

MARK JOSEPH CHAVEZ

Curriculum vitae

August 2013

School of Art, Design and Media,
Nanyang Technological University
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ACADEMIC QUALIFICATIONS

BFA, Arizona State University, Drawing, Tempe, Arizona 1980

MFA, University of California at Los Angeles, School of Theater, Film & Television,
Animation 2003

PROFESSIONAL APPOINTMENTS/EMPLOYMENT

2005 – Present: Assistant Professor in the Digital Animation Department of Nanyang Technological University, School of Art, Design and Media: Relocated to Singapore to establish the first University based Bachelor of Fine Arts Degree in Southeast Asia, Specializing in computer animation instruction

2002 – 2005: CLONE3D LLC Established CLONE3D LLC

2002 – 2005: Rhythm and Hues Visual Effects for Daredevil, X-Men 2: X-Men United, Cat in the Hat, Elf, Around the World in 80 Days, Scooby Doo II, The Flight of the Phoenix and The Chronicles of Narnia; The Lion, Witch and the Wardrobe.

1995 – 2002: DreamWorks Feature Animation CGI lead modeler for Sinbad: Legend of the Seven Seas, CGI Animator/Modeler for El Dorado, and CGI Animator/Modeler for The Prince of Egypt

1994 – 1995: Acclaim Entertainment CGI supervisor for Alien Trilogy, a Playstation I game; supervised 3D modeling and animation; utilizing Acclaim's motion capture and editing system, of all of the creatures within the game.

1991 – 1993: Tokyo Broadcasting System-Vision Technical and art director for television broadcast projects.

1991 – Kroyer Films Assistant animator on the feature film "Fern Gully"

1988 – 1990: Phillips Interactive Character animation for children's interactive titles

1987 – 1988 Freelance Digital Artist/Animator; created flying logos, rock videos and puppet animation

1986 – 1987: Filmation West Assistant animator for feature films

1980 – 1986: LaserMedia Supervisor, art director and animator; developed laser-animation; Motion billboards – the Sunset Strip Playboy building 1980; Broadway: Sandy Duncan's Peter Pan; Rock Concerts: Neil Diamond's '84 world tour, Earth, Wind and Fire's world tour '83, and '84 and Ozzy Osbourne's "Ozzy Bat" Concert Tour and other special venues. Supervised and art directed animation and digitization of graphics for the largest projected animation in the world 50 minutes projected on a

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huge stone wall of carvings of the Confederate Soldiers at Stone Mountain State Park, Georgia 1982-86 This work was documented at one time in the Guinness Book of World Records as the largest ever projected imagery! Created and supervised work for the 1984 Summer Olympics projected billboard and entertainment imagery on the Federal Building in Westwood, California (including MFA Thesis: Omeyotl); work for display at EPCOT Center, Walt Disney World, Florida, 1985.

For more detail of professional work done during the 1980's please follow this [link](#).

AWARDS IN INDUSTRY

10 Award Winning Feature Films

2005, The Chronicles of Narnia: The Lion, the Witch and the Wardrobe, Oscar nominated for Best Achievement in Visual Effects, won a BAFTA Film Award for Best Achievement in Special Visual Effects, and numerous other awards

2004, Scooby Doo 2: Monsters Unleashed, nominated for numerous awards

2004, Elf, won the 2004 ASCAP Film and Television Music Awards it won the Top Box Office Films Award, the 2004 Golden Trailer Awards it won the Best Comedy Award and was nominated for numerous other awards.

2004, X-Men 2, Online Film Critics Society Awards 2004, nominated for the OFCS Award for Best Visual Effects, it was nominated for many other awards.

2004, Sinbad: Legend of the Seven Seas, 2004 Academy of Science Fiction, Fantasy & Horror Films, USA nominated for the Saturn Award for the Best Animated Film and many other nominations

2003, Dr. Seuss' The Cat in the Hat, nominated for numerous awards.

2003, The Rundown, nominated for numerous awards.

2003, Daredevil, nominated for numerous awards

2003, Spirit: Stallion of the Cimarron, won the 2003 ASCAP Film and Television Music Awards for Top Box Office Films; won the Young Artist Award for Best Family Feature Film in the Animation category, it won a 2004 Genesis Award in the category of Feature Film; at the 2003 Academy Awards was nominated for the Best Animated Feature; it was nominated for an Annie Award for Outstanding Achievement in an Animated Theatrical Feature and was nominated for many other awards in different categories.

2000, The Road to El Dorado, nominated for numerous awards.

1998, The Prince of Egypt, at the 1999 Broadcast Film Critics Association Awards it won the Critics' Choice Award for Best Animated Film; at the Young Artist Awards it won the Young Artist Award for Best Animated Family Feature, it also won and was nominated for a number of other awards including an Oscar for Best Movie.

1 Award Winning PlayStation I Game

1996, Alien Trilogy, Awarded the PlayStation Game Award by PS Extreme Magazine, I was the artistic lead, level designer and animator on the project.

PUBLICATIONS

Book

2012, Chavez, M., *Cinematics and Narratives: movie making in an academic environment.* Self-published, ISBN: 978-981-07-2660-7.

2009, Chapter Contribution: Jacobson, M. J., Kim, B., Miao, C., Shen, Z. & Chavez, M. Design perspectives for learning in virtual worlds In M. J. Jacobson & P. Reimann (Eds.), *Designs for learning environments of the future: International perspectives from the learning sciences.* Springer.

Journals

Chavez, M., Chang, Y. (2013) "*Cinematics and Narratives: Movie Authoring & Design Focused Interaction,*" *Live Visuals, Leonardo Electronic Almanac (LEA).*

Chang, Y. K., Morales-Arroyo, M. A., Chavez, M., & Jimenez-Guzman, J. (2008). Social interaction with a conversational agent: an exploratory study. *Journal of Information Technology Research (JITR)*, 1(3), 14-26.

CHAVEZ, M., & LIORET, A. (2006). Artificial Beings That Look Back At Us.

Chavez, M., (1985), *UCLA Animation Workshop Journal Animatrix#2, Laser Animation*

Conference Proceedings

Sole or as first author

Chang, Y.-K., Chavez, M., Morales-Arroyo, M. A., & Jiménez, J. (2012). *An Active Cinema Experience: A Study on User Expectation and Perceived Gratifications of a Real-time Animated Film System.* Paper presented at the Information Technology: New Generations (ITNG), 2012 Ninth International Conference on.

Chavez, M. J., & Kyaw, A. S. (2011). A gesture-based interface and active cinema *Affective Computing and Intelligent Interaction* (pp. 309-310): Springer.

Chavez, M., & Yi, L. L. (2010). *Cinematics and Narratives: an exploitation of real-time animation.* Paper presented at the Cyberworlds (CW), 2010 International Conference on.

Jacobson, M. J., Kim, B., Miao, C., Shen, Z., & Chavez, M. (2010). Design perspectives for learning in virtual worlds *Designs for Learning Environments of the Future* (pp. 111-141): Springer.

Shen, Z., Miao, C., Zhang, L., Yu, H., & Chavez, M. J. (2010). *An emotion aware agent platform for interactive storytelling and gaming.* Paper presented at the Proceedings of the International Academic Conference on the Future of Game Design and Technology.

Chavez, M. J., Gregory, A., Yeung, L., & Xueli, W. (2009). *Voyage to the Age of the Dinosaurs project, an experiential learning situation with undergraduates, graduates and visiting professionals.* Paper presented at the ACM SIGGRAPH ASIA 2009 Educators Program.

Jacobson, M. J., Miao, C., Kim, B., Shen, Z., & Chavez, M. (2008). *Research into learning in an intelligent agent augmented multi-user virtual environment.* Paper presented at the Web Intelligence and Intelligent Agent Technology, 2008. WI-IAT'08. IEEE/WIC/ACM International Conference on.

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- Chavez, M. J. (2008). Animation Trends in New Media in Southeast Asia. PISAF-한국만화애니메이션학회 국제학술대회 공진화 (共進化) 하는 만화 애니메이션, 31~ 37 쪽 (총 7 쪽).
- Hamilton, E., Baylor, A., Chavez, M., Cole, R., Digiano, C., Hurford, A., . . . Lesh, R. (2007). *Assessment of Group and Individual Learning through Intelligent Visualization (AGILeViz)*. Paper presented at the Proceedings of the 2007 conference on Artificial Intelligence in Education: Building Technology Rich Learning Contexts That Work.
- Chavez, M. (2006). *Artificial Intelligence and Dynamic Design: Adaptive Real Time 3D Characters*. Paper presented at the Information Visualization, 2006. IV 2006. Tenth International Conference on.
- Chavez, M., & Lan, T. S. (2006). *Establishing intelligence in dynamic real time 3D characters*. Paper presented at the ACM SIGGRAPH 2006 Research posters.
- Chavez, M. (2005). *Avatar teachers: CLONE3D and NTU/SADM*. Paper presented at the ACM SIGGRAPH 2005 Educators program.

EXHIBITION

Screenings at Film Festivals and Competitions

2013	Machinima Expo	November
	The Hollywood Film Festival	October
	The Great Lakes International Film Festival	October
	Albuquerque Film and Media Experience	June
	Vegas Indie Film Fest!	May
	13th Annual Beverly Hills Film Festival	May
	Colortape International Film Festival	April
	Arizona International Film Festival	April
	Jeridoo Universal Film Festival	April
	AHOF's Savannah International Animation Festival	April
	Boston Science Fiction Film Festival	June
	Canada International Film Festival	January
	The Accolade Competition	January
2012	Love Unlimited Film Festival	December
	The California Film Awards	December
	Urban Mediamakers Film Festival	November
	Vegas Cine Fest	October
	Marbella International Film Festival	October
	European Film Festival	November-December
	Oaxaca FilmFest	November
	Roseville Animation Festival	September

International Screenings within an Academic Setting

2013, 34th Annual International Association of the Fantastic in the Arts Conference, Orlando, FL (March 2013) presented by Ritch Calvin, Department of Cultural Analysis and Theory, SUNY Stony Brook

2012, "Perspectives in Animation", Hong Kong Institute of Vocational Education, (Lee Wai Lee) Department of Multimedia and Internet Technology (MIT), ACM SIGGRAPH Local Hong Kong, presenting [Vengeance + Vengeance] (as director), (Mar 2012).

Private Local "Invitation Only" Screenings

2013, "Animation Crossings", FilmGarde Bugis+, presenting [Vengeance + Vengeance] (as director), (Jan 2013).

International Special Screenings

1994, Motion Capture Samples from the Alien Trilogy - Acclaim Entertainment, Inc. Issue 101: SIGGRAPH 94 Electronic Theater (1994).

1987, Chavez, M., ACM SIGGRAPH ELECTRONIC THEATER 1987 In Atlanta displayed work executed years earlier in laser light and projected on the side of Stone Mountain Georgia. Part of a 50 minute animated show displayed there to millions of people.

Gallery Exhibition

2009, Exhibition @ Gallery/Gallery EX KYOTO, Film co-Director, Producer.

2009, The Fifth annual "SNAP TO GRID: the UN-Juried Exhibit," Los Angeles Center for Digital Art, digital print, "CaN drawing," (Nov – Dec 2009).

2008, DIGITAL FRINGE 08 part of the Melbourne Fringe Festival, entered a digital print from a series titled "Vato: It's All about ME," (Sept – Oct 2008).

2007, "Boundaries," Xposition 'O' Contemporary Dance Fiesta 2007, Gallery Theatre, National Museum of Singapore, Animation Producer http://www.xposition-o.com/po_rm.html, (Aug 2007).

2005, Chavez, M., The Princess of Planet Delight, Second Beijing International New Media Arts Exhibition and Symposium, China Millennium Museum, Beijing, China, selected to display work in a gallery setting, (June – July 2005).

2004, Arroyo Arts Collective 11th Annual Discovery Tour, interactive installation of virtual conversational 3D character, (Nov 2004).

AWARDS BASED ON RESEARCH

Awards Received At International Film Festivals and Competitions

- 2013 The Great Lakes International Film Festival
Best In Genre - Animation Award
VIFF! Vegas Indie Film Fest!
Bronze Bulb Award
13th Annual Beverly Hills Film Festival
Animation Award
Colortape International Film Festival
Nominated for Best Animation Award and Best Direction Award
AHOF's Savannah International Animation Festival
Best Game Animation Award
Canada International Film Festival
Royal Reel Award
The Accolade Competition
Award of Merit
- 2012 Love Unlimited Film Festival
Best of Fest Visual Effects
The California Film Awards
Best Animated Short Award
Urban Mediamakers Film Festival
Third Prize
Vegas Cine Fest
Honorary Mention
Marbella International Film Festival
Best Animation Award

Research Paper Award

- 2010, CGAT -Computer Games and Allied Technology 2010 Best Research Paper Award, Cinematics and Narratives: Development of a Prototype System, Chavez, M., Liu, L., (Apr 2010).

Service Award

- 2008, Special Recognition Award Yellow Ribbon Celebrating Second Chances Awards 2008, in recognition of work done with inmates in the Singapore prison system as part of "Creating Socially Relevant Content in the Digital Animation Form" in the Singapore Prison System (Sept 2008).

Awards Received As Student

- 1987, The Card Walker Award for animation: For overall accomplishment in the area of animation and computer generated imagery
- 1985, The Student Academy Awards: honorable mention for and animated short entitled Omeyotl; the work was done in photographed laser light

GRANTS

As Primary Investigator

- 2012 – 2017, MDA/IDM/2012/8/8-80 Vol-01 "Multi-plAtform Game Innovation Centre (MAGIC)" 10mil SGD awarded to a team of researchers from the Singapore

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University of Technology and Design (SUTD), Games Solution Centre (GSC), and Nanyang Technological University (NTU). My research subtopic “Game Design for Entertainment: a content development think tank” is awarded 460k, role: PI, (Nov 2012 – Nov 2017)

2008 – 2011, NRF2008IDM-IDM004-003 1.7mil SGD, National Research Foundation/Media Development Authority, role: PI, “Cinematics and Narratives: creating stories within real-time visual toolsets” resulted in the award winning short film [Vengeance+ Vengeance] (Nov 2008 – Nov 2011)

2006 – 2012, SUG/NTU 90k Grant 2006 Project Period – “Don’t Do That, Do This” Exploring Real-Time Authoring Toolsets and Addressing Socially Relevant Issues with the Medium of Digital Animation, Primary Investigator, 90k Singapore dollars. Singapore Prison System at Kaki Bukit Prison School in collaboration with and Coordinated with Singapore Corporation of Rehabilitative Enterprises (SCORE)

2006 – 2008, RCC2/ADM 5k Grant 2006 Project Period – “Creating Socially Relevant Content in the Digital Animation Form,” Preliminary research leading to SUG

1988, The Symbolics Corporation 1988 – received a grant in the form of a high-end Symbolics system to execute advanced computer generated imagery for Master’s Thesis work.

As co-Primary Investigator

31/12/2012-31-12/2013 Institute for Media Innovation, IMI, Seed Grant, Project Title: 'Unframed Part 2' , M4080760.B40, PI Ina Conradi, Co-Pi Mark Chavez

15/8/2011-14/8/2012 Institute for Media Innovation, IMI, Seed Grant, Project Title: 'Unframed Part 2' , M4080760.B40, PI Ina Conradi, Co-Pi Mark Chavez

2009 – 2011, Tier1 grant #200604393R Academic Research Fund (AcRF) – Exploring kineto-audio-visual parameter mapping in virtual instrument performance and interactive installation, Singapore S\$50,000. (Mar 2009 – Feb 2011)

2008 – 2011, NRF2007IDM-IDM003-068 – Serious Immersion and Embodied Learning: Traces of Dinosaurs in Earth System Science (Co-PI) Immersive Virtual Environments, NRF/MOE grant approved, S\$1.3 million. (Dec 2008 – Nov 2011)

2007 – 2010, NRF2008IDM-IDM001-030 – Intelligent Agent-Augmented Multi-User Virtual Environments: Research into Designs for Learning Environments of the Future, NRF/MOE grant approved, S\$1.69 million. (Dec 2007 – Nov 2010)

INVITED TALKS

2012, Chavez, M., Science and Art: Third International Forum on the Innovations in Digital Media, Focus: Serious Games and Educational Digital Media, Sponsored by Beijing University of Technology, "Cinematics and Narratives: movie making in an academic research environment," (Nov 2012)

2011, Chavez, M., Capital City Arts Initiative lecture series on contemporary art practice, Nevada Neighbors XXXV: Emerging Animation (Sept 2011)

2011, Keynote address: “Future Cinema” Defense Science Research Conference 2011 – Symposium on Serious Gaming, (August 2011)

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- 2010, Invited presentation: Chavez, M., "The Future of Cinema and 3D Stereoscopy: Challenges Facing Film-Makers," 11th Jeonju International Film Festival (JIFF) in Jeonju, South Korea, (May 2010).
- 2010, Chavez, M., "Creative Imagination and Cultural Technology," International Symposium in Seoul, South Korea, "Specialization and Collaboration: Approach to Interdisciplinary Research in Contemporary Animation," (Feb 2010).
- 2010, Chavez, M., "From Passive to Active: Adaptive Design and Future Visions with Real-time Simulation in Animation" University of Technology Sydney: SIAF Symposium 2010 'Aesthetics and Timing in Animation' (Sept 2010).
- 2010, Chavez, M., "Cinematics and Narratives: Prototype 1.2", Breinbjerg, Morten. "Poesis of Software Use." ISEA2010 RUHR 16th International Symposium On Electronic Art.
- 2010, Chavez, Mark, and Liu Lin Yi. "Cinematics and Narratives: an exploitation of real-time animation." Cyberworlds (CW), 2010 International Conference on. IEEE, 2010. Best Research Paper Award
- 2009, Chavez, M., Computer Games, Multimedia and Allied Technology 09 Conference, Workshop titled "Advances in Games Technology" presenting "Cinematics and Narratives – Immersive encounters in Co-Space".
- 2008, Chavez, M., PISAF Puchon International Student Animation Festival, "The Expansion of Animation in the New Media Environment"
- 2008, Chavez, M., Teaching Cinematic Literacy in the Singapore Prison System, Presented an paper at the Machinima China Festival May 2008, Organized by AKQA, Association of Machinima Arts & Sciences (AMAS) and The Comics Art Association of Wuhan (CAA), Wuhan City, Hubei Province, China.
- 2007, Keynote address: Chavez, M., International Teaching Philosophies Panel at The Broadcast Education Association, (Apr 2007)
- 2004, ACM SIGGRAPH, Displayed research of work that encompassed the creation a piece, "CLONE3D Artificial Comedy and Real Time 3D Characters" 3DX Demo or Die, state of the art in real-time graphics (Aug 2004)
- 2004, ACM SIGGRAPH Los Angeles Local Chapter meeting at Otis School of Art and Design, Showed research done on web-based real time 3d characters
- 1983, Chavez, M., ACM SIGGRAPH Los Angeles Local Chapter Meeting 1983 at the California Institute of Technology, Showed an animated short executed and projected in laser light.

CONFERENCE ACTIVITY/PARTICIPATION

Programme Chair

- 2014, SIGGRAPH Asia Art Gallery Programme Chair, a top tier conference, ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia opens in Shenzhen China in November of 2014
- 2013, SIGGRAPH Asia Art Gallery Chair, coordinating a small team of international jurors, curators and artists for the SIGGRAPH Asia 2013 Art Gallery during November of 2013 in Hong Kong, PRC
- 2008, SIGGRAPH Asia Educators Programme Chair, The first ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia

Papers Presented

- 2013, Chavez, M., Jayabalan, S., Sarvaiya, S., Mak H.K., CGAT 2013 Workshop: Advances in Games Technology, "An Investigation in Appeal in Talking Characters"
- 2011, Chavez, M., ISEA2011 Istanbul the 16th International Symposium on Electronic Art, Paper: Active Cinema.
- 2011, Chavez, M., The Rise of the Creative Economy, The 23rd Society for Animation Studies Annual Conference, Cultural Center of the University of Indianapolis, Athens Campus, Panelist: "Animation Studies – Pedagogy and new frontiers".
- 2011, Chavez, M., Popular/American Culture Associations – SWTX PCA/ACA 2011 Joint Conference "Experiments with an Animation System Designed to Dynamically Manipulate Emotion".
- 2010, Chavez, M., Liu, L., Animation Evolution, The 22nd Society for Animation Studies Annual Conference, Edinburgh College of Art, 9-11th July 2010, "From Active to Proactive: New Opportunities for Real-time Simulation in Animation"
- 2009, Chavez, M., Gregory, A., Voyage to the Age of the Dinosaurs: An Experiential Learning Situation with Undergraduates, Graduates, and Visiting Professionals. Presentation, SIGGRAPH Asia 2009 Educators Program Yokohama, Japan.
- 2009, Chavez, M., Conradi, I., Liu, L., Cinematics and Narratives: Creating an Archetypal Character Based Experience. ISEA2009 – 15th International Symposium on Electronic Art.
- 2008, Chavez, M., Animation Unlimited, The 2008 Society for Animation Studies Conference, Art Institute at Bournemouth, "Philosophies and Methodologies in Animation Research".
- 2007, Chavez, M., ACM SIGGRAPH Singapore Chapter Jakarta, Indonesia Tour, Accompanied a group of businesspersons and students interested in computer graphic and animation through studios in Jakarta, presented research "Creating Socially Relevant Content in the Digitally Animated Form".
- 2006, Chavez, M., "Artificial Intelligence and Dynamic Design: Adaptive Real Time 3D Characters," Information Visualization, 2006. IV 2006. Tenth International Conference on , vol., no., pp.804,810, 5-7 July 2006, doi: 10.1109/IV.2006.24
- 2006, Chavez, M., "Interactive Media and Real-Time 3D Characters," Institute for High Performance Computing in Singapore.

Research Poster

- Chavez, M. and Aung, S.K., "A Gesture-based Interface to Active Cinema," ACII 2011, 4th International Conference on Affective Computing and Intelligent Interaction, conference. (Oct 2011)
- Chavez, M., & Tan S., Intelligence in Dynamic 3D Characters, ACM SIGGRAPH 2006 Research posters SIGGRAPH. (2006)

MEDIA COVERAGE

Magazine Publications

- 2013, Chandock, Ishpreet, AnimationXpress.com Exclusive: Vengeance + Vengeance wins Best Animation Award at the 13th Annual Beverly Hills Film Festival.

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- 2012, UCLA Feature Stories & News - Alumnus Wins Best Animation Award at The Marbella Film Festival in Spain, Announcement.
- 2012, Chandock, Ishpreet “[Vengeance+Vengeance] wins the Best Animation Film Award at the Marbella International Film Festival 2013 – In Repartee with Mark Chavez” Animation Express.
- 2012, Hallett, Nicole, Euro Weekly News, “Talent on the silver screen: Seventh Marbella Film Festival, close with a glitzy bang”.
- 2010, Chavez, M., "From the Animation Industry to Academia and Research" Computer Graphics (CG) Quarterly, Volume 44, Number 1, ACM SIGGRAPH Publication, Visual Research, Evaluation and Assessment in the Age of Computer Graphics.

Television Interview

MediaCorp, News, News and Current Affairs (Chinese), Gun Violence in the United States, (Jan 2013).

Radio Interview

Giles Brown, Talk Radio Europe, Live on Air Interview, Sat 6th Oct 2012, 88.9fm & 91.9fm

CAMPUS OR DEPARTMENTAL

Talks

- 2013, EXTRAVAGANZA@SCAPE is an annual nationwide art competition organized by the Visual Arts Society of NTU, the Comics and Animation Society of NUS, and Collateral Damage Studios, a local arts group. As guest speaker to talk about my work in the field. (Sept 2013)
- 2011, Chavez, M., From Pencils to Pixels – Innovations that Transform Digital Animation, “Future Cinema: Simulation in Animation” Nanyang Technological University, North Academic Complex, (Apr 2011)

Exhibition

- 2011, Port of Call: Selected Works by Faculty from Nanyang Technological University's School of Art, Design & Media (ADM), ADM Gallery 1 & 2, (Feb – Apr).
- 2010, The International Animation Journalist Visit to ADM Animation, Nanyang Technological University, School of Art, Design and Media, Outer Gallery, Animation Faculty Exhibition, Outer Gallery, (Nov 2010).
- 2010, The International Academic Advisory Panel (IAAP), Animation Faculty Exhibition, Nanyang Technological University, School of Art, Design and Media, Outer Gallery, (Nov 2010).
- 2008, IMI/ADM Demo-Graphics, “Artificial Comedy – web based character interaction,” ISEA Conference /IMI NTU, Nanyang Technological University School of Art, Design and Media, (July 2008).
- 2008, IMI/ADM Demo-Graphics, “Dreams /3D animation,” ISEA Conference /IMI NTU, Nanyang Technological University School of Art, Design and Media, (July 2008).
- 2008, IMI/ADM Demo-Graphics, “Films from the Singapore Prison System,” ISEA Conference /IMI NTU, Nanyang Technological University School of Art, Design and Media, (July 2008).

Screenings

2012, Research Seminar presentation in School of Communication and Information, Talk and screening: Mark Chavez – Cinematics and narratives: creating stories within real-time visual toolsets (February 20)

2012, ADM Research Lecture Series – Talk and screening: Mark Chavez – Cinematics and narratives: creating stories within real-time visual toolsets, 14 March 2012

TEACHING

Development Of Teaching Materials

Title of Course	Currently Known As
Animation Development and Preproduction	ADM Final Year Project
Animation Seminar I	Animation Seminar
	Advanced 3D Production
	Visual Effects 1
	Visual Effects 2
Introduction to Storyboarding	Storyboarding
3D Modelling Workshop 1	3D Modelling 1
3D Modelling Workshop 2	3D Modelling 2
Introduction to 3D Production	3D Production
Foundation Drawing (Figure Drawing) 1	Foundation Drawing 1
Foundation Design & Time 1 & 2	Foundation 4D 1 & 2

Teaching Award

Recipient a Certificate of Honour for the Koh Boon Hwee AY2011-2012 Scholars Award for Inspirational Mentorship

Workload For 2013/2014 Academic Year

Supervising 3 students working on 2 Animation Area, 1 Product Design Final Year Projects (FYP)

Supervising 3 Undergraduate Research Experience on Campus Scholarship (URECA) students

Semester1 2013-14:

DT2003 – 3D Modeling I – G1

DT2001 – 3D Production – G1

Short Courses

2006, Creative Learning with Storytelling (current) – Established an initial 10 to 15 week course teaching cinematic storytelling techniques to inmate of the Singapore Prison System at Kaki Bukit Prison School. Plans are to expand this program with these initial inmates into a program that authors serialized cinematic content.

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2005, SiTEX Your Digital Playground 30 November through 3rd of December – Presented research into responsive talking real-time 3D characters at a consumer oriented electronics product show.

MEDIAAction! Media Conference – presented proposed SiTEX exhibition materials to MDA officials.

2006, MIXED REALITY SUMMIT, 27 November 2006 (Mon), 1 pm – 5.30pm, Lecture Room 1 @ Level 2, Educational Wing, Nanyang Executive Centre, Nanyang Technological University – presented research concepts and focus “Self Aware Characters with Creating Adaptive Design: Intelligence And Artificial Comedy”

2006, MACHINIMASIA SUMMIT 25 Sep 2006 (Mon), 2pm – 5.30pm, AV Lecture Room B1.1, School of Art, Design & Media (ADM), Nanyang Technological University – functioned as master of ceremonies and presented research concepts and focus “Self Aware Characters Creating Adaptive Design: Intelligence And Artificial Comedy”

2006, The International Digital Media & Entertainment Exhibition and Conference Animation & Visual Effects Seminar, 21st June 2006, Wednesday | Singapore Expo – The Animation and Visual Effects Seminar is a showcase of the latest projects from the world's leading production companies and education providers. Created a 20 minute presentation covering “History of Animation in a real Time Context”

2006, Arizona Western College – “Working in the Animation Industry,” presented a summary of work created professionally to the students of Arizona Western College in Yuma, Arizona

2006, VCamp – History of Animation in a Real Time Context, Current Research: Conversational Characters in Real-Time Media Presented a brief paper about the history of real time media and the potentials for the future at VCamp. VCamp, held in conjunction with the Singapore Science Centre is open to Secondary 2 & 3 students in Singapore with over 100 participants from over 10 schools.

2006, Investigations in Emergent Theater, Wrote a brief for the Dean detailing possible avenues of research with MIT 01/17/2006

2006, Institute of High Performance Computing Seminar Series, “Conversational Characters in Real-Time Media,” presentation of research focus and previous work to members of the Institute of High Performance Computing

2005, In the Master's Program Room NTU/SCI, Presented the focus of my research to the graduate students and faculty of the School of Communication and Information at Nanyang Technological University

2005, Presented a lecture entitled “Real Time Character Animation” for the Computer Engg (BEng and MSc) departments Computer Game Programming/Computer Game Design class taught by Edmond Cyril Prakash (Asst Prof)

DEPARTMENTAL/UNIVERSITY SERVICE

2013 – 2005, Animation Committee Member: revised the curricula for the animation area and introduced new classes

2011 – 2008, URECA Faculty Advisor

2011, VICE CHAIR of the Research Grant Administration Support in Schools Committee, co-authored the final report submitted to the Research Support Office (RSO)

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2011, Research Committee Member, Worked on arranging with Wahlian Pte Ltd and their local subsidiary Tornado Entertainment (<http://www.tornado-ent.com/>) an arcade/entertainment center, to draft Memorandum of Understanding (MOU) for the establishment of a Center (for interactive research) at the School of Art, Design & Media

2010 – 2008, FYP Committee,

2010 – 2008, Research Committee

Reappointment Review Committee 2009-10, 2008-09

2008, Invited Professor Vibeke Sorensen to Singapore to take part in SIGGRAPH Asia 2008; organized accommodations in the university, introductions, and a public talk.

2008, Invited Professor Vibeke Sorensen to conduct a two week workshop at ADM in October 2008, as an Artist in Residence; organized classroom activities, accommodations in the university, introductions, and a public talk, etc.

Public Service

2008 – 2007 “Creative Learning with Storytelling” current – Teaching Creative in the Singapore Prison System at Kaki Bukit Prison School; a collaboration with the Yellow Ribbon Project and SCORE (Singapore Corporation of Rehabilitative Enterprises), creative learning with storytelling in Machinima for the student inmates as part of their rehabilitation.

Service Awards

2008, Singapore Corporation of Rehabilitative Enterprises (SCORE) Special Recognition Award – Special Recognition Award Yellow Ribbon Celebrating Second Chances Awards 2008, Saturday, 6 Sept 08, in recognition of work done with inmates in the Singapore prison system.

OTHER RESEARCH EXPERIENCE

Grants Proposed But Not Awarded

2006 “Detecting Autism in Early Childhood” – exploration study, in collaboration with the School of Computer Engineering’s Center for Computational Intelligence, (Tier 2 Grant Applied for as Co-PI)

2006 “Self Aware Characters” (Cognitive Cinema) Engaged in research that encompasses the creation of real-time characters with AI backed personalities. (work related to SUG project)

2010, GAMBIT Local Call-For-Proposal – Character Constructor

2007, NRF2007IDM-IDM005-004, “Creative Learning with Animation (CLA),” written as Primary Investigator, an interdisciplinary research program designed to develop technologies that nurture creative intellectual insights, provides an integrated approach toward animation. (NRF/MOE)

2008, Ministry of Education Academic Research Fund (AcRF) TIER 2, A Toolset for Building Cognitive Agent-Based Emotion-Sensitive Systems, as co-PI.

2007, “The Discovery Center’s Virtual Hostess” 4 January 2007 Proposed – Brand-able kiosk character for the centre in the form of an intelligent virtual agent. (Proposed for private funding)

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2006, Tier 2 Grant Proposal, Episodic Explorations in Cinema, Creating Movies with Real-Time Media

2006, SIPA/MDA Collaborative Grant Opportunity, Exploring Real-Time Authoring Toolsets and Addressing Social Issues in the Medium of Digital Animation

2006, "Digital Info Technology Pte Ltd" to develop licensed character properties and existing characters not exclusive to the Hollywood style.

2006, "Directions for possible collaboration with HGI GAMES" 24 July 2006 – Proposed a collaboration that included the integration of a library of humanoid real-time 3D characters with the ability to modify their likeness to suit your taste.

SERVICE TO PROFESSION

Service as a Reviewer

2013 – 2009, External Examiner for Ngee Ann Polytechnic's School of InfoComm Technology (ICT)

2009, Computers & Graphics, An International Journal of Systems & Applications in Computer Graphics, reviewer for SIGGRAPH ASIA 2009 Best Education Papers special issue

2009, SIGGRAPH Asia Education Programme Paper Reviewer, Juror and Mentor

2009, EuroGraphics Educators Program Juror

2009 – 2008, Served on steering committee the initial proposal for SIGGRAPH in Asia 2008 and 2009 – held in Singapore during December 2008

2009 – 2008, Served as a board member of the Local Singapore SIGGRAPH – a branch of the ACM SIGGRAPH a special interest group in computer graphics and interactivity.

2006, Short listed video entries for COMGRAPH 2006 – computer generated imagery and animated film festival run by Singapore SIGGRAPH.

2006, Research + Art Exhibition DIME-ARTS 2006 – jurored selection for the art show <http://www.dime2006.org/> Rangsit University, Bangkok, Thailand

2005, ImageReel – Conducted a short presentation as a member of Singapore SIGGRAPH and NTU/ADM in a public forum at the National Youth Park.

2005, Chaired short listing review committee for video entries for COMGRAPH 2005 – computer generated imagery and animated film festival run by Singapore SIGGRAPH.

Consultant

Haptik Inc. (1995) regarding appropriate methods to use for creating technology that would result in real-time web based agents.

PROFESSIONAL MEMBERSHIPS/AFFILIATIONS

2013 – 2005, ASIFA-International Animated Film Association

2013 – 2005, ACM SIGGRAPH

2013 – 1985, The Animation Guild

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