

Skills

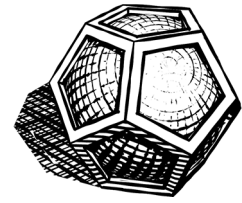
Instruction and training in 3D computer graphics, video, audio, multimedia
3D computer visual effects, modeling, materials, animation, lighting, camera
Video production, direction, multi-camera, post-production, compositing, stereoscopy
Sound design and audio production for video, radio, Internet, games
Writing, technical editing, copy editing, graphic design, layout, web design

Education

- 1990 - 1993 Master of Fine Arts, California Institute of the Arts, School of Film/Video
Live action, video synthesis and 3D computer animation
- 1986 - 1990 Bachelor of Fine Arts, School of the Art Institute of Chicago
Video, audio, and performance art
- 1982 - 1986 Carmel High School, Carmel-by-the-Sea, California
GPA 4.0, highest honors

Career

- 2009 - now Author, lynda.com
- 2009 - now Owner, digitalartsguild.com
- 1998 - now Freelance artist: 3D computer graphics, video, audio, web design
- 1999 - 2013 Part-time faculty, Art Institute of California – San Francisco
- 2007 - 2012 Instructor, Bay Area Video Coalition
- 2008 - 2009 Director of Training, Realtime Arts LLC
- 2001 - 2009 Owner, cglearn.com
- 2000 - 2008 Owner, Dr. Yo Internet Radio
- 2001 - 2006 Author, Technical Editor, Layout Artist: CENGAGE Thomson Learning
- 2003 - 2005 Director of Production, KUSF 90.3 FM
- 2000 - 2002 Faculty, Academy of Art University
- 1995 - 1998 Senior Video Editor, 3D Animator: Production City, Mill Valley CA
- 1994 - 1995 Technical Staff, School of Film/Video, CalArts
- 1993 - 1994 Video Editor, Engineer: Production City, Mill Valley CA
- 1991 - 1993 Graduate Teaching Assistant, School of Film/Video, CalArts
- 1989 - 1990 Director's Assistant, Betty Rymer Gallery, School of the Art Institute of Chicago
- 1987 - 1989 Associate Editor, *F* magazine, School of the Art Institute of Chicago
- 1987 - 1988 Proofreader, Word City, Chicago
- 1986 - 1987 Art Installer and Gallery Assistant, School of the Art Institute of Chicago

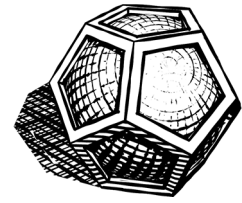


Publications

- 2015 *Up and Running with RealFlow*, lynda.com
Maya 2016 New Features, lynda.com
3ds Max 2016 New Features, lynda.com
3ds Max 2016 Essential Training, lynda.com
Up and Running in VUE, lynda.com
- 2014 *Creating Hair in Maya nHair*, lynda.com
Maya Tips and Tricks, lynda.com
Cinematography in Maya, lynda.com
3ds Max 2015 Essential Training, lynda.com
Creating Product Shots in 3ds Max, lynda.com
Creating Product Shots in Maya, lynda.com
Dynamic Simulations with Bullet Physics in Maya, lynda.com
3ds Max and Maya Integration, lynda.com
- 2013 *Maya 2014 New Features*, lynda.com
Creating Fur in Maya, lynda.com
Liquid Simulation in Maya, lynda.com
Creating Fluid Effects in Maya, lynda.com
- 2012 *Creating Shader Networks in Maya*, lynda.com
Understanding Maya nCloth, lynda.com
Creating Simulations in Maya Dynamics, lynda.com
3ds Max 2013 Essential Training, lynda.com
- 2011 *Creating Particle and Fire Effects with Maya*, lynda.com
Maya 2011 Creating Natural Environments, lynda.com
- 2010 *3ds Max 2011 Essential Training*, lynda.com
- 2009 *3ds Max 2010 Lighting and Rendering with mental ray*, lynda.com
digitalartsguild.com, training website for 3D artists
- 2006 *Harnessing 3ds Max 8*, textbook co-authored with Michele Bousquet, ISBN 1-4018-4813-5
- 2004 *Foundations of 3ds max 6*, textbook, ISBN 1-4018-6469-4
- 2003 *Harnessing 3ds max 5*, textbook co-authored with Michele Bousquet, ISBN 1-4018-2755-1
- 2001 *3ds max 4 Quick Reference* by Michele Bousquet, Technical Editor
cglearn.com, training website for 3D artists

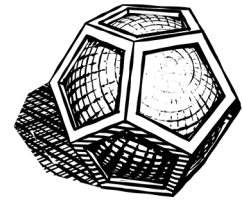
Achievements and Associations

- 2008 Autodesk Maya Certified Instructor
- 2005 Founding member, Encounter Studio
Artist live/work space with 50-seat performance space, recording studio, wood shop
- 1998 Artist's Residency: Experimental Television Center, Owego, New York



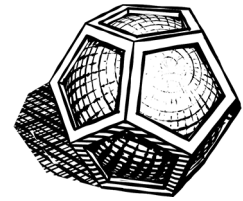
Video and Interactive Media

- 2014 *Electrolandia*, computer animated short
Unperturbed, stereoscopic computer animated short
Supercollider Dreaming, stereoscopic computer animated short
The Garden, photographic animated short
- 2012 *Music for a Self-Transforming Machine*, stereoscopic computer animated short
Emergence of the Mythical Self, computer animated short
- 2011 *Spectral Analysis*, stereoscopic computer animated short
- 2010 *PHOSPHENES*, computer animated short, with Anna Geyer
Aaron Ross Machina Mystica, DVD compilation
Aaron Ross Opus Alchymicum, DVD compilation
- 2008 - 2009 Realtime Arts LLC: digital asset creation for clients such as NAVTEQ
- 2007 *Chinese Monster Magic*, children's educational video pilot, 20 minutes
- 2001 *There, Inc.*: produced and directed promotional video
- 2000 IDO Systems: produced promotional video for startup company
One iota and *Two iota*, produced compilation videos for iotacenter user group
- 1999 *Cruise the Circuit*, stereoscopic computer animated short
Opus Alchymicum Video Collection: 1991-1999, VHS compilation
Backstage Pass, Berkeley Systems, sound design for computer game
- 1998 *Too Far Out*, video short
Austin Powers: Operation Trivia, Berkeley Systems, sound design for computer game
- 1997 *Trance Mission*, video short
- 1996 *Still Life*, virtual reality, assisted Christian Greuel
- 1995 *Technotanz*, video short
Opus Alchymicum: The Special Edition, computer animated short
- 1993 - 1998 Production City: director, editor, videographer, and 3D modeler/ animator
Worked on many video productions for clients such as Intel, Mosby, Chevron, etc.
- 1993 *Opus Alchymicum*, computer animated short
Machina Mystica, VHS compilation
- 1992 *Lullabye (for postmodern children)*, video short
PSEKELIS, video short
Media Blitz, video short
- 1991 *TEMENOS*, video short
Coils of the Worm, video short
Recycled Time, multimedia concert, with Christian Greuel
Meltdown (Chaos In Motion), video short, with Christian Greuel
- 1990 *MANTRA*, video short



Screenings and Exhibitions

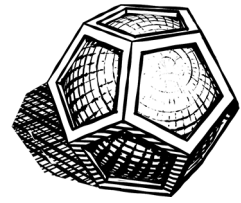
- 2014 Mt. Hood Independent Film Festival, Hood River, Oregon
STEW, Clinton Street Theater, Portland, Oregon
- 2013 Seeing Sound Symposium, Bath, England
e:Sound at The Dalston Bunker, London, England
3-D Movie Festival, Los Angeles
- 2012 Oxford Film Festival, Oxford, Mississippi
- 2011 Punto y Raya Festival, Madrid, Spain
Home Movies from the Noosphere, dorkbot-sf, Exploratorium, San Francisco
Waves (Then You Die), Monty Artspace, Antwerp, Belgium
iotaCenter Artists' Salon, University of California Los Angeles Broad Art Center
Big Muddy Film Festival, Carbondale, Illinois
Savannah International Animation Festival, Savannah, Georgia
- 2010 iotaCenter Artists' Salon, Vidiots, Santa Monica, California
HDFest, Portland, Oregon
- 2009 *Seeing As Believing: Phosphene Visions*, Axis Gallery, Sacramento, California
- 2006 Encounter Studio, San Francisco
- 2005 Encounter Studio, San Francisco
- 2004 *Art Out Loud*, ArtSF gallery, San Francisco
Recombinant Flux, Rx Gallery, San Francisco
YLEM Artists Forum: Generative Art, Exploratorium, San Francisco
Studio Place Arts, Barre, Vermont
CalArts Alumni Exhibit, San Francisco
- 2003 *Graphic Sonic*, San Francisco Cinematheque
- 2002 *ARAPADAPTOR and Friends*, Saul Zaentz Film Center, Berkeley, California
Faculty Show, Art Institute of California - San Francisco
iotaCenter Artists' Salon, Museum of Jurassic Technology, Los Angeles
- 2001 Honorable Mention, *Art+Science+Technology*, Artisans Gallery, Mill Valley, California
Faculty Show, Art Institute of California - San Francisco
Stereoscopic Installation, *Behind the Screen*, Exploratorium, San Francisco
- 2000 *Bit by Bit Digital*, Manitou Springs, Colorado
Buddhist Film Showcase, San Francisco
Faculty Show, Art Institute of California - San Francisco
Macau Art Festival
- 1999 Saul Zaentz Film Center, Berkeley, California
New Nothing Cinema, San Francisco
- 1997 7th International Video Week, Geneva, Switzerland
Opera Totale 3, Venice, Italy



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- 1996 Short Attention Span Film & Video Festival, San Francisco / New York City
SIGGRAPH '96 Digital Bayou, New Orleans, Louisiana
Berlin Interfilm Festival
- 1995 SIGGRAPH '95 Computer Animation Festival, Los Angeles
International Symposium on Electronic Arts, Montreal, Canada
WRO '95, Sound Basis Visual Arts Festival, Wroclaw, Poland
- 1994 Short Attention Span Film & Video Festival, San Francisco
International Symposium on Electronic Arts, Helsinki, Finland
CalArts Showcase '94, Academy of Motion Picture Arts and Sciences
- 1993 One-person screening, *Machina Mystica*, Artists Television Access, San Francisco
One-person screening, *Opus Alchymicum*, CalArts
- 1992 Videonale 5, Bonn, Germany
Prix Ars Electronica, Linz, Austria
- 1991 CyberArts International, Pasadena, California
4th International Videoweeek, Geneva, Switzerland
Recycled Time, collaboration with Christian Greuel, CalArts
Projections, CalArts, NuArt Theatre, Los Angeles
- 1990 WRO '90, Sound Basis Visual Arts Festival, Wroclaw, Poland
BFA Exhibition, School of the Art Institute of Chicago
Built On Sound, School of the Art Institute of Chicago
- 1989 *Friday Night Performance Series*, School of the Art Institute of Chicago
- 1988 *The Face of Time*, School of the Art Institute of Chicago

Discography

- 1999 *Dr. Yo: Electron Cloud*, music CD
- 1998 *Dr. Yo's Unoriginal Masters*, music CD
- 1997 *Dr. Yo: The Alchemist's Dream*, music CD



Selected University Courses Taught

Advanced Exploration of Applied Design in Animation

Graduate overview of art and design theories; students apply these theories to design internally consistent fictional worlds

Thesis Defense

Production and problem-solving for students working on MFA thesis animations

Master's Study: Computer Arts

Project-based 3D animation course for MFA students

Junior Portfolio Preparation

Portfolio guidance for graduating Associate students in animation and multimedia

3D Visual Effects

Dynamic simulations, procedural animation, scripted expressions

3D Camera Techniques

Virtual cinematography applied to animated short film production

Digital Camera and Lighting

Intermediate interior design visualization

Interior Design Computer 3D Modeling

Introductory 3D modeling and materials

3D Animation

Essential techniques of 3D animation practice

Principles of 3D Modeling

Foundation course in 3D graphics and modeling

Computer Animation Production

The animation production pipeline: storyboard, animatic, finished animation

Video and Audio for Multimedia

Video post-production

Audio/Video Techniques

Video production: camera, lighting, sound, editing

Audio for Animation

Audio production for animation, including lip sync and dialog sweetening

Introduction to Audio

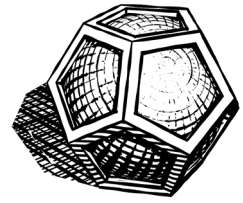
Audio recording, editing, signal processing, mixing

Introduction to Visual Effects

Survey and research of visual effects history and concepts, including practical and digital techniques

Introduction to Computer Graphics

Hands-on foundation course in CGI concepts



Selected Professional Development Courses Taught

3D Graphics Fundamentals

Survey of the history, concepts, and applications of 3D computer graphics

3ds Max Fundamentals

Introduction to modeling and animation in 3ds Max

Introduction to Maya

Intensive course covering the basics of Maya

Maya Modeling I

The essentials of Maya's modeling tools

Maya Modeling II

Advanced organic modeling

Maya Materials

Texturing and building shading networks

Maya Rigging

Technical course in character setup

Maya Animation

Character animation techniques

Maya Dynamics

Procedural animation and dynamic simulations

Maya Lighting

CG lighting techniques

Maya Rendering

Photorealistic and stylized rendering

Maya Modeling for Automotive Design

Industry-specific training