

KENNETH P. GEORGE

Animator, Marketing Director, Educator

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Portfolio:
<https://atlaspictures.art>
vimeo.com/atlaspictures

EDUCATION

Master of Science (MS) » Digital Cinema & Animation - DePaul University, Chicago. – 2010

Bachelor of Art » Graphic Design/Marketing - Western Illinois University, Macomb, IL. Cum Laude – 2007

CREATIVE EXPERIENCE

Marketing & Communications Director: Indian River Charter High School » Vero Beach, Florida. 2015 - 2017

Marketing responsibilities included: Design for both Print & Web based Advertising, Social Media, Event Promotion, Newsprint, School Program Design, Grant Submissions & Official Webmaster.

Some of my responsibilities as Communications Director were: Community Programming, Advocating for Charter Schools, radio & TV appearances, a Bridge of Communication for parents, teachers & students.

Atlas Pictures (Owner): Video, Photography, Motion Graphics, 2D, & 3D Animation.

Clients

Suncoast Mental Health Center, The Vero Beach Museum, Cox-Gifford Funeral Home, Once A Pickle Designs, Greetings4Meetings, Vero Beach Wine & Film Festival, Cultural Council of Indian River, The Pistol, LLC. NoStigmas, Eden Salon & Med Spa, Luminaries, RW Advertising, Career Education Co., Big Teeth Studios, TRX Equipment, Mutant Nutrition & DePaul University, Vero Vine.

Motion Capture Studio Specialist – Red Eye Studio » Hoffman Estates, Illinois. - Summer 2009

My responsibilities included: Assisting team with motion capture and digital 3D production. Worked on daily studio tasks including set building, calibrating & capturing data, clean up for the STARS animated feature, “*Gnomeo & Juliet*.”

TEACHING EXPERIENCE

Art & Photography Instructor: The Vero Beach Museum of Art » Vero Beach, Florida. 2018 - Current

Digital Photography & Film Instructor: Indian River Charter High School » Vero Beach, Florida. 2016 – 2017

Adjunct Professor of Animation: DePaul University, Chicago, IL » August 2010 – November 2013

Adjunct Professor of Animation: Waubensee Community College, Sugar Grove, IL » January 2013 – June 2013

Private Tutoring for Film, Design & Animation » January 2016 - Current

College Courses Taught:

3D Animation & Multimedia Students are introduced to 3D Computer Art and Design. 16-week courses include weekly projects in 3D Modeling, animation, UV mapping, texturing, lighting & rigging. Students learn the Autodesk Maya interface, its tools & capabilities. Final project includes fully rendered 30 second animation.

Animation & Compositing Students learn how to apply the 12 animation principles using a variety of hand drawn and 2D computer techniques. Projects ranged from morph animation to key-frame animation using Adobe Ae and Ps. Students also become familiar with animated films and directors.

Motion Capture Designed a new course in which students learned the 3D production pipeline in Maya, using their own performance capture to create live animation. Final project included a rendered 30-second animation using their animation data. Software used was Autodesk Maya, Motionbuilder and Ae.

COMPUTER SOFTWARE & YEARS EXPERIENCE



12 Years



9 Years



10 Years



10 Years



10 Years



7 Years



6 Years



2 Years



2 Years