

NANCE PATERNOSTER

Digital Artist - Composer - Instructor

503 • 621 • 1073

OBJECTIVE:

Working in a Creative Capacity for Apple Computer or Adobe Products
Digital Compositing, Motion Graphics & Special Effects Animation
Creating Digital Art & Animated Sequences
Teaching in an Animation Department at an Art School

EDUCATION:

MA 1993 – San Francisco State University
Masters in Computer & Film Animation/Video Disk Technology

BFA 1984 - Syracuse University: Syracuse, New York
Art Media Program: Computer Graphics Major/College of Visual & Performing Arts
(Film, Video, Photo. & Computer Graphics/Programming - Fine Art Emphasis)

Additional Computer Graphics Training:

Art Institute of Portland - Maya Courses
Academy of Art College 1994; Pratt Institute, N.Y., NY 1985;
The School of Visual Art, NY 1984
N.Y. Institute of Technology 1984-1985;
Pratt Brooklyn, 1985
Center for Electronics Arts, S.F., CA 1988-1989

COMPUTER GRAPHIC EQUIPMENT

Platforms - Mac/SGI/PC

Software - Flame, After Effects

Photoshop, Illustrator, Painter, Quark

Some - Maya, Max, Lightwave, Soft Image

Xaos Tools - Pandemonium, NTITLE

Some - Avid, Final Cut, Premiere

Amazon Paint 2D/3D, PIRANHA

Unix, Dos, + Some C++, Pascal, Fortran, Javascript , HTML

Additional

Photography, Stereo Photography. Analog and Digital Video editing, Film editing.

RELATED WORK:

Art Institute of Portland - Adjunct Faculty VEMG/DFV Depts. - Present

Pacific Northwest College of Art - Adjunct Faculty - Present

Art Institutes Online - Adjunct Faculty - Present

Art Institutes Online- Full Time Faculty - Animation Department - 2006-2007

Art Institute of Portland - Full Time Faculty - Animation Department Teaching Compositing, Motion Graphics, Special FX Animation, Advanced Image Manipulation, Digital Paint, Independent Study for Senior Animation Students, & Digital Portfolio. 2000 - 2005

Art Institutes Online - Adjunct Faculty - Game Art & Design Department Teaching Digital Ink & Paint Online, 2D Animation, Image Manipulation. Present

Will Vinton Studios - Portland, Oregon. - Flame Artist- Compositor/Special FX Artist "The Pjs" Prime Time Stop Motion Television show on Fox. Freelance TV Commercials. Compositing 3D models and 2d-plates, Creating Special FX animations, 2d animated sequences. 1997 - 2000

College of the Redwoods - Eureka, CA. - Associate Faculty - Teaching Digital Painting & Drawing, Photo-retouching, Animation & Multi-Media. 1996 - 1997

Tippett Studio - Berkeley CA - Digital Paint Artis - Digitally Painted Photo Realistic Texture maps, Displacement maps & Command Files for CG Models for the Feature Film "Starship Troopers". Used Soft Image to generate matching views for the physical models. (12/95 - 2/96)

Danger Productions - Brisbane, CA - Digital Effects Animator - for "Bump in the Night" - Created Digital Art and Animated Sequences. Compositing Stop Motion Animation with Computer Animated Sequences. Special Effects generation. (8/94 - 10/95)

Xaos Tools Inc. - S.F., CA. - Freelance Artist - Web Site creation, Interface design, tutorial development for SGI and Mac based products & various software testing,. (4/96 - 11/96)

Danger Productions - Brisbane, CA & **Time Warner Interactive** - Milpitas, CA. - Freelance Instructor (8/94-10/94)

Academy of Art College - SF, CA.- Digital Art/Animation Teacher - Teaching Paint, Rotoscoping & Animation techniques in such programs as Painter(MAC), (SGI)Wavefront, Pandemonium, Ntitle, Composer, Amazon Paint, etc. (6/93- 12/94)

Copy Central - San Francisco, CA. Desktop publishing artist.. Creation of all clients jobs for desktop publishing department. 1990-1992

Wacom & Fractal Design - Demo Artist - Various Trade Shows 1993 - present

San Francisco State University - Graduate Assistant - (Creative Arts)
Iris/Wavefront software & Macintosh Texture Generation & Conversion 1992

San Francisco State University - Teacher's Assistant - (film Dept..)
Teaching Animation on an Amiga Computer – 1991

Center for Electronic Arts -Teacher's Assistant – S.F., CA Assisting students & operations managers–1989

Genigraphics - S.F. , CA - Production Manager Computer Graphic Still Creation House) In charge of production flow, scheduling, deliveries, etc. 1988 Shift Leader & Console Artist

Genigraphics - NY Creating, processing & delivering work to clients. Responsibility for work flow. 1985–1987