

# CV

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## Jane Veeder

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## EDUCATION

- 1975-77    **The School of the Art Institute of Chicago (MFA)**  
Video, filmmaking
- 1967-69    **California College of Arts & Crafts (BFA)**  
Ceramic sculpture, photography
- 1966-67    **The Maryland Institute, College of Art**  
Art foundation courses, art history, and ceramics
- 1962-64    **Antioch College**  
Liberal arts program with art foundation, theatrical production

## PROFESSIONAL EXPERIENCE

### Academia

**Currently - Professor of Digital Media Design, Department of Design & Industry  
College of Creative Arts, San Francisco State University**

### **2004-5 – NSF Funded Research Project: Bargaining in Computer Games**

See Research / Publications

### **2004 – Acting Chair, Spring/Summer, Department of Design & Industry**

Teaching courses in Web3D, 3D computer animation, interactive new media, GUI design, and 2D motion graphics. Recently built the 3SPACE Lab for computer animation, product design, and Web3D. Set up the initial phase Digital Cinema Lab for the Cinema Department in 1996. Founding director, Advanced Computer Imaging Center, an advanced study area for 3D computer animation (1988-1994); Founding co-director, Faculty Multimedia Research and Development Center (1992-1994); director, Creative Arts Computing Lab (1988 - 1999). Member of New Media Institute Advisory Group (1997-98), University Educational Technology Advisory Committee (1992-94), College of Creative Arts Computer Advisory Committee (1988-present).

### **1985 - 1986 Visiting Professor in Computer Graphics, Design Department Pacific Northwest College of Art, Portland, OR**

Created a new computer graphics lab, courses, and workshops as part of a grant-supported initiative. Produced an evening presentation of computer animation and curated a computer art exhibition for the school gallery.

### **1977 - 1983 Freelance Educator/Trainer**

Many courses, seminars, and intensive workshops in computer graphics, real-time animation programming, microcomputer art, and video synthesis.

Academic/Media Center Art Courses and Workshops - Banff Centre School of Fine Arts, Canada; Kent State University; Cleveland Institute of Art; The American Center, Paris; Creative Arts Magnet School, Buffalo; Armory for the Arts, Santa Fe; California State University at Sacramento; Media Study/Buffalo.

Professional Seminars - Datamax Training Seminar, Chicago; Center for Medical Communication, East Carolina University; Cleveland Design Society.

## Industry and Other

### **Creative Management - Interactive Entertainment**

8/1994 - 8/1995 Director of Animation

Time Warner Interactive, Inc., Milpitas, CA

Upper level management position in charge of the animation functional group of a large, established videogame company (the former Atari Games, Coin-Op Division). Group was comprised of 50+ computer animators, stop-motion animators, video production lab, coordinators, art directors, graphic designers, technical research and administrative support staff. Directed recruiting, training, reviews, and research and evaluation of new computer animation and production technology.

### **Software Development & Commercial Animation**

1987 - 1988 User Interface Technical Support Specialist

Wavefront Technologies Inc., Santa Barbara, CA

Member of group which designed and developed a new graphical user interface (look and feel, high level command language, and the supporting object-oriented UIMS) for 3D animation software.

1986 - 1987 Customer Training and Documentation, Wavefront Technologies

1980 - 1981 Artist-In-Residence

City of Chicago, Chicago, Illinois

CETA arts program artist-in-residence to Board of Education/Public Radio/ITV Division. Produced promotional computer animations for television and a study on nationwide applications of cable TV to education.

1979 - 1985 Animator and User Interface Designer, Graphics Software Designer

Real Time Design, Chicago, IL

Member of startup company which developed computer graphics software languages, graphics applications, and graphics hardware. Project director on Bally-Midway color compression/paint project.

### **Event Design/Management**

1983 Audio/Video Chair (volunteer)

SIGGRAPH '83 Annual Computer Graphics Conference

Responsible for \$258,000 budget planning/management, contracting A/V management, overseeing design/planning/performance of systems and personnel.

1979, 1981, 1982 Audio/Video Management (paid)

SIGGRAPH '79, '81, '82 Annual Computer Graphics Conference

Co-managed conference audio/visuals: event room design, systems design and specification, A/V personnel support, interface contact.

### **Media Facilities Design/Management**

11/78 - 5/79 Media Center Manager

The School of the Art Institute of Chicago

On an interim basis, managed Media Center/Photo Dept. facility, supervised employees, budget lines, designed new facilities and implemented re-organization.

### **Theatrical Production**

1966 Center Stage Repertory Season, Baltimore, MD

1965 McCarter Theatre Repertory Season, New Jersey

1964 Antioch Summer Shakespeare Festival, Ohio

1964 The Loft Experimental Theatre, Yellow Springs, Ohio

### **Speaker/Visiting Artist/Events**

2003 **Guest Host**, SFWEB3D October meeting at the 3Space Lab, DAI Department, SFSU  
Organized presentation by Linden Lab, developers of Second Life, online society/MMOG, and hosted – with Design of Virtual Worlds students – meeting and guided attendees in trying out Second Life on 3Space Lab computers.

**Panel Chair**, SIGGRAPH 2003 Web Graphics Forum on “Exhibiting Web Art”. Also served as a Web Graphics **Committee Member**, helping to publicize the call for participation and jury entries to the Web Graphics Forum and Expo Online Exhibition.

**Presenter**, SIGGRAPH 2003 Web3D Birds-of-a-Feather Showcase  
Presented Web3D instructional research, student projects from "Design of Virtual Worlds" class.

**Presenter**, SFWEB3D/Flash Kit 3D Showcase Night, Flash Kit Conference, San Jose, CA.  
Presented Web3D instructional research, student projects from "Design of Virtual Worlds" class.

**Speaker**, San Francisco Academy of Art College  
Talk on “Academic Careers” to the Professional Practices and Communications class

**Speaker**, “Time, Space, and Process: A Pilgrim’s Progress Through Feature-Land”, Animation Production Lecture Series, Department of Computer Science, University of Washington, Seattle

2002 **Presenter**, North Bay Multimedia Association, San Raphael, CA (with Larry Rosenthal)  
Discussing Web3D design instruction and presenting Web3D authoring program AXEL.

**Panel Speaker**, San Francisco Chapter Meeting ACM SIGGRAPH, panel on Real-Time and pre-Rendered Interactive 3D for the WWW. Talk on teaching Web3D and student work from my Design of Virtual Worlds class.

2000 **Lecturer**, Design Lecture Series, CSU Monterrey Bay  
“Design Process for (Emerging) Digital Spaces”.

- 1999 **Panel Speaker**, Organization of Black Designers Symposium, Yerba Buena Center for the Arts, S.F. "Digital Diversity: Expanding Innovation, Access, and Equity"; talk focused on the evolving relationship between digital media "creatives" and Renaissance-style corporate patrons.
- 1998 **Lecturer**, Evergreen University  
"Tricky Futures: Notes to Young (Digital) Authors"
- 1998 **Contributor**, History Exhibit, 1998 ACM/SIGGRAPH International Conference on Computer Graphics and Interactive Techniques. Early (1980) computer graphics system, the Datamax UV-1 Zgrass Machine and peripherals, and short description of the system and its historical significance.
- 1997 **Panel Speaker**, SIGGRAPH '97 Computer Graphics Conference  
Panel on educating animators for the entertainment industry; talk focused on factors behind the shortage of animation teachers and taking a long view on the role of animators in relation to evolving animation production technology.
- 1996 **Panel Speaker**, San Francisco Art Institute, Art Writing Conference panel, "Online Interactivity: Will the Online Media Live Up to Their Technological Potential?"  
  
**Lecturer**, Museum of Modern Art, NY, Video Viewpoints Series, "The Digital Artist and Tool Development Trends" including a presentation of **JG3D**, 3D animation work in progress.
- 1995 **Panel Chair**, SIGGRAPH '95 Computer Graphics Conference  
Two panels on the videogame industry:  
  
"Videogame Industry Overview: Technology, Markets, Content, Future". Speakers were (History of Videogame Content) Mark Stephen Pierce, Time Warner Interactive, (Videogame Display Technology) Eugene Jarvis, Williams-Bally-Midway, (Market Trends) John Latta, 4th Wave, Inc., (Videogames for Women) Sherri Graner, American Laser Games, and (Videogames Move into 3D) Jez San, Argonaut Software, Ltd.  
  
"New Developments in Animation Production for Videogames". The Panel Speakers were Paul Lewis, Time Warner Interactive, Robert Greenberg, R/GA, Robert Stein III, Trilobyte, and Craig Upson, SGI Silicon Studio.
- 1994 **Panel Speaker**, "Women in Multimedia" Roundtable Discussion, Yerba Buena Art Center, S.F. Talk focused on new technology-centered work cultures, gender influences in technology design, interdisciplinary working environments and enterprises, cross-cultural issues relating "women and new technology" to "creatives and new technology".
- 1994 **Lecture**, "Visualize Yourself, or Getting Ahead in a Post-Literate World, or The New Media Education for Artist and Scientist", St. Mary's College, Science Dept. Visualization as imperative for an information-rich world, read-write-animate as the new fundamentals, interdisciplinarity in the new art-research-work place, common concerns and educational priorities for the sciences and the arts.
- 1993 **Panel Chair**, SIGGRAPH '93 Computer Graphics Conference  
"Updating Computer Animation: An Interdisciplinary Approach" Panel featuring speakers from Mathematics Visualization (Charlie Gunn, Technisches Universitaet, Berlin), Entertainment Character Animation (Tina Price, Disney Features), Forensic Animation (Scott Liedtka, Forensic Technologies, SF),

- Animation History (Bill Moritz, Cal Arts), and Fine Arts Animation and Animation Education (Jane Veeder, SFSU).
- 1993 **Panel Speaker**, "Art in the Age of Electronic Media: Artists Using Multimedia", Film Arts Foundation Panel Series in collaboration with SF Cinematheque and Bay Area Video Coalition.
- 1993 **Lecturer**, Emmenger Lecture Series, Mathematical Sciences Research Institute, Berkeley, CA. Talk dealt with my personal creative research and teaching application of theories of sensory perception, creativity and visual thinking.
- 1992 **Presenter**, Educom '92, Conference on Educational Computing, Baltimore, in collaboration with Macromedia software company.
- 1991 **Presenter**, San Francisco Amiga 3D User Group Meeting, SF. Showed examples of student work and talked about my courses.
- 1991 **Panel Speaker**, SIGGRAPH '91 Computer Graphics Conference Panel on "Making Virtual, Artificial, or Real Computer Art", Las Vegas, Nevada. Talk addressed educational and creative process issues of 3D computer animation.
- 1991 **Visiting Artist**, California Institute of the Arts, Valencia, CA. Evening lecture on my work and a day of student consultations.
- 1991 **Invited Participant**, SIGGRAPH '90 Workshop "Teaching Computer Graphics in an Art and Design Environment".
- 1990 **Visiting Artist**, University of Massachusetts Art Department, Amherst. Evening lecture "Time, Space, and Process" and student consultations.
- 1990 **Course Speaker**, National Computer Graphics Conference Course on "Motion Graphics". Focus on motion-teaching strategies for computer animation.
- 1990 **Presenter**, "Bay Area Computer Graphics Education", Bay Area SIGGRAPH Chapter Meeting.
- 1989 **Panel Speaker**, NCGA/CADRE Arts Conference Panel on "Collaborations and Contradictions of Computer Animation". Talk on the contrast between low and high-end technologies and production environments, studio artist vs collaborative production, and ramifications for education.
- 1989 **Course Speaker**, Supercomputing '89 Computer Graphics Conference Course on Design & Aesthetics for Scientific Visualization. Talk on interdisciplinary strategies for visualization design and production, in particular self-education in design, motion and depth perception, and creativity.
- 1988 **Course Speaker**, SIGGRAPH '88 Computer Graphics Conference Course on User Interface Considerations of Windowing Systems. Invited presentation on (newly invented) windowing systems from an artist's perspective and diagonal approaches to graphic design, metaphors for window content and behavior.
- 1986 Museum of Modern Art, NY  
Reed College Symposium, Portland, OR  
University of Massachusetts, Amherst, MA

- Massachusetts College of Art, Boston
- 1985 Honolulu Academy of Arts, Hawaii
- Hui Noeau Art Foundation, Maui
- IMAGE Film/Video Center, Atlanta, GA
- University of South Carolina, Columbia, SC
- Highland Park High School, IL
- University of Waterloo, Ontario, Canada
- 1984 Loyola College, Chicago,
- Ars Electronica '84, "Digital Culture" Section, Linz, Austria
- Videoculture New Media Festival, Toronto, Canada
- 1983 Kent State University/Blossom Art Festival, OH
- Cleveland Society for Communicating Arts, OH
- Lyons Township High School, LaGrange, IL
- 1982 Women in Computing Association, Chicago
- 1981 The School of the Art Institute of Chicago
- Media Study/Buffalo, NY
- 1980 SMPTE Annual Seminar Meeting, Chicago
- Chicago Industrial Television Association
- 1979 Antioch College, OH
- National Federation of Local Cable Programmers
- Chicago Editing Center
- 1978 California College of Arts & Crafts, Oakland, CA
- University of Wisconsin, Milwaukee
- 1977 Alfred University, NY
- 1976 California College of Arts & Crafts, Oakland, CA

## CREATIVE WORKS AND ACTIVITIES

### Major Creative Works and Selected Exhibitions

**Allegorical Worlds** Interactive 3D virtual worlds using interactive experience (visual, spatial, and sonic) to drive non-linear narratives dependent upon an evolving point-of-view. Fall semester, 1999, sabbatical project.

**JG3D (Jane Goes 3D)** 3D computer animation relating my personal creative history and formal investigations of 3Space and 3Motion. Sound track composition by Richard Marriott, of the Club Foot Orchestra and a games composer for Time Warner Interactive.

- Evergreen College, OR, Electronic Media Series, 1998
- Museum of Modern Art, NY, Video Viewpoints Series, 1996

**4KTAPE** Commissioned by Ars Electronica 1986, Annual Festival on Arts and Society in Linz, Austria, for their "NEW IMages" Project. A four minute computer animated work for presentation at the festival and broadcast on the Austrian Broadcasting Network. 1986. Created in response to an impulse paper by Fritjof Capra entitled "The Challenge of the Turning Point". An ode to resonances between cybernetic, biological (sexual), and cultural looping.

- The Second Emerging Expression Biennial: The Artist and The Computer, The Bronx Museum of the Arts, 1987-88
- Pacific Northwest Computer Graphics Conference Film & Video Show, 1987

- Included in SIGGRAPH Video Review vol. #25, 1987

**VIZGAME** Interactive computer graphic and sound synthesis installation. Player uses graphic interaction to develop a complex, cyclical real-time animation. Sound track is determined by choice and placement of figures. Features animated instructions. 1985.

- 4th Annual Pacific NW Computer Graphics Conference, Eugene, OR, 1985
- SIGGRAPH '85 Art Show, 12th Annual Computer Graphics Conference, San Francisco

**FLOATER** Real-time computer animation with both visuals and synthesis sound generated by the same program. Real-time graphic processes merge with cycling the system's 16 screens to generate combinations of periodic motions that play to visual reflexes. 3/4" Color NTSC Videotape, 1983, 6:12 minutes, Dual Monaural Sound. 1983.

- Included in "The Independents: DIS/PATCHES", a series for broad/cablecast produced by The Learning Channel (Gerald O'Grady, executive producer) in association with the MacArthur Foundation and the National Endowment for the Arts.
- Computer Animation Award, VideoCulture 1984, Toronto Canada
- Included in the SIGGRAPH Video Review, vol 8
- "The Second Link: Viewpoints on Video in the Eighties", via Walter Phillips Gallery of the Banff School of Fine Arts, Canada (1984), 6 locations in Canada, US, and Europe, including the MOMA, NY and the Stedelijk Museum, Amsterdam
- "SIGGRAPH '83 Exhibition of Computer Art", via ACM/SIGGRAPH, 1983-84, locations: 15 US, 11 Japan, 4 France, 1 Italy

**WARPITOUT** Interactive computer graphic and sound synthesis installation, supporting real-time color graphic play with a digitized (facial) image of the current player using a menu-driven selection of drawing and processing modules. These modules are based on personal drawing tools and animation routines. 1982.

- Ontario Science Center, Don Mills, Ontario, Canada. Featured in "The Artist As A Young Machine" exhibition (1984), and a permanent installation.
- SMART ART: A Small Exhibition of Visual Computer Works, Wentz Gallery, Pacific Northwest College of Art, Portland, OR (1986)
- CHICAGO: Biographies of an Interactive Lifestyle, Walter Phillips Gallery, Banff Center School of Fine Arts, Canada (1985)
- CURRENTS 5: Video Installations, Milwaukee Art Museum, WI (1984)
- SIGGRAPH '82 Art Show, Conference on Computer Graphics, Boston

**MONTANA** Real-time animation work involving images gleaned from 5 years of video-making expeditions from Chicago to the Mountain West. Computer graphics is used as a synthetic medium in which to manipulate and combine images, geo processes, info associations, and future-fantasies. 1982.

- Shown internationally and acquired by the Museum of Modern Art, NY, the Banff Centre, Canada, and the Virginia Museum, Richmond.
- "The Artist and the Computer", Travelling Exhibition via Long Beach Art Museum, 1983-84, 3 locations in US and Europe
- "Highlights of the 1982 National Video Festival" Travelling Exhibition, PhotoShow International, via American Film Institute, 1982-83, 6 locations in US
- Distributed by the Museum of Modern Art, NY
- Film & Video Show, SIGGRAPH '82 Computer Graphics Conference

## Creative Works - Other

- 1988 VIZGAME Document 10:00, color, mono  
1982 WARPITOUT Document 7:30, color, stereo  
1981 TARGET SIGGRAPH/81 17:00, color, stereo\*  
1980 SURFACE TENSION 20:00, b/w, mono  
1979 SIGGRAPH SAMPLER 1979 10:00, color, stereo\*  
1979 PROGRAM #9 (Amateur TV) 29:00, color, stereo\*  
PROGRAM #7 (Revised for TV) 29:00, color, stereo\*  
1978 LOOPCYCLE 5:00, b/w, stereo  
1977 BELLY/HANDS 5:00, b/w, stereo  
PROGRAM #1 29:00, color, stereo\*  
FEEDBACK FACE 2:00, b/w, mono  
1976 S-TAPE 23:00, b/w, mono  
\* co-produced with Phil Morton

## Exhibition Record

### **Videotape Exhibitions - Broadcast/Cablecast/Satellite**

- 1984 The Learning Channel (Satcom IIIR), "The Independents"  
1984 Rogers Cable / Videoculture Festival, Toronto, Canada  
1983 KQED San Francisco (1983)  
1977, 79, 80, 81 WTTW Chicago  
1980 KBDI Broomefield, CO  
1980 Southhaven Cable System, MI  
1979 Lynchburg Cable System, VA  
1979 Athens Cable System, OH

### **Videotape Exhibitions - Travelling**

- "Computers and the Creative Process", via Visual Arts Resources of University of Oregon, 1986-87, 42 locations in the Pacific Northwest.
- "The Second Link: Viewpoints on Video in the Eighties"
- "SIGGRAPH '83 Exhibition of Computer Art", via ACM/SIGGRAPH, 1983-84
- "The Artist and the Computer", Long Beach Art Museum, 1983-84, US and Europe
- "Highlights of the 1982 National Video Festival", PhotoShow Internat'l, AFI

### **Selected Videotape Exhibitions - Single Site**

- 2000 Video Time Exhibition, MOMA-NY, on the history of video art drawn from its permanent collection ("Montana", 1982)  
1990 3rd International Video Festival, Geneva, Switzerland  
1987 Bronx Museum of the Arts, NY  
The Everson Museum of Art, Syracuse, NY  
Film & video Show, Pacific NW Computer Graphics Conference  
TechnoBop IV, The Kitchen, NY  
1986 Ars Electronica, Linz, Austria  
TechnoBop III, Anthology Film Archives, NY  
1985 Asahi Video Festival, Japan  
1984 Chicago: Biographies of An Interactive Lifestyle, Walter Phillips Gallery, Banff Centre, Canada

- Montreal Video '84, Canada  
 The Electronic Palette, A Selection of Chicago Video Art, Walker Art Center, Minneapolis, MN  
 Louisville Art Gallery, Louisville, KY
- 1983 25th American Film Festival, NYC (Honorable Mention)  
 United States Film and Video Festival, Utah  
 San Francisco International Video Festival, CA  
 Electra '83 Exhibit, Musee D'Art Modern de La Ville de Paris, France  
 Art of the Computer Age, Indiana University, PA  
 2nd Pacific NW Computer Graphics Conference, Eugene, OR  
 VideoCulture, Toronto, Canada (Computer Animation Award)  
 IV Festival International D'Art Video, Locarno, Switzerland
- 1982 Film & Video Show, Pacific NW Computer Graphics Conference  
 Latest & Greatest Show, SIGGRAPH '82, Boston, MA  
 SIGGRAPH '82 Artshow, Boston  
 National Video Festival, Washington, DC  
 The Designer & Technology Conference, R.I.T., NY  
 Video From Chicago, MOMA, NY, curated by Barbara London  
 Chicago Videotape Review, The Kitchen, NYC  
 Experiment '82, Utrecht Art Center, Holland
- 1981 Video Chicago Style, Global Village, NY and CF's, Chicago  
 Film/Video Show, SIGGRAPH '81, Dallas  
 Report from Chicago, Anthology Film Archives, NYC  
 Serious Video: The Technology and its Art in the 80's, Long Beach Museum of Art, curated and  
 presented by Gene Youngblood  
 Computer Film Festival, German Film Archive, Berlin
- 1980 Electronic Animation: New Forms/New Technologies, Media Study/Buffalo, NY  
 Video Art: The Electronic Medium, Museum of Contemporary Art, Chgo
- 1979 Artists Video, Biddick Farm Arts Centre, England  
 Video Roma '79, Museo Folklore Romano, Rome, Italy  
 City Parks Electronic Art Event, Rome, Italy  
 ACM National Conference, Detroit  
 Third Annual Atlanta Independent Film Festival, GA  
 Film & Video Retrospective, SIGGRAPH '79, Chicago
- 1978 10th International Encounter on Video, Tokyo, Japan
- 1977 Magnetic Image-3, Atlanta, GA  
 Fellowship Exhibition, School of the Art Institute of Chicago, IL

#### Electronic Media Events Producer/Curator/Juror

- 1991 National Computer Graphics '91 Conference Animation Competition (juror)
- 1989 SIGGRAPH '89 Art Exhibit (committee member and liaison to catalog designer)
- 1988 SIGGRAPH '88 Art Exhibit (juror, interactive installations section)
- 1986 "SMART ART: A Small Exhibition of Visual Computer Works", Wentz Gallery, Pacific NorthWest College of  
 Art, Portland, OR (curator, producer)
- 1985 Evening of Computer Animation, PNCA, Portland, OR (producer, curator)  
 NW Film and Video Festival (juror)
- 1984 Videoculture New Media, Toronto, Canada (juror)
- 1980 The State of Two-Way (Airplane ATV to Japanese Cable), Chicago (producer, curator)
- 1978 Third Electronic Visualization Event, Chicago (co-producer)

1977 Electronic Activity Under Art Surveillance, Chicago (producer, contributor)

## Research/Publications

### **2004-05 Co-PI on National Science Foundation Grant Project (\$48K): Bargaining in Computer Games, with Jean-Pierre Langlois, SFSU Math Department**

2000 Publish Magazine, July, 2000, "Making It Real", a heads-up article on Web3D.

1993 Inaugural Chair, SIGGRAPH Arts, Design and Media Committee. Wrote, conducted, and analyzed a survey of the SIGGRAPH arts community and in 1993 published a survey report to the SIGGRAPH executive committee and art exhibit organizers.

- SIGGRAPH Video Review Interactive Index (SVRII), publication of ACM/SIGGRAPH. Co-Developer along with Copper Giloth, University of Massachusetts. The SVRII is a Hypercard stack which indexes the 100+ issues/hours of the SIGGRAPH Video Review (SVR) by topic. (1991 - Present)
- IRIS Universe (SGI User Magazine), "Iris Goes to School", description of ACIC program, personal and student art sides, 1990
- Leonardo, Spring 1990, "Viewer into Player: Notes on the Interactive Computer Art Installations at the 1988 SIGGRAPH Exhibition of Computer Art"
- Computer Graphics, Quarterly Journal of ACM/SIGGRAPH, vol. 20, #1, 1986, Cover Design
- IEEE Computer Graphics & Applications 7/85, "The Paint Problem", co-authored with Copper Giloth
- SIGGRAPH Video Review, vol. 14, 1984, "Floater Final Sequence"
- SIGGRAPH Video Review, vol. 8, 1983, "WARPITOUT Document"
- Chicago Editing Center Newsletter, 1980, "Two-Way TV"
- Amateur TV Magazine 12/78, Cover Design

## Works Reviewed/Cited

### **Showcasing Articles**

1985 The Register-Guard, Eugene, OR, 11/7/85, "Computer Art" by Bob Keefer Video Games Magazine,

1984 "Five Bytes To A New You", by Dan Persons, April

1983 Softtalk Magazine (for Apple, IBM PC Users), February, "Chicago Artist Accelerates to Warp Speed," by David Hunter

1983 Computer Pictures Magazine, May/June "The Computer Artist: Jane Veeder, Interacting Images, Geology, Fantasies," by Tom Tolnay

1983 Send Magazine: Video and Communications Arts, Issue #8 Fall, "Computer Art as a Way of Life," by Gene Youngblood

### **Works Reviewed/Cited**

1992 Afterimage, March, "SIGGRAPH '91: Gambling on Empty" (originally titled, "Learning in Las Vegas"), by Timothy Druckrey.

1987 The Event Horizon: Essays on Hope, Sexuality, Social Space & Media(tion) in Art, in "Art and Ontology" by Gene Youngblood, Coach House Press

1986 Video Classics: A Guide to Art and Documentary Tapes, by Deirdre Boyle, Oryx Press

1985 Art Journal of the Art Association of America, Fall, "Electra Myths: Video, Modernism, Postmodernism", by Katherine Dieckmann

1985 Drawing With Computers: The Artist's Guide to Computer Graphics, by Mark Wilson, Putnam

1984 Hardcopy Magazine (for DEC Users), September, "Painting By Pixel"

1984 Kaleidoscope - A Literary Magazine for Disabled Persons, Winter, review by Carson Heiner, Jr.

1984 Delta Airlines SKY Magazine, January, "Creating Computer Art", by Dan Cody

1984 Computer Animation Primer, by David Fox and Mitchell Waite, Byte

- 1984 Art and the Computer, by Melvin Pruitt, McGraw-Hill
- 1982 Afterimage, October, "Color My World: Chicago Video/MOMA" by Lucinda Furlong
- 1983 Home Electronics & Entertainment Magazine, July, "Computer Art Gallery"
- 1982 Robotics Age, September, "Report on SIGGRAPH '82", by Mark Schorr
- 1982 Business Screen Magazine, July, "In the Mind of Tom DeFanti" by Susan Prince
- 1982 Science News, vol. 122, 11/20/82, "Computing for Art's Sake," by Janet Roloff
- 1981 Digital Image, by Yoichiro Kawaguchi, ASCII Publications
- 1981 Creative Computing Magazine, November, "Zgrass - A Language for Graphic Users" by Tom Meeks

## Grants/Awards/Special Recognition

### **2004-05 Co-PI on National Science Foundation Grant Project (\$48K): Bargaining in Computer Games, with Jean-Pierre Langlois, SFSU Math Department**

- 2002 Donation of AXELedge Web3D authoring software from Mindavenue of Montreal, Canada (\$16,000 retail value)
- 2001 Received donation (\$2500) and student discounts for Spazz-3D VRML (Web3D) authoring software from Virtock, Inc.
- 1999 Sabbatical (SFSU award is based upon a process of competitive project proposals)
- 1995 Donation by Vast Tech, Inc. of Electric Image 3D Animation Software (\$10K)
- 1993 Donated Software: \$205,000 worth of Wavefront high-end 3D computer animation software (2 licenses of full product line) and support.
- 1992 SFSU Faculty Affirmative Action Grant (\$1,600)
- 1992 SFSU Faculty Research Grant (\$3,500)
- 1992 SFSU Computing Opportunity Grant (\$36,500) to found the Faculty Multimedia Research & Development Center (with Evelyn Jackson, BECA).
- 1992 Donation by MacroMedia, Inc. 3D animation and multimedia software
- 1991 Individual Artist Grant of Software, Wavefront Technologies (High-end 3D computer animation software (\$20,000 value)
- 1990 SIGGRAPH Special Project Grant, SIGGRAPH Video Review Interactive Index, with Copper Giloth, UMASS (\$19,000)  
Elected Director-At-Large, SIGGRAPH Executive Committee (2 year term)
- 1989 CSU Academic Computing Enhancement Grant (\$36,000) for 3D animation recording system.
- 1983 Illinois Arts Council Individual Artist Grant (\$1,000)  
VideoCulture Festival, Computer Animation Award, Toronto, Canada  
25th Annual American Film Festival, NYC, Honorable Mention
- 1977 Brown Travelling Fellowship, School of the Art Institute of Chicago

## Distribution/Acquisitions

### Distribution:

Museum of Modern Art Videotape Library, NY, Inaugural Collection  
MonteVideo, Amsterdam, Netherlands

### Selected Acquisitions:

Virginia Museum, Richmond  
Walter Phillips Gallery, Banff Centre, Canada  
Museum of Modern Art  
Ontario Science Centre, Toronto