Eric Farrar

Arts & Technology
School or Arts & Humanities
The University of Texas at Dallas
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Education

THE OHIO STATE UNIVERSITY, Columbus, Ohio   2001–2004
   M.F.A., Visual Communication Design, Specialization in Digital Animation and Visualization,
   received through the Advanced Computing Center for the Arts and Design (ACCAD).
   Thesis: *Animation and Music: Principles for Effective Combination*

THE OHIO STATE UNIVERSITY, Columbus, Ohio   1998–2001
   Completed coursework towards a B.S. in Visual Communication Design.
   Accepted into the M.F.A. program in Digital Animation and Visualization
   after completing third year.

OHIO UNIVERSITY, Athens, Ohio   1983–1988
   B.F.A., Music Performance   Principle Instrument: Percussion

Research Interests

3D and 2D Animation
Character Setup/Rigging
Music/Sound as a Design Element
Animation History
Narrative Storytelling

Teaching Experience

ASSISTANT PROFESSOR
   University of Texas at Dallas, Arts & Technology (ATEC)   2009–Present
   Courses taught include:
   Introduction to Rigging – This course is an introduction to the concepts, tools and techniques
      used in 3D animation for setting up clean and efficient 3D rigs that are easily able to be
      animated. Topics include hierarchical structures, joints and bones, constraints, creating
      useful and predictable deformations and setting up simple and intuitive control structures
      for use in animation.

   Advanced Rigging – This course is a continuation of the Intro to Rigging course and continues
      with concepts, tools and techniques used in 3D animation for setting up clean and efficient
      3D rigs that are easily and intuitively animated. Topics include squash & stretch
      capabilities in rigs, basic MEL scripting, dynamics, as well as some basic animation
      principles for complex rigs.

ASSISTANT PROFESSOR
  Ohio University, School of Media Arts and Studies   2008–Present

VISITING PROFESSIONAL, Computer Animation
  Ohio University, School of Media Arts and Studies   2006–2008
  Designed and taught animation related courses in the Digital Media: Special Effects,
  Games and Animation (DM:SEGA) sequence. Courses taught include:

  Introduction to Digital Media Production – This course presents fundamental
      principles of digital design and introduces students to some of the primary
      tools used for image manipulation and creation such as Photoshop and
      Flash. Interactivity and simple animation concepts are introduced as well.

  Introduction to Computer Animation – An introduction to the basic principles
      of timing and motion through the production of 2D animation. Projects are completed
      using Adobe After Effects.

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      of timing and motion through the production of 2D animation. Projects are completed
      using Adobe After Effects.

  3D Modeling and Animation I and II – An introduction to the basic principles
      of 3D computer modeling and animation. The first course is an introduction
      to the 3D environment and an overview of 3D modeling and texturing
      techniques while the second course introduces lighting, rigging and simple animation.
      Projects are completed using Maya.

  Animation Industry Survey – This course examines the art of animation and
      the technologies and industries that have developed around it. It explores
      the history of the art, economics and structure of the industries, creative
      processes and business practices as well as providing an overview of
      careers and skills required for those interested in entering the industry.

LECTURER
  The Ohio State University   1999–2000
  Taught introductory Computer Science course for business students. The course covered basic
  problem solving techniques using Microsoft Office productivity
  tools as well as a brief introduction to writing basic HTML.

Creative Work

*BREAKING NEWS: THE COLLISION OF JOURNALISM AND CONSUMERISM IN A
DEMOCRACY*   2007–2008

  Designed and produced informational motion graphics for this documentary
  written and directed by Eric Williams, Assistant Professor, at the Ohio University School of
  Media Arts and Studies. The film examines the complex interactions
  between a free press and consumerism in the emerging democracy of Ukraine
  following their Orange Revolution. Collaborated with Beth Novak, Assistant

Professor in the School of Media Arts and Studies, to create a series of moving map sequences, charts, title graphics and bottom third information for this documentary.

THE LAST PIECE   August 2008

Co-edited and created title graphics for this short film created as part of the 2008 48-Hour Film Competition held in Columbus, Ohio. The film won Best Musical Score and Best Use of Columbus Landmark and received Honorable Mention for Best Editing, Best Cinematography and Best Use of Character.

SPRIRAL BOUND   September 2007

Created visual effects for this short film created as part of the 2007 48-Hour Film Project held in Cleveland, Ohio. The film won Best Use of Prop for its depiction of a notebook whose pages "magically" displayed written text to help its absent-minded owner find misplaced items.

INTERACTIVE FIREFIGHTER TRAINING SIMULATION   2006–2007

Ohio University's Game Research and Interactive Design (GRID) Lab was commissioned by Owens Community College to develop this a proof-of-concept, augmented-reality game for firefighter trainees. Trainees were introduced to a variety of fire fighting scenarios through the use of a virtual game environment. Provided 3D modeling and character rigging services to the developers at the GRID Lab for a number of assets used in the game which included the following:
    a. 3D bed model with textures
    b. 3D fire hydrant model with textures
    c. Complete body rig (movable joints and controls systems) for a virtual firefighter character
    d. Complete body rigs (movable joints and control systems) for two virtual victim characters.

Professional Experience

CHARACTER RIGGING TECHNICAL DIRECTOR
Rhythm & Hues Studios, Inc., Los Angeles, California   2004–2006
Incorporated skeletal and muscle systems (rigging) into 3D character models so they could be animated. Created systems for clean deformations as well as intuitive and efficient animation controls. Oversaw and supported use of character rigs through the animation pipeline. Set up dynamic cloth, hair and fur simulations. Wrote custom scripts to help optimize workflow procedures. Characters ranged from simple bipedal characters to complex quadrupedal animals as well as highly detailed and realistic facial rigs. Major projects included:

Night at the Museum
    Character setup and rigging

Cox Communication: Commercial TV Spots
    Character setup and rigging
    Cloth and fur dynamic simulation

The Chronicles of Narnia: The Lion, the Witch, and the Wardrobe
    Character setup and rigging

OWNER/PRINCIPAL

Solid Tone Productions   1997–1999

    Designed and developed custom websites for commercial clients. Services
    ranged from HTML and JavaScript coding, to custom graphics and electronic commerce
    functionality.

DRUMMER/PERCUSSIONIST

Columbus and Central Ohio, Freelance   1988–1998

    Performed as a professional freelance drummer/percussionist for a number of different musical
    performing and recording groups including The Springfield Symphony Orchestra, Springfield,
    Ohio, singer/songwriter Donna Mogavero,
    and jazz pianists Chris Young and Scott Steelman.

Professional Memberships

    Association of Computing Machinery, SIGGRAPH
    International Society for the Arts, Sciences and Technology
    Association International du Film d'Animation – ASIFA Hollywood

Achievements in Original Achievement, Investigation, and Research

WORK IN PROGRESS

    Visible Speech System, Callier Center for Communication Disorders

        Developing a system that captures real time tongue movement and maps the data to a 3D
        tongue model to visualize human speech. The system utilizes the 'Wave Speech System' from
        NDI which uses an electromagnetic non line-of-sight motion capture system, designed
        specifically for speech research. This research project ports the data from the WAVE system
        into Autodesk's 'Motion Builder'. The goal of the project is to use the 3D models to provide
        visual feedback for patients with speech disorders. The system is being designed to be
        flexible for use various fields ranging from clinical rehabilitation to foreign language learning.

Professional and University Citizenship

    The Institute for Innovation & Entrepreneurship
        School of Art & Humanities Representative

    Students in Free Enterprise (SIFE)
        Faculty Adviser