

Daniel Durning

Animation • Interactive Media • Web Design
www.danieldurning.com • www.fantasticimage.com
191 Willoughby Street, Brooklyn, NY 11201 • (646)298-9251

SUMMARY

Daniel Durning is an artist, educator and designer, with a broad range of professional experiences in the field of new media design and digital media production. He has many years of experience developing projects in, 3-D animation, film, broadcast, interactive media, and print for established industry firms and prestigious clients such as Disney, Sci-Fi Channel, Cineplex Odeon, American Heritage, IBM, and Chase Manhattan. As an artist he has exhibited his work internationally and as an educator he has taught undergraduate and graduate level classes in subjects ranging from 3-D animation, broadcast motion graphics, digital video production, web design to fine art drawing and sculpture at schools in the NYC area including SVA, Pratt, LIU, NYC College of Technology, Stevens Institute of Technology, and NYIT.

He has extensive managerial and administrative experience organizing events in both the academic and public environments like the MetroCAF Student Animation Festival, Red Hook International Film & Video festival and as an Exhibition Chair for the Brooklyn Waterfront Arts Organization in addition to managing campus wide events and galleries. He serves as a long-standing member of the Board of Directors of the NYC chapter of ACM Siggraph. Additionally he is an active member of the digital arts community who regularly produces and hosts a popular internet radio show, "Art & Technology: Discussions with Visual and Sound Artists", for MOMA's internet based radio station, WPS1 art radio, www.artonair.org.

EDUCATION

1994. MFA in Computer Art, School of Visual Arts, New York, NY.

1985. BFA in Sculpture, School of Visual Arts, New York, NY.

TEACHING

Current Adjunct Teaching Positions.

1996 - Current

Full Adjunct Professor, Long Island University, Media Arts Department, Brooklyn Campus.

Curriculum Development and teaching for undergraduate and graduate classes in 3D Animation, Web Design, Digital Imageing.

Additional teaching responsibilities include independent studies, mentoring and thesis advising for MFA graduate students.

2009 - Current

Adjunct Assistant Professor, New York City College of Technology, Advertising Design and Graphic Arts Department.

Teaching subjects includes Motion Graphics and Broadcast Design, Digital Video and Compositing.

2000 -2007

Full-Time Faculty, Assistant Professor, New York Institute of Technology, Fine Arts Department.

Developed curriculum and taught classes at both the Old Westbury and Manhattan Campuses of NYIT, subjects included Motion Graphics and Broadcast Design, Web Design, Computer Graphics Imaging and Design for Print, Digital Video and Compositing, Stop Motion Animation, 3D Modeling and Animation. Advised students on all design, technical and esthetic areas of production for projects, including print, web and animations encouraging them to participate in international and local contests and festivals. Additional responsibilities included managing school wide fine art galleries and exhibitions, serving on numerous academic committees and developing curriculum for MFA in Graphic Design, Computer Graphics and Animation.

1997 - 2000

Instructor, BFA Computer Arts Department, School of Visual Arts.

Thesis Group Leader, Animation advisor of senior thesis projects in Computer Art and Animation. Advising on all technical and esthetic areas of production for student projects, including two award winning student projects in computer animation. Developed curriculum and taught classes in Thesis Pre-Production and Senior Thesis Animation, Developed and taught classes in Computer Animation on the SGI platform for both Computer Art Department and the Film and Video Department.

CURRICULUM DEVELOPMENT AND TEACHING

MOTION GRAPHICS:

Computer Graphics IV Motion Graphics, Motion Graphics w/ After Effects & Final Cut Pro, Motion Graphics w/ After Effects & Adobe Premier, Broadcast Design and Animation, Special Projects A Motion Graphics Workshop.

ANIMATION:

3D for Animators, Modeling for 3D Animation, Introduction to Maya, Thesis Pre-production, Thesis Special Projects, Maya 3D Workshop , SoftImage Workshop, Animation I & II , Stop Motion Animation Workshop, Special Projects B, Unix Programing for animators.

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PRODUCTION EXPERIENCE

BROADCAST DESIGN AND DIGITAL VIDEO

Thorough knowledge digital production for motion graphics and digital video effects. Online and offline production experience including live Blue Screen and Virtual Set technology, Motion Capture and 3D Animation, Editing, Compositing, Broadcast Graphics using studio paintbox and effects hardware and software including Adobe After Effects, Premiere Pro and Final Cut Pro Production Suite. In-depth knowledge of traditional film and video production techniques including Graphic Animation, Special Effects, Set Construction and Props.

WEB DESIGN AND INTERACTIVE MEDIA

Professional Web Design and Interactive Media production experience with Dreamweaver, Flash, and Macromedia Director. Interface Design for Web sites, Courseware, CD-ROM, DVD Menu. Knowledge of HTML, CSS, Flash and Director interactive scripting. Content Development and exporting rich media content and linked media modules including video and audio files.

GRAPHIC DESIGN AND DIGITAL IMAGING

Full working knowledge of computer-based design, illustration and layout with programs: Adobe Photoshop, Illustrator, and Desktop Publishing software including Quark Express and Adobe In-Design. In-depth knowledge of image file transfer and file compatibility between programs and platforms for visual imaging, printing, animation and digital video. Specializing in Image creation and Textures for 3D and 2D animation. Expertise in Large format printing for Fine Arts or Commercial exhibition, display and digital manufacturing.

PRODUCTION DESIGN AND ANIMATION

Professional production experience in 3D animation including expertise in Layout, Modeling, Rendering, Animation, Special Effects and Digital Composition using a variety of different professional production tools on the PC, Macintosh and Silicon Graphics platforms. 3-D software packages experience includes: Maya, 3D Studio Max, Softimage 3D, Wavefront Explorer, Alias Composer, Working knowledge of other 3D software such as Newtek Lightwave and Rhino Modeler.

PROGRAMMING AND CODING

Some Programming experience utilizing C++, Unix "C" shell scripting, Maya Mel Scripts, Flash Lingo, CSS and HTML coding for the World Wide Web.

SELECTED PROFESSIONAL PRODUCTIONS

- 2001 - Current Freelance Designer and Consultant, Specializing in Advertising, Presentation, Animation, and Web Design. Project Development include Graphics and Interactive Design for clients Dolor-Tack RX, Keystone Props, Gallusha's Adirondacks, CarverDigital, Sculpture 3D Conference, Red Hook International Film and Video Festival.
- 1999 - 2000 Project Director, Designer, Artist, "Emotional Intelligence Skills Workshop: Understanding Non-Verbal Communication". Graduate Courseware and professional training CD-ROM developed for Carol Magai, Research Study funded by NYS Department of Health.
- 1998 -1999 Web Designer for Directrix Inc. Project designer and Graphic Artist for corporate web site www.directrix.com. Designer and artist for early streaming video Online Broadcast site for the National Cable Television Association.
- 1995 - 1997 Animator and Production manager for Manhattan Center Studios. Projects included 3D Animation for Broadcast and Interactive Titles. Creative Director for American Heritage "TimeTours". Production Designer for Disney Interactive's "Aladdin's Math Quest". Scene Design & Animation "The Adventures of ZAK" and "NEMO 3000". Project Manager Director "CYMBLE Project", Franklin Institute. Director /Designer/Animator "Tales from Biond" Biond Fury Center.
- 1994 - 1995 Graphic Designer & 3D Graphic Artist for Visual Services International. World Wide Web projects for Bristol Meyer's "Oncology On-line" Web Site. Multimedia Artist and Animator for corporate presentations Clients include Chase Manhattan, GE Capital, TIAA, Rawlings, IBM.
- 1994 Freelance Graphic Designer, 3D animator, 3D modeling and digital imaging. Projects included: 3D animation for broadcast commercials for Jonathan Herbert, Inc. 3D computer graphics for corporate presentations for Diotima Research Corp. Presentations for clients such as Merril Lynch and Squibb. Production Designer, SFX Director and Animator, for animated trailer for the Cineplex Odeon Worldwide Plaza Theater.
- 1992 -1993 Broadcast Designer and Director, Special Projects Videos, MFA Computer Arts, School of Visual Arts. Projects included " Trip 92" , "Liberty Project" and "Remote Distance Education". SFX Director, "Gahan Wilson's Ultimate Haunted House" Interactive Title, Byron Preiss Multimedia.
- 1988- 1992 Set design and construction for video and film. Films included "Fried Green Tomatoes" and "Maniac Cop II".

APENDIX A.

PRODUCTION LIST

- Current Creative Director/ Project designer, "www.fantasticimage.com", Fantastic Image, Brooklyn, NY.
- Current Producer and Festival Chair "Red Hook International Film and Video Festival", "www.redhookfilmfest", BWAC, NY
- Current Producer and Host "Art and Technology", "www.artonair.org", OnLine Radio Program, WPS1/MOMA, Clocktower, NY.
- 2009 Animator /Technical Director: "Grafton Ave. Recreation Center", 3D Presentation, Newark Housing Authority, NJ
- 2008 Web designer / Project designer, "www.BigCityProps.com", BigCityProps, NY, NY.
- 2008 Web designer / Project designer, "www.KeystonePropslc.com", Keystone Props LLC Company, PA.
- 2007 Web designer / Project developer, Dolor-Tack RX, "www.dolartack.com", Dolor-Tack Herbal Vitamins, NY
- 2002 Web designer / Project designer, "www.OasisSanctuary.org", Oasis Animal Sanctuary , NY
- 2001 Web designer / Project designer, "www.Galushas.com" Gallusha's Cottages, Adirondacks, NY
- 2000 Project developer / Graphic Designer, "Emotional Intelligence Skills Workshop:
Understanding Non-Verbal Communication" Graduate Courseware, Interactive title for Dr. Carol Magai,
- 1999 Web designer / Project designer " www.directrix.com" Directrix Inc.
- 1999 Web designer Online Broadcast site for National Cable Television Association. Directrix Inc.
- 1998 Graphic Interface designer/ Web designer Online Broadcast site Directrix Inc.
- 1997 Director/ Project designer/ Animator: "Biond The Biond", 3D animation, Manhattan Center Studios, NY.
- 1997 Production Designer, "Aladdin's Math Quest", Disney Interactive, Interactive Title.
- 1997 Project manager / Technical Director "CYMBLE " Project, Franklin Institute, Manhattan Center Studios
- 1996 Animator /Technical Director: "The Adventures of ZAK" Series pilot, Manhattan Center Studios.
- 1996 Animator /Technical Director: "NEMO3000" Animated Series pilot, Manhattan Center Studios.
- 1996 Creative Director / Animator for American Heritage's "Time Tours" Interactive Title for Bryon Preiss Multimedia.
- 1995 Project Designer/Developer: Bristol Meyer's "Oncology On-line" Web Site, for Visual Services International.
- 1994 Director/ Producer/ Animator: "The Times Square Project" 3D Design Model interactive environment.
- 1994 Technical Director/ Animator: Animated trailer for Cineplex Odeon Theaters, Sonya Shannon,Director.
- 1993 Video Special Effects for "Gahan Wilson's Ultimate Haunted House", interactive title for Byron Preiss.
- 1993 Director and Videographer : "Art on the Airwaves", publicity documentary, SVA, MFA Computer Art Department.
- 1992 Director and Videographer: "Liberty Project", video documentary, School of Visual Arts.
- 1992 Director and Videographer: "ISDN Trip'92/ Digital Jambalaya". Video documentary for SVA, MFA Computer Art Department.
- 1991 Carpenter/Set Painter/Swing Man: "Fried Green Tomatoes", John Avnet, Director, FGT Productions.
- 1990 Set Construction Supervisor: "Little Noises", Monumental Pictures. Jan Spencer, Director.
- 1990 Set Carpenter : "Bug House", Monsters Fox Television, Eric McGinty, Director. Laurel Productions.
- 1990 Construction Supervisor/ Lead Set Carpenter : "Thank You and Good Night", American Playhouse,
- 1989 Construction Supervisor/ Lead Set Carpenter: "Maniac Cop II" ,William Lustig, Director. Cordell Productions.
- 1989 Construction Supervisor/Lead Set Carpenter: "Lifetime Television" , Karen Katz, Dir. Jam Films.
- 1989 Construction Supervisor/ Lead Set Carpenter: "A&W Root Beer", J. Blum, Director. R. Simon Inc.
- 1989 Construction Supervisor/ Lead Set Carpenter: "Wizard", IBM I. Martin Reskin, Director.
- 1988 Set Design/ Construction "I wasn't born Yesterday", Daryl Hall Music Video. Matt Forest, Director. MGMM Productions.
- 1976 Animation Color Artist "Isabella and the Magic Brush", Barbara Dourmashkin Director, Filmfair Communications.