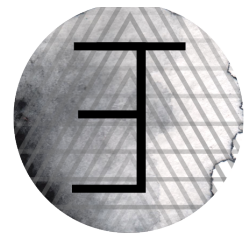


# EVAN TEDLOCK

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## EDUCATION

2018

**Master of Fine Arts | University of Southern California** | John C. Hench Division of Animation and Digital Arts | *Los Angeles, California*

2016-2018     Annenberg Graduate Fellowship  
2016             Bridge@USC Convergent Biosciences Graduate Fellowship  
2015-2016     Frank Volpe Endowed Scholarship

2010

**Bachelor of Fine Arts | Kansas City Art Institute** | Animation Department | *Kansas City, Missouri*

2008-2010     President's List  
2006-2010     KCAI Merit Award

## TEACHING EXPERIENCE

AUGUST 2016 - CURRENT

**Student Assistant | University of Southern California** | John C. Hench Division of Animation and Digital Arts | *Los Angeles, California*

Assisted professors during lectures and breakout workshops. Organized assignments and managed the distribution of course materials. Advised students on both concept and technical processes for their animation projects.

### Assignments

2016 Fall     410 Audio Design for Immersive Media, *Bethany Sparks*, Adjunct Professor  
2016 Fall     579 Expanded Animation, *Kathy Smith*, Associate Professor  
2017 Spring     497L Generative Animation, *David Bazelon*, Adjunct Professor  
2017 Spring     591 Pre-Thesis Seminar, *Christine Panushka*, Professor  
2017 Fall     410 Audio Design for Immersive Media, *Bethany Sparks*, Adjunct Professor  
2017 Fall     450b Animation Theory and Techniques, *Everett Lewis*, Associate Professor

JUNE 2011 - JULY 2015

**Instructor | Kansas City Art Institute** | Continuing and Professional Studies | *Kansas City, Missouri*

Designed and taught animation and digital art curriculum covering a wide range of topics for students from ages 6 to 55.

### Courses

2012-2015     *Pre-College Art Lab*, Animation, High School, 4 credits, 2 sections  
2013-2014     *Discover Digital Media*, Adults (18+), certificate, 2 sections

### Workshops

2015             *Experimental Animation*, High School  
2015             *Sequential Narrative Animation*, High School  
2015             *Exploring Animation*, Youth (12-14), 2 sections  
2015             *Exploring the Landscape*, Youth (12-14)  
2013-2015     *Traditional Animation Intensive*, High School, 2 sections  
2012-2015     *Claymation Movies*, Youth (9-11), 6 sections  
2014             *Creating a Graphic Novel*, High School  
2014             *Claymation Movies*, Youth (6-8)  
2013             *Cartooning for Kids*, Youth (9-11), 2 sections  
2012-2013     *Stopmotion Animation*, High School, 2 sections

## TEACHING EXPERIENCE (cont.)

### **Workshops (cont.)**

2012-2013	<i>Claymation Movies</i> , Youth (12-14), 2 sections
2012-2013	<i>Stopmotion</i> , Youth (12-14), 3 sections
2012-2013	<i>Computer Animation</i> , Youth (12-14), 4 sections
2011-2013	<i>Computer Animation Intensive</i> , High School, 5 sections
2012	<i>Intro to Animation</i> , High School
2012	<i>Cartooning for Kids</i> , Youth (6-8)
2011	<i>Digital Art Intensive</i> , High School

### AUGUST 2012 - JULY 2015

**Art Tutor | Freelance** | *Kansas City, Missouri*

Crafted individual lesson plans for one-on-one art lessons with students from ages 9 to 14.

### **Student awards**

2015	Griffin Keeter, Kansas City Film Festivals Reel Spirit Best Animated Short Award
2016	River Hennick, Missouri Regional Scholastic Art and Writing Contest 4 Gold Key and 2 Silver Key Awards for visual arts

### AUGUST 2012 - MAY 2015

**Lecturer | Kansas City Art Institute** | Animation Department | *Kansas City, Missouri*

Designed a drawing course specifically geared towards animators. Taught core Junior level studio courses and mentored students through thesis preparation. Participated in departmental curriculum meetings and attended faculty assemblies.

### **Appointments**

2015 Spring	Junior Studio: Ideas in Motion, 6 credits
2014 Fall	Junior Studio: Explorations in Animation, 6 credits
2014 Spring	Drawing for Animators, 3 credits, 2 sections
2013 Fall	Drawing for Animators, 3 credits, 2 sections
2012 Fall	Digital Orientation, 1 credit

### AUGUST 2011 – May 2012

**Instructional Assistant | Kansas City Art Institute** | Animation Department | *Kansas City, Missouri*

Assisted professors during lectures and breakout workshops. Advised students on animation projects.

### **Assignments**

2012 Spring	Junior Studio: Ideas in Motion, Doug Hudson, Assistant Professor
2011 Fall	Sophomore Studio: Principals of Animation, Christoph Steger, Associate Prof.
2011 Fall	Junior Studio: Explorations in Animation, <i>Christoph Steger</i> , Associate Professor

## AWARDS / HONORS

2016-2018	Annenberg Graduate Fellowship
2017	Adobe Creative Jam Judge's Choice Award
2016	Bridge@USC Convergent Biosciences Graduate Fellowship
2016	Missouri Scholastic Art and Writing Awards, Silver Key for Teaching
2015-2016	Frank Volpe Endowed Scholarship
2008-2010	Presidents List
2006-2010	KCAI Merit Award

## WORKSHOPS & LECTURES

2017 April

**Annenberg Symposium** | **University of Southern California** | *Los Angeles, California*

Presented the *Affect* project in a digital poster lecture, discussed design decisions and the process of harnessing electroencephalography data to augment real-time rendered animation visuals.

2017 January

**Studio Day Portfolio Prep Crash Course** | **University of Southern California** | *Los Angeles, California*

Instructed students on crafting animation reels, websites, resumes, business cards, and other professional practices in preparation for a portfolio review event.

2015 August

**Continuing and Professional Studies Animation Demo** | **Kansas City Art Institute** | *Missouri*

Demonstrated various animation techniques and class projects for the staff of the Kansas City Art Institute Continuing and Professional Studies Department.

2014 February

**Kansas City Art Institute Animation Department Presentation** | **Kansas City Art Institute** | *Missouri*

Screened current student work and shared the general curriculum outline of the Animation Department to Freshman students.

2012 August-October

**Foundations Department Digital Orientation** | **Kansas City Art Institute** | *Kansas City, Missouri*

Explained the Kansas City Art Institute computer systems to three first semester Freshman classes. Taught Adobe Photoshop, Illustrator, proper scanning techniques, basic design principles, and business card design.

2012 October

**Animation Workshop for Educators** | **Kansas City Art Institute** | *Kansas City, Missouri*

Lectured about the history of animation. Shared simple animation projects that can be done by students of all ages, to art educators from the greater Kansas City Area.

## FILMOGRAPHY

2017 **They Breathe Out: We Breathe In** (4:05)

A series of guerilla projections at gas stations and gasoline distribution plants in Los Angeles.

This piece speaks to the damage that gasoline and other fossil fuels have on air quality and the human-nature habitat. Director of Photography, C. Leigh Goldsmith.

2017 **Ooljée'** (9:17)

Generative visual music film in collaboration with composer Piotr Adamczyk.

Programmed and designed in VVVV, composited in After Effects.

2016 **Simoom** (1:40)

Virtual reality experience in the center of a violent sandstorm. Built and animated in Autodesk Maya and Domemaster, composited in After Effects.

2016 **Villainy** (1:00)

Collaborative animation installation with Siyu Li and Hyeon Jeong Cho, projected onto a large painting by Megan Simon. After Effects and hand-drawn animation composited in After Effects and projection mapped with Resolume Arena.

## FILMOGRAPHY (cont.)

2016 **Collective Reflections on Temporality** (30:00)

In collaboration with composer Jaco Wong, this visual music performance is divided into eight separate movements, each taking on its own processes and properties based on different ideas about time. Mixed media, After Effects, projection mapped and controlled with Resolume Arena.

2016 **Eternal/Return** (4:21)

Expanded looped sequences about the constant recycling of time, composed for and exhibited in virtual reality. Built with Autodesk Maya and Domemaster, composited in After Effects.

2015 **Aeon** (3:00)

Series of looped animation vignettes describing cosmic scales and obscure concepts found in Maurice Nicoll's book 'Living Time'. Spray paint stencils on paper.

2014 **The Sublime Life of a Line** (5:26)

Inspired by Edmund Burke's principles of the sublime, this piece uses a single image, multiplied, rotated and staggered to comprise the entire film. Ink on paper, After Effects compositing.

2014 **Everything I've Found While You Were Burning Down** (1:40)

What it looks like to move on. Video collage using mixed media animation, film and photography.

2014 **Bleed** (7:27)

Experimental film, exploring ideas of destruction and beauty. Alcohol based markers on paper, saturated with isopropyl alcohol to cause the images to bleed together, projected next to wall of hung frames. Composited in After Effects.

2012 **Tremble** (3:43)

A yearlong, daily meditation. Ink on paper.

2010 **Frank** (7:30)

Graduation film about loneliness relationships and the creative spirit. Hand-drawn and Flash animation.

## EXHIBITIONS

- 2017 **First Frame** | Directors Guild of America Theater | Los Angeles, CA | demonstration
- 2017 **9th Annual Annenberg Graduate Fellowship Research and Creative Project Symposium** | University of Southern California | Los Angeles, CA | demonstration
- 2017 **Art Night: Tote Your Float** | The Armory Center for the Arts | Pasadena, CA | performance
- 2017 **Adobe Creative Challenge** | University of Southern California | Los Angeles, CA | screening
- 2016 **Hack the Brain** | Venuše ve Švehlovce | Prague, Czech Republic | group show
- 2016 **Collective Reflections on Temporality** | Caruso Catholic Center, University of Southern California | Los Angeles, CA | performance
- 2016 **First Frame** | Directors Guild of America Theater | Los Angeles, CA | demonstration
- 2015 **The Katz Summer Open Studios** | The Drugstore KC | Kansas City, MO | group show
- 2014 **HV7** | Redeemer Fellowship | Kansas City, MO | installation
- 2014 **The Katz Fall Open Studios** | The Drugstore KC | Kansas City, MO | group show
- 2014 **Post-Holiday Pop-Up Shop** | 4511 Jarboe | Kansas City, MO | group show
- 2013 **Beatitudes** | Redeemer Fellowship | Kansas City, MO | group show

## EXHIBITIONS (cont.)

- 2012 **The Dinner Party Project** | 830 Pennsylvania Street | Lawrence, KS | group show
- 2012 **Tomorrow Land** | Myers Mansion Arts Society | Kansas City, MO | group show
- 2012 **Low Brow No Brow** | The Rondevu | Kansas City, MO | group show
- 2012 **The Instructor Exhibition** | Kansas City Art Institute | North Riverside, MO | group show
- 2011 **4th Winter International Festival of Arts** | Sochi Winter Theatre | Sochi, Russia | screening
- 2010 **Full Recovery** | Linoleum Festival | Moscow, Russia | screening
- 2010 **Frame X Frame** | The Nelson-Atkins Museum of Art | Kansas City, MO | screening
- 2009 **Frame by Frame** | The Nelson-Atkins Museum of Art | Kansas City, MO | screening
- 2008 **Persistent Visions** | The Nelson-Atkins Museum of Art | Kansas City, MO | screening

## OTHER PROFESSIONAL EXPERIENCE

### FEBRUARY 2016 - CURRENT

**Co-Founder** | Bridge Art and Science Alliance | Los Angeles, California

Conceptualized and developed a program which catalyzes projects between scientists and artists by providing funding, hosting mixers, organizing panel discussions, and other events.

#### Responsibilities

- Secured \$120,000 of funding from the University of Southern California Bridge Institute to catalyze collaborative projects between artists and scientists across the university.
- Developed the structure of the organization and managed on going relations between art departments and research labs.
- Led a team of volunteers to develop a production pipeline for all funded projects
- Produced seven cross-disciplinary projects.
- Coordinated mixers, brainstorming sessions, meetings and other such social events.
- Curated exhibitions of Science/Art projects.
- Developed work for hire contracts and other internal documents
- Provided creative direction on all projects.
- Designed website.

### JUNE 2008 - CURRENT

**Artist** | Freelance | Kansas City, Missouri & Los Angeles, California

Developed, created, and exhibited media/art projects and produced commissioned works for clients.

#### Commissions

- 2017 *Ooljéé'* (09:17) visual music for Piotr Adamczyk
- 2015 *Theodore*, digital illustration, 24x18 inches, for Rebecca and Andrew Killen
- 2015 *HV9*, wood CNC routed sculpture, 4x15 feet, for AllCars.com headquarters
- 2015 *HV8*, wood CNC routed sculpture, 4x8 feet, for Neil Kanning
- 2014 *HV7*, wood CNC routed sculpture, 5x12 feet, for Redeemer Fellowship Kansas City

### JUNE 2016 - AUGUST 2016

**Animation Intern** | VT Pro Design | Los Angeles, California

Collaborated on several multimedia projects ranging from concert visuals to installation previsualization.

Worked primarily with Cinema 4D and After Effects to create content.

## OTHER PROFESSIONAL EXPERIENCE (cont.)

SEPTEMBER 2015 - MAY 2016

**Animation Librarian** | **University of Southern California** | *Los Angeles, California*

Ran the day-to-day operations of the John C. Hench Department of Animation and Digital Art Library. Curated material and media purchases, overhauled the organization system, updated the catalog to reflect the inventory and assisted students with finding useful source materials for their areas of interest.

AUGUST 2013 - AUGUST 2015

**Artist in Residence** | **The Drugstore KC** | *Kansas City, Missouri*

Explored a wide variety of complex concepts, making several works of art that were exhibited and sold. Developed collaborations, programmed exhibitions, participated in community outreach.

June 2014 - AUGUST 2014

**Animator** | **Me and the Black Dog Production** | *Kansas City, Missouri*

A film by Kate Owens and Neeta Madahar. Produced by Jacqui Davies. Assisted Animation Director, Christoph Steger, in staffing the project and setting up a work space. Animated characters, transitions and metamorphosis as assigned. Traditional, pencil, paper, and marker animation.

MAY 2009 - AUGUST 2009

**Animation Intern** | **Bazillion Pictures** | *Kansas City, Missouri*

Animated performance visuals and developed content for Quixotic's Lux Esalare live show. Used After Effects, Trapcode plugins, and Maya.

MAY 2009 - AUGUST 2009

**Animation Intern** | **Actuate** | *Overland Park, Kansas*

Created animated product simulations for developing Actuate programs with After Effects.

## VOLUNTEER SERVICE

2016-2017

**Faculty Liaison** | **Persistence of Visionaries** | **University of Southern California, John C. Hench Division of Animation and Digital Art** | *Los Angeles, California*

Mediated and organized relations between the faculty and students through social programming, counseling and discussions.

Attended faculty meetings and provided student perspectives to faculty on issues and curriculum.

2016

**Hack the Brain Prague** | **Venuse ve Svehlovce** | *Prague, Czech Republic*

Teamed up with programmers, designers, and researchers to develop a project in three days, using electroencephalography headsets and Unity to create a brainwave initiated, interactive visual system.

2014

**Curator** | **Animation Projection Party** | **Phosphor Studio** | *Kansas City, Missouri*

Assembled a team of curators to select animated pieces to project on Phosphors large stage during the Kansas City Film Festival.

2014

**Animator Liaison** | **Kansas City Film Festival** | *Kansas City, Missouri*

Assisted visiting animators for the duration of the festival, gave them rides, city advice, and kept them on schedule.

## PROFESSIONAL AFFILIATIONS

The International Animated Film Society: ASIFA – Hollywood - member  
Midwest Association of Professional Animators - member  
Persistence of Visionaries – Student Government Group – Faculty Liaison  
Bridge Art and Science Alliance – Co-Founder & Vice President

## SKILLS

Life Drawing  
Graphic Design  
Watercolor painting  
Under the camera animation  
Installation design  
Hand-drawn animation  
Sound recording/design  
Virtual Reality workflow  
Visual music  
Design thinking

## SOFTWARE

2-D    After Effects (Trapcode, Sapphire)  
        Audition  
        Adobe Creative Cloud  
        Resolume Arena 5  
3-D    Autodesk Maya (Arnold, Domemaster)  
        Cinema 4-D  
        VVVV  
        World Machine  
        TouchDesigner