation, visual effects, simulation, architectural/engineering visualization, graphic design, and games). VIP members include: Blue Logic LLC (Dallas), DreamWorks Animation Studio (Glendale and Redwood Shores, CA), Electronic Arts (Orlando, FL), HKS, Inc (Dallas), Pixar Animation Studios (Emeryville, CA), Presagis, USA (Richardson, TX), Reel FX Creative Studios (Dallas), Sony Pictures Imageworks (Culver City, CA), and Walt Disney Animation Studios (Burbank, CA).
   - Contributed to the organization of **Art 2.0 Symposium** focusing on raising community awareness of the Department of Visualization's current and potential role in shaping contemporary digitally infused art forms. This gathering played an important role in raising the communities awareness of the department's contributions to the visual arts and in guiding the development of the MFA-Visualization program proposal.
   - Led the Department's successful application to join **IPAX, Sony Pictures Imageworks Professional Academic Excellence** program. In the year following our admission, MS-Visualization student Luis Rodrigo Huerta won the top IPAX

scholarship resulting in an award of full tuition. In 2010, MS-Visualization student Anton Agana won an IPAX scholarship worth over $6,000.
- Led the Department's effort to join the **Academy of Motion Pictures Arts & Sciences internship program**. In the summer following our connection, PhD in Architecture student Qing Xing won a competitive AMPAS sponsored internship in the R&D department at Rhythm & Hues studio.
- Organized and initiated the **Aggie Alumni at ILM/Lucasfilm Award** in 1997 as an employee at Industrial Light & Magic. This on-going award was the first scholarship for students in the Master of Science in Visualization Sciences program. There are now two other scholarships arranged following the same model at Pixar Animation Studios, and DreamWorks Animation, respectively.

B. Interdepartmental
- Initiated and Co-Chair, with Dr. Valerie Taylor, Head of the Department of Computer Science and Engineering, the *Joint Committee on Computer Graphics Initiatives*, Fall 2009 – Present.
- Contributor as speaker, Texas Governor's School: Arts & Humanities for Urban Leadership, 24 June 2009.
- Creative Director with Dr. Dennie Smith (Producer), Head of the Department of Teaching Learning & Culture on a student-developed animation project for the Texas Education Agency's effort to introduce changes in the Texas Essential Knowledge and Skills program to state-wide K-12 teachers. Fall 2010.

C. To the College of Architecture
- Presenter, *Parents Weekend*, Texas A&M University, 2008-2011.
- Presenter, *Aggieland Saturday*, Texas A&M University, 2008-2011.
- Member, College Leadership Team, College of Architecture, April 2009 – Present.
- Member, Executive Committee, College of Architecture, August 2007 – April 2009.
- Member, Department Head Council, College of Architecture, August 2007 – April 2009.
- Member, College IT Committee, August 2007 – January 2008.
- Contributing author, Proposal for the creation of a center for visualization, August 2009 – Present.
- Contributor, College of Architecture Faculty Salary Equity Review, Spring 2009 – August 2009.
- Host of the College of Architecture's information table at the *Spend a Day with the Corps* program; Sam Houston Sanders Corps of Cadets Center, July 2009 and July 2010.
- Member, Dean's External Advisory Board, College of Architecture, Texas A&M University, 2004-2007.

D. To the University
- Member, Task Force for Campus Arts Programs, November 2009 – May 2010.
- Member, CTE Portal Task Force, October 2009 – Present.
- Invited Participant, University Research Roadmap Multidisciplinary Research Initiative: Institute for Digital Humanities, Media and Culture, November 2009 – Present.
- Member, College of Architecture Dean Search Committee, November 2008 – May 2009.
- Representative of Texas A&M University at the "Meet Texas Luncheon with Governor Rick Perry", Reel FX Creative Studio, Santa Monica, California, November 19, 2010.

E. To the Profession and Community
- Member, Board of Directors, Visual Effects Society, January 2009 – Present.
- Member, Advisory Committee for Game On! Texas symposium, Fall 2009 – Present.
- Member, Advisory Committee for the Games Education Summit, 2008.
- Contributor, Visualization Summer Workshop for K-12 Teachers, Summer 2009.

- Book chapter reviewer: Kitagawa, M., Windsor, B. "Mocap for Artists: Workflow and Techniques for Motion Capture", selected chapters. Elsiver, Inc. 2008. Print.
- Curriculum reviewer: Diploma in Advanced Animation, Lifeway College, Snells Beach, Rodney, New Zealand.

F. Invited Talks
1. "Advances in Animation and Visualization Technologies." Presentation given at the University of Texas at Dallas' New Models for Interfacing Art and Technology: Advanced Educational Gaming and 3D Animation symposium, April 15, 2011. Presented by The Institute for Innovation and Entrepreneurship, Richardson, Texas.
2. "A Landscape of Game Design Programs in Texas", special presentation. Game On! Texas symposium, Austin, Texas. April 12, 2011.
3. "Inter-departmental Collaboration in Animation Production and Pre-service Teacher Training." Presentation given to Texas A&M University's College of Education and Human Development Advisory Board, November 12th, 2010. Annenberg Presidential Conference Center, College Station, Texas.
4. "Houston Summit for the Creative Economy – Digital, Design, and Film", Houston, Texas. October 22, 2010. Panelist. Fellow Panelist: Jerry Alexander, Acumen Design.
5. "Educators Panel Discussion," DreamWorks Animation SKG 7th Annual Educators' Symposium, Glendale, California. July 26th, 2010. Panel moderator: Angela Lepito, DreamWorks Animation; Fellow panelists: Bobby Beck, Animation Mentor, Alice Carter, San Jose State University, Jim McCampbell, Ringling College of Art & Design, and Jeremy Moorshead, Savannah College of Art & Design.
6. "Twenty-First Century Careers – Preparing Students for Their Future, Not Our Past," panel discussion. Texas Regional Collaboratives 16th Annual Meeting, Austin, Texas. June 30, 2010. Panel moderator: Dr. Keith Mitchell, Texas Regional Collaboratives Coordinator of Technology; Fellow panelists: Dr. Leslie Miller, Executive Director, Rice University Center of Teaching and Learning, Mr. Stephan Samuleson, President and CEO of Twist Education; Mr. Spencer Zuzolo, President of 3DSquared.
7. "Post-Secondary Game Development Education", panel discussion. Game On! Texas symposium, Austin, Texas. April 7, 2010. Keynote speaker: Rick Perry, Governor of the State of Texas. Panel moderator: Leah Smith, Texas Film Commission; Fellow panelists: Dr. Tom Linehan, Director of Arts & Technology at the University of Texas at Dallas, Dr. Kevin Ludlam, Executive Director of Development, Baylor University, Dr. Peter Raad, Executive Director of the Guildhall at Southern Methodist University, and Linda Smarzik, Dean of Computer Studies and Advanced Technology at Austin Community College.
8. "Watch the Visual Arts to See the Future of Technology Development", Corning Patent Awards Ceremony, Corning, New York. March 30, 2010.
9. "Shaping Society Through Visual Technology", High School Education Program at the George Bush Library and Museum, College Station Texas; March 4th, and 10th, 2010.
10. "Visual Creativity, Technology and the On-Demand Generation", College of Architecture Research Symposium, Texas A&M University, College Station, Texas; October 2009.
11. "Visual Creativity, Technology and the On-Demand Generation", Society for Information Display (SID) Display Week Awards Luncheon, San Antonio, Texas; June 2009.
12. "The Texas A&M Visualization Department," Sam Houston State University SIGGRAPH Chapter. October 28, 2008.
13. "TV Magazine with Sharon Colson," television interview. KAMU-TV, Texas A&M University, October 22, 2008.
14. "The Next Great Talent Search," panel discussion. SIGGRAPH 2008, Los Angeles, California. August 18, 2008.
15. "The Morphology of Digital Creatures," Research on the Built and Virtual Environments: Global Symposia Presentations, Texas A&M University, College Station, Texas. October 29, 2007.

16. "The Visual Effects of *Van Helsing*," Universal Pictures press junket, New York, New York. June 2004. Fellow presenters included Scott Squires, Visual Effects Supervisor and Christian Alzmann, Art Director.
17. "Alternative Careers with an Architecture Education," AIAS Annual Convention, Austin, Texas. December 30, 2003.
18. "The Use of Softimage in *Jurassic Park III*," Softimage User's Groups, Tokyo and Osaka, Japan. October 2001.
19. "The Art of Visual Effects," University Filmmakers Alliance Conference, University of Texas at Austin, Texas. Spring 2001.
20. "Creature Effects in *Star Wars Episode I*," SGI booth presentation at the International Broadcasters, Amsterdam, The Netherlands. September 2000.
21. "Creature Wrangling and Enveloping for *Star Wars Episode I 'The Phantom Menace'*," London Effects and Animation Festival, London, England. November 18, 1999.
22. "Cloth Animation for *Star Wars Episode I 'The Phantom Menace'*," London Effects and Animation Festival, London, England. November 18, 1999.
23. "Virtual Actors – A Reality In Our Age?" panel discussion, London Effects and Animation Festival, London, England. November 1998.
24. "Modeling with Tim McLaughlin," Masters Class presentation, London Effects and Animation Festival, London, England. November 1998.
25. "Alternative Careers with an Architecture Education," presentation and panel discussion, AIAS Bridge City Forum 95, Portland, Oregon. November 1995.