



AnnMarie Cernoch

CGI Lighter/Generalist

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Education

- 2005-2008 **Master of Fine Arts (MFA)**, Electronic Visualization Laboratory (EVL), University of Illinois at Chicago (UIC), with a focus on 3D graphics and physical computing. For MFA thesis show, developed three kinetic sculpture projects with emphasis on human-computer interaction: robotics, 4K projected video and a kinetic LED sculpture, all being prototyped in Maya with Mental Ray; Caustics or Global Illumination. Used polygon modeling with detailed texturing. Lighting was always emphasized. Collaborated with computer science and art students. Built custom display systems for artwork.
- 2004-2005 **Master of Science (MS) credits** (transferred to UIC), Illinois State University. Received an assistantship that involved assistant lab manager responsibilities. Assisted with tech set up in annual graduate show; collected artworks and delivered them to the gallery.
- 2000-2003 **Bachelor of Fine Arts Degree (BFA)**, School of the Art Institute of Chicago, with a specialization in computer animation. Worked closely with professors to push my artistic visions forward, while advancing the boundaries of art through 3D animation.

Experience

- 2011** **Lighting TA, DreamWorks Animation, Glendale CA.**
Create sequence setup, technical support, lighting shots. Work closely with leads and cg supervisors to create easily accessible scenes for lighters.
- 2010** **Lighting Artist, Nickelodeon Studios, Burbank CA.**
Created character & set lighting for: "Penguins of Madagascar" TV series, "KungFu Panda" TV series, "Fanboy & ChumChum" TV series.
- 2009-2010** **Texture Artist (volunteer), "Devils, Angels and Dating" team, US.**
A global collaboration to create an animated short. Helping with modeling, texturing, rigging & effects.
- 2009** **Adjunct Professor, Elgin Community College, Elgin, IL.**
Maya 2009/ Blender 3D: Modeling/Lighting/Rendering/ Shaders & Animation.
- 2006-2009** **Freelancer: Industrial Design Clients. Private Clients. Film Clients. USA/UK.**
Modeled electric car designs, rendered high-rez print imaged with Mental Ray. Custom lighting. Created logo sequence, including custom 3D text font using Maya tools: modeling, particle system, fluid effects, paint effects, camera work.
- 2008-2009** **Adjunct Professor, Illinois Institute of Art, Chicago, IL.**
3D character animation, rigging/skinning, animation principals, lighting/rendering.
- 2007-2009** **CGI Modeling Instructor, Gallery 37, Chicago, IL.**
Interface/Modeling/Lighting/Rendering/ Shaders/Animation/Rigging/Skinning.
- 2006-2008** **Research Assistant, EVL, UIC, Chicago, IL.**
Managed lab videos. Communicated equipment issues to tech support. Web developer for EVL's A/V website www.evl.uic.edu/AV. Developed wireless device for LambdaTable.

Skills (Mac, PC & Linux)

- Software:** Maya 2009-4, Zbrush, Fusion, studio proprietary software, HDR Shop, Blender, Final Cut Pro HD, After Effects, Combustion, Premiere Pro, Adobe Suite, QuickTime.
- Languages:** Python, MEL, pymel, Wiring, Arduino, Processing, Max/MSP & Jitter, HTML

Exhibitions

- 2010 “Pathways and Portals: Art, Nature and Science”, Illinois State Museum, Chicago, IL.
Infinity Gliders II, second rendition of concept. Illusion of space. Servo/pulley system robotics and programming. Wall-mounted instillation. Light-weight wood, LEDs and mirror materials.
- 2009 “Illinois Women Video Artists”, Illinois State Museum, Chicago, IL.
Lighting Demo Reel showing. Extended shorts included: Clipper, La Lavande, Summer Flower.
- 2008 “Alley of Art Show”, Elgin Cultural Arts Commission, Elgin, IL.
Replication of System was on display in an outside exhibition. The project was installed in an overhead position at a downtown park. Sensors were attached to trees and benches.
- 2008 “Thesis Show,” EVL, UIC, Chicago, IL.
Replication of System was an interactive kinetic sculpture inspired by a human brain cell’s communication system. Developed the visual aesthetics with Maya and then constructed the sculpture in physical space using readily available materials and electronic components. Worked with an EVL programmer to program the human-computer interactions. Sculpture reacts to sound vibrations on room surfaces by showing an animated sequence of colored LEDs.
BendyBots was a 6-foot long sculpture of 20 animatronic robots, taking inspiration from ocean plant life. Robots have glowing electroluminescent wires in the center of their wormlike bodies. The robots sit on a white rectangular shelf. Collaborated with an EVL programmer to make robots consistently sway from right to left.
- 2008 “Image of Research Exhibit”, UIC, Chicago, IL.
Infinity Gliders are custom wall-climbing robots. Instillation constructed out of mirrors, foamcore, LED lighting and electronic components. Developed concept and built the visual elements of the project. Collaborated with an EVL programmer on the robots’ AI.
- 2007 “End of the Year Show,” UIC, Chicago, IL.
Virtu-tone is an interactive sculpture that hypothetically represents a technological ecotone. Comprised of 5 flat-screen monitors driven by 1 PC. Created wooden frame allowing sculpture to be volumetric, both virtually and physically. Project contained semi-intelligent blob-like virtual creatures, that inhabit the physical sculpture. Creatures were programmed with object avoidance and routine behaviors. I conceptualized the installation configured and built the display. Collaborated with EVL students and staff to write the software and implement the project.

Awards

- Provost Award for Graduate Research, UIC, 2008. *Replication of System*.
- Image of Research Competition, UIC, 2008. *Infinity Gliders*.

Memberships

- Association for Computing Machinery (ACM SIGGRAPH), 2007-present

Professional Activities

- SIGGRAPH 2009, attendee, New Orleans
- Gallery Talk 2009, Illinois State Museum, Chicago
- SIGGRAPH 2007 Student Volunteer, San Diego
- Active LinkedIn member - professional networking

Personal

Play volleyball with friends; build motion-based robots; reading; jogging; go to movies; researching online, blogging on cgi forums, collaborate with fellow artists; baking & cooking.