

Die Flucht // Carter Boyce
2016 Student Academy Award
Bronze Medal

// Condit-Ionen
Shane Beam



DEPAUL UNIVERSITY®

243 South Wabash Avenue
Chicago, IL 60604



DePaul animation

zine #1

a zine exploring the
Animation Culture
at DePaul University
in Chicago

Ranked the #10 Animation professors, one of the
largest full-time Animation Program in the U.S.
and #14 Animation Career Review in 2018
by Animation Career Review

DePaul has 13 full-time Animation professors, one of the
largest full-time Animation Program in the U.S.
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DePaul offers a wide variety of concentrations.

Founded in 1898, DePaul University is a
non-profit Liberal Arts university with over
22,000 students and nationally recognized
programs in Theatre, Music, and Film



School of Cinematic Arts
College of Computing & Digital Media
DePaul University Chicago, Illinois
[www.cdm.depaul.edu/
animation](http://www.cdm.depaul.edu/animation)



Joel Benjamin // Where It Floods

- Winner Best Animated Short - Sydney World Film Festival, Sydney, Australia
- Winner Best Animated Film - Midwest IFF 2017 Best of the Midwest - Chicago
- Animafest Zagreb - Grand Feature Competition, Zagreb, Croatia
- Sydney World Film Festival, Sydney, Australia
- ANIMA Festival Internacional de Animación de Córdoba, Argentina



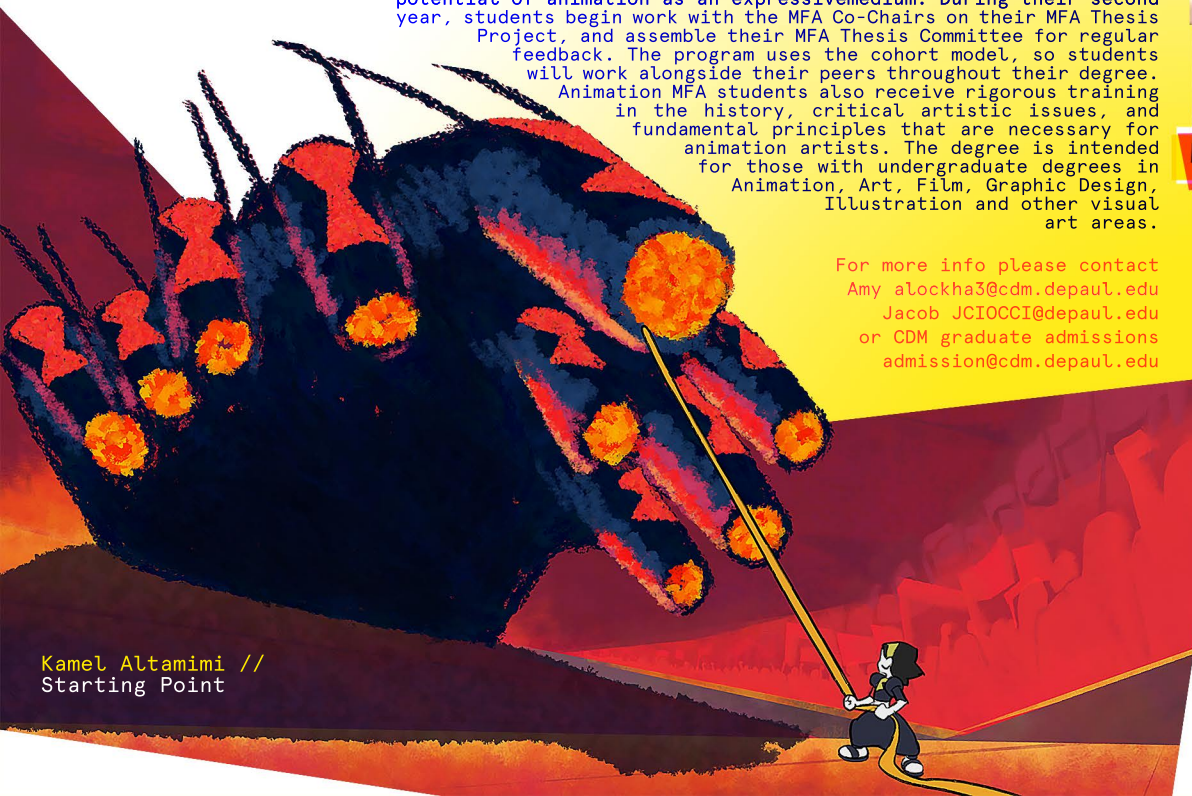
Animation MFA

The DePaul Animation Master of Fine Arts // designed for students committed to creating original animated films and artwork as their main vocation. An MFA is the terminal degree in the field.

Our program is centered around a fall-through-spring single project model, in which students are closely mentored by faculty. During the first year students create a film under the tutelage of one of the two Animation MFA Co-Chairs, Amy Lockhart and Jacob Ciocci. They also choose MFA Faculty Mentors from our faculty, who regularly consult with them on their projects. Students are helped to develop a personal vision and push the limits of their abilities and the potential of animation as an expressive medium. During their second year, students begin work with the MFA Co-Chairs on their MFA Thesis Project, and assemble their MFA Thesis Committee for regular feedback. The program uses the cohort model, so students will work alongside their peers throughout their degree.

Animation MFA students also receive rigorous training in the history, critical artistic issues, and fundamental principles that are necessary for animation artists. The degree is intended for those with undergraduate degrees in Animation, Art, Film, Graphic Design, Illustration and other visual art areas.

For more info please contact
Amy aLockha3@cdm.depaul.edu
Jacob JCIOCCI@depaul.edu
or CDM graduate admissions
admission@cdm.depaul.edu



Kamel Altamimi //
Starting Point

Amy
Lockhart



Jacob
Ciocci

your MFA Co-Chairs

Amy and Jacob alternate teaching the year-long MFA Short Film and MFA Thesis Project course sequences, and mentor all MFA students.

Amy Lockhart // hand-drawn, cut-out, and experimental animation, cartoonist, character design

- Internationally recognized art animator/artist/cartoonist
- Those Shoes, 2018, 13 minute animated short produced for Super Deluxe
- Rick and Morty Exquisite Corpse Bumper, 2017, :30 stop-motion - Adult Swim
- Numerous awards and international festivals: Best of the World, International Animation Festival, Hiroshima, Japan, Kassel Documentary Film and Video Festival, Ottawa International Film Festival, Guest Artist - GLAS Animation Festival, Anthology Film Archives, New York, Ann Arbor Film Festival and tour, Whitney Museum of American Art, Melbourne International Animation Festival
- Comic and art books published by Fantagraphics and Drawn and Quarterly

Jacob Ciocci // experimental animation, video art, motion graphics, interactive art, cartoonist

- Founding member of the influential art collective Paper Rad and the performance group Extreme Animals
- Numerous international museum exhibitions and festival screenings: Anthology Film Archives, New York (solo show), New Museum of Contemporary Art, NYC, Museum of Modern Art, NYC, Tate Britain, London, Institute of Contemporary Art, London, Museum of Contemporary Art, Chicago, Pace Wildenstein Galleries, NYC, Deitch Projects, NYC
- As part of Wyld File, he directed and animated two music videos for Beck



Brian
Ferguson

13 Full-Time Professors

DePaul has one of the largest full-time Animation faculties in the U.S., which gives students more access to mentoring and classes in a wide range of specialized areas. You've already met Amy and Jacob, but they're just 2 of the 13:

Brian Ferguson, DePaul Animator in Residence // hand-drawn and 3D character animation, figure drawing for animation

- 23-year veteran character animator at Walt Disney Animation Studios
- Supervising Animator on Hercules, Mulan, Emperor's New Groove, Treasure Planet, Meet The Robinsons
- Animator on The Lion King, Aladdin, Pocahontas, Tarzan, Princess and the Frog, Fantasia 2000, Home on the Range, Chicken Little, Bolt, Winnie the Pooh

Steve Socki // hand-drawn animation, storyboarding, directing

- Over 25 years in tv animation as an animation director and producer
- Credits include The Simpsons, Rugrats, Duckman, The Critic, Hey Arnold, Futurama
- Worked at Nickelodeon, Cartoon Network, Disney TV, Universal Animation, Warner Bros, Bento Box, and Klasky Csupo
- Nominated for 5 Emmy Awards, won Daytime Emmy Award for Rugrats

Meghann Artes // stop motion and hybrid animation, VFX, motion graphics, editing

- Animator who specializes in a hybrid of pixilation, live action, and visual effects
- Veteran of Warner Brothers, Nickelodeon, Bix Pix, Noggin, NBC, and Sesame Street
- Won Peabody and Emmy Awards for her work on Sesame Street

Scott Roberts // hand-drawn and 3D animation, game art, motion graphics, cartoonist, co-founder and Chair of the DePaul Animation Program

- Videos, sculptures, installations, animations, and comics exhibited internationally
- Solo exhibitions in New York City, San Francisco, Chicago.
- Spike and Mike's Sick and Twisted Animation Festival
- 10 years of experience in tv art direction, post-production, animation, and game art
- Art advisor for Octodad, an Independent Games Festival Student Showcase winner which went on to become a best-selling indie game

Meghann Artes //
Sleepy Steve



Brian Andrews //
Hominid



Brian Andrews // VFX and 3D animation

- Internationally exhibiting artist and filmmaker
- 3D animated films screened at: SIGGRAPH Computer Animation Festival, Electronic Theater, California Academy of Sciences, Queens Museum, Hong Kong Exhibitions Centre, & the New Museum of Contemporary Art

Lisa Barcy // stop motion, experimental, and hand-drawn animation

- Created Anonanimal, a stop motion animated music video for Andrew Bird
- Awards and festival screenings: Directors Citation, Black Maria Film Festival, Best Animation, Ann Arbor Film Festival, Best Animation - Chicago Underground Film Festival, Ottawa International Festival of Animation, Slamdance Film Festival, New York Underground Film Festival

Chris Kalis // motion graphics, VFX, sound design

- Co-founder of the award winning design studio Plural Design, LLC
- Founding member of the electronic music collective Chandeliers
- Festival screenings: Ann Arbor Film Festival and Columbus International Film and Animation Festival

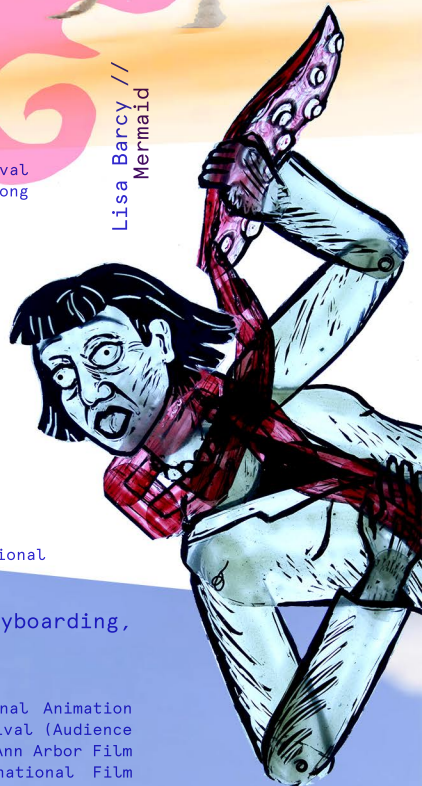
Devin Bell // stop motion and 3D animation, storyboarding, visual concepts, VFX

- Directed short films and internet spots for JibJab Media
- Awards and festival screenings: Anima Mundi 22nd International Animation Festival of Brazil, New York International Children's Film Festival (Audience Choice Award), Chicago International Children's Film Festival, Ann Arbor Film Festival (Most Promising Filmmaker Award), Sprockets International Film Festival for Children (Audience Choice Award Best Animated Film)

Devin Bell //
Burnt



Lisa Barcy //
Mermaid





Heinz Schuller
// Death Toll

Heinz Schuller
// game art, 3D animation, VFX

- Over 20 years in game art at companies including Viacom New Media, FASA Interactive, Microsoft Game Studios, and Day 1 Studios
- Art Direction on popular PC & Console games including Mechwarrior 4: Vengeance, F.E.A.R. 3, and Avatar Laser Wars II
- Publishing Art Director at Microsoft on games like Mechassault, Mechassault 2, and Crimson Skies: High Road to Revenge
- Environment & Lighting Artist on Steam games Death Toll and Savage Lands Alpha

Josh Jones // 3D animation and stop motion,
co-founder of the DePaul Animation Program

- Veteran of Will Vinton Studios, Fox TV, Fox Kids, and Warner Brothers
- Animated on the Emmy award winning stop motion show The PJ's, and the Emmy award winning UPN show Gary and Mike.
- CG animator in feature film and television for studios and clients including Fox TV, Fox Kids, Warner Brothers, Crystal Sky, Creative Visual EFX, Skyler Animation Studios,


Josh Jones
// MayDay



Naghmeh Farzaneh // hand-drawn animation, concept design,
storyboarding, motion graphics

- Awards and festival screenings: 25th Anima Mundi, Rio de Janeiro, Brazil, Winner, Youth Jury Award, 34th Chicago International Children's Film Festival, Winner, Audience Award, Best short animated film, San Francisco Independent Film Festival, Winner, Best film in the Elephant Program, Animateka Festival, Slovenia, Winner, Best animated Short Film, Hong Kong Art-house Film Festival, Winner, Best Student Director, San Francisco Frozen Film Festival, London International Animation Festival





20 camera Natural Point OptiTrack
motion capture lab


Animation MA

The Animation Master of Arts degree // provides a combination of artistic and technical training that prepares students for a future in 3D animation, traditional animation, game art, motion graphics, or visual effects. Students have a choice of 4 concentrations:

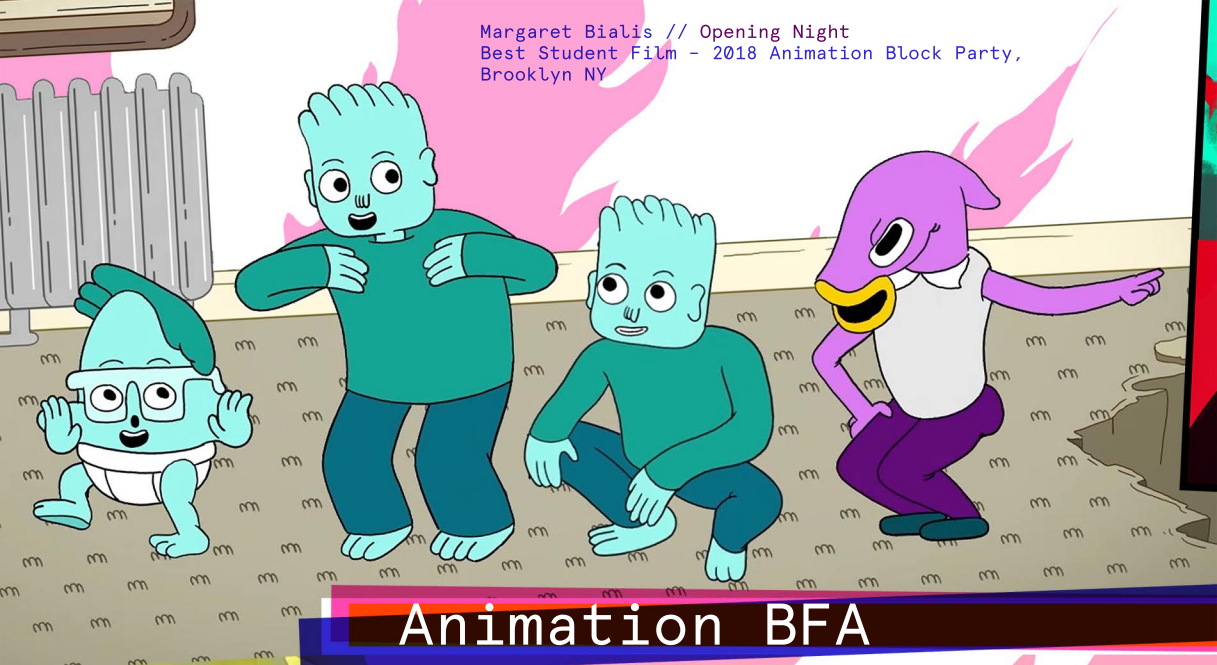
- **Traditional Animation** // for students who are interested in deepening their knowledge of traditional animation, including hand-drawn, stop motion, and hybrid methods, with an eye towards a production career in animation.
- **Technical Artist** // prepares students for a range of technical roles, from the complex jobs of riggers, next generation modelers and motion capture artists to the hybrid specialization of the Technical Artist. A game industry Technical Artist serves as a bridge between art and engineering. In the film and television CGI animation and VFX industries the Technical Artist is more commonly referred to as a Technical Director or Technical Animator.
- **3D Animation** // for students interested in 3D animated filmmaking. Students will learn all the 3D tools necessary to realize their cinematic vision, including the most current approaches to 3D animation, modeling, texturing, lighting, rigging, visual effects, compositing, and rendering.
- **Motion Graphics** // the field of animation that combines text and image for use in commercials, film and television titles, visual effects, and corporate video. Students in this concentration are well-prepared for a future in Chicago's large commercial advertising industry.

Naghmeh Farzaneh //
Scent of Geranium

Technical Artist
student Alec
Scott tests his
team's virtual
reality game



Margaret Bialis // Opening Night
Best Student Film - 2018 Animation Block Party,
Brooklyn NY



Animation BFA

The Animation Bachelor of Fine Arts // the premiere degree of our undergraduate Animation program. It's designed for the student serious about a career in the field, and attracts students from around the world. Students in the BFA have a choice of five concentrations:

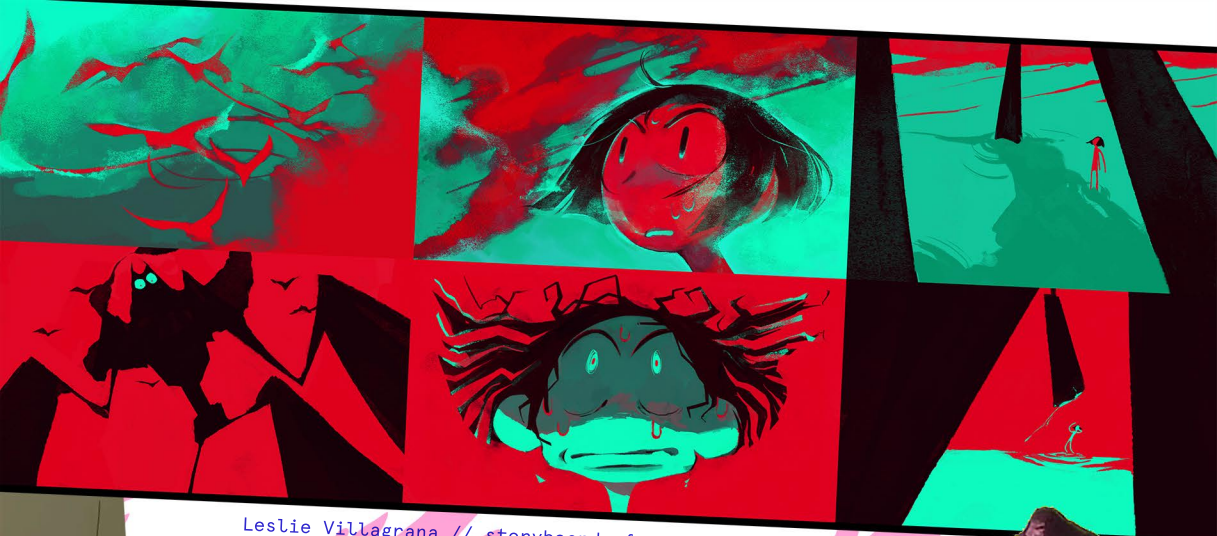
- Cinema // our basic animation concentration, for the student interested in a strong general education in the art of hand-drawn, stop motion, and 3D animation film making.

- Game Art // students learn all aspects of the visual art of games, including 3D modeling and animation for games. A series of interdisciplinary team-based game development courses give students real-world experience working with game designers and programmers from DePaul's top ten ranked Game Development program.



Tots' Team //
That Bloming
Feeling

Luis Carrasco //
wizard character design
concepts



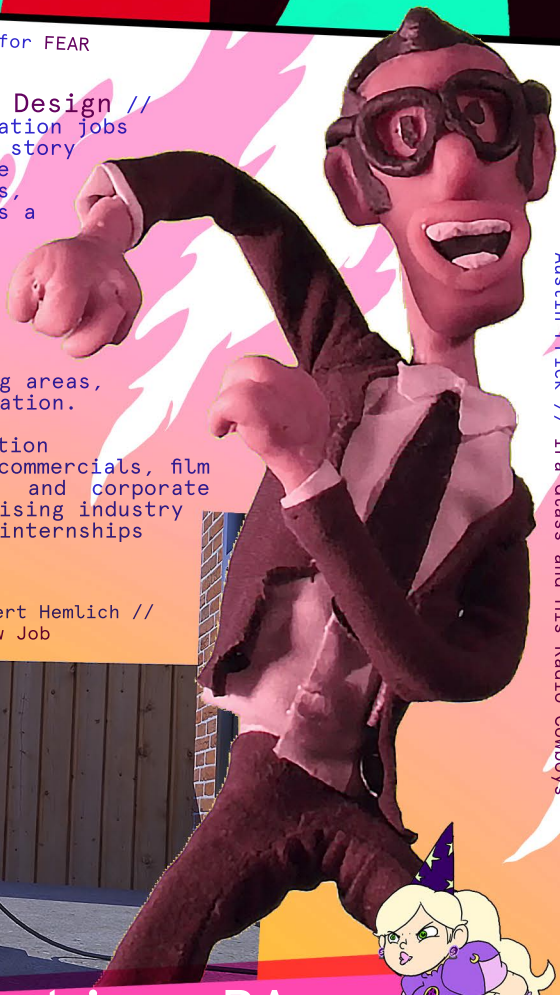
Leslie Villagrana // storyboards for FEAR

• Storyboarding & Character Design // a large number of television animation jobs in the U.S. are in these areas of story and pre-production. Students will also be well-prepared for a future in feature films, games, and comics. This concentration has a higher number of drawing courses compared to the other concentrations.

• 3D Animation // students interested in 3D modeling, texturing, lighting, rigging and animation for film and television are provided with specialized instruction in these technically demanding areas, built on a strong art and animation foundation.

• Motion Graphics // the field of animation that combines text and image for use in commercials, film and television titles, visual effects, and corporate video. Chicago's large commercial advertising industry provides students with opportunities for internships and employment.

Robert Hemlich // Blow Job




Austin Frick // Ira Glass and His Radio Cowboys



Animation BA


The Animation Bachelor of Arts // a more general Liberal Arts degree, with fewer major area courses. This degree is recommended for students interested in double majoring in other areas, or those transferring from another college with a large number of transfer credits.



DePaul's Devin Bell
conducting a Volo
motion control crane
workshop

FxF:

Frame-By-Frame Animators Conference



The Frame-By-Frame Animators Conference (FxF) is DePaul's annual all-day event for animation makers, by animation makers. It covers a variety of animation fields and methods, including TV, film, experimental/art, games, and motion graphics, 3D, stop motion, and hand-drawn. The conference consists of panels, workshops, demos, and visiting artist presentations.

Special Guests in 2018 included internationally recognized animators PES, David O'Reilly, and Joanna Priestley, motion graphics artist Duarte Elvas, and Futurama director/storyboard artist Raymie Muzquiz.

2019 Special Guests will include Legendary Estonian animator Priit Pärn and indie animator Julia Pott, creator of the Cartoon Network series Summer Camp Island (and more to come!)





Yuri Norstein -
 Legendary Russian
 animator of Tale of
 Tales and Hedgehog
 in the Fog -
 demonstrating his
 cut-out animation
 technique at DePaul
 with the original
 Hedgehog puppet

SCA Visiting Artist Series

DePaul's School of Cinematic Arts Visiting Artist Series has brought a wide variety of top level animators to speak and hold workshops with our students. A selection of our visiting artists includes:

- The Brothers Quay - stop-motion animators - Street of Crocodiles, In Absentia
- John Musker - Disney Writer/Director of Moana, Aladdin, The Little Mermaid, & many more
- David O'Reilly - Please Say Something, Everything, RGB XYZ, Her, Adventure Time
- Adrian Molina - Co-Director & Writer of Pixar's Coco
- PES - Oscar-nominated stop-motion animator of Guacamole, Western Spaghetti
- Mary Coleman - Pixar Head of Creative Development
- Joanna Priestley - Voices, ALL My Relations, North of Blue
- Tom McGrath - Director of The Boss Baby & Madagascar
- Ramsey Naito - Head of animation at Nickelodeon, producer of DreamWorks' The Boss Baby
- J.J. Sedelmaier - The Ambiguously Gay Duo, Saturday TV Funhouse
- Mike Mitchell and Walt Dohrn - Director and Co-Director of DreamWorks' Trolls
- Dan Harmon - Co-creator of Rich and Morty, co-producer of Anomalisa
- Dino Stamatopoulos - Creator of Moral Ore!, co-producer of Anomalisa
- Doug Sweetland - Director of Sony Imageworks' Storks and Pixar's Presto
- Dash Shaw - Director - indie feature My Entire High School Sinking into the Sea
- Jesse Moynihan, Michael DeForge, Sam Alden - Story artists on Adventure Time
- Lissa Tremain - Disney story artist
- Scott Kravitz - Animation Supervisor on Chappie, animator on Elysium, Pirates of the Caribbean, Matrix Trilogy, Madagascar 2, and Robot Chicken
- Bryn Imagire - Pixar Art Director - Up, Coco, The Incredibles, & Toy Story 2
- Sean Buckelew - Late Night Work Club, GLAS Animation Festival
- Mark Dippe - New Line Cinema Director on Spawn and ILM VFX Supervisor on Jurassic Park, The Abyss, and Terminator 2
- Scott Campbell - Double Fine Art Director of Psychonauts and Brutal Legend
- Dominic Cianciolo - Cinematic Director at NetherRealm Studios

Phil Johnston - writer on Zootopia & Wreck-It-Ralph, co-director of Ralph Breaks the Internet

Rich Moore - director on The Simpsons, Zootopia, Wreck-It-Ralph, Ralph Breaks the Internet

←
 worked
 together
 on
 The
 Simpsons
 →

DePaul's
 own Steve
 Socki





Octodad:
Dadliest Catch

Alumni Update

Here's a sampling of what DePaul Animation alumni have been up to:

Chris Stallman is Art Director at Young Horses, Inc., the creators of Octodad, which began as an award-winning DePaul student game project. After graduation the team of students formed a studio to produce a commercial sequel. To date, Octodad: Dadliest Catch has sold over 2 million copies on ten different platforms.

Iain Collins was nominated for a 2018 Annie Award for VFX work on the Stoopid Buddy Stoodios series SuperMansion. Iain interned at Bix Pix during DePaul's L.A. Quarter, and after graduation became a storyboard artist for 50+ episodes of the Emmy Award-winning series Tumble Leaf.

"The thing I'm most grateful for at DePaul is having the freedom to experiment and run wild with a project. The professors don't just teach you how to animate, they teach you the tools you need to create your own work and then let you find your voice. I enjoyed having a space to play with every medium imaginable and a group of fun, talented mentors I could turn to whenever I got lost." - Iain Collins

Dawn Adepoju was promoted to Post Production Coordinator at DreamWorks Animation TV. She previously interned for the SpongeBob Squarepants series at Nickelodeon. Dawn won the \$25,000 Grand Prize in the Nickelodeon Studios "What's Your Nickfluence?" scholarship competition while at DePaul.

Pil Chang modeled interiors and background buildings for the Sony animated feature film Spider-Man: Into the Spider-Verse, including Uncle Aaron's apartment, Aunt May's house, the graffiti room, and lab tunnel. Pil recently began work at DreamWorks Animation.

Nora Earlie was a storyboard artist on Lego Movie 2 for Warner Animation Group. She's currently storyboarding on the upcoming Scooby-Doo animated feature.

Kevin Eskew brought the drawings of John Callahan to life for the feature film biopic Don't Worry, He Won't Get Far On Foot, directed by Gus Van Sant. Back in his DePaul days, Kevin's film Dumb Day was a Cartoon Brew Student Animation Festival winner.

Jennifer Stachovic began work at ShadowMachine as a Character Artist on the Netflix series Bojack Horseman. She's also working on the upcoming series Tuca & Bertie, created by cartoonist Lisa Hanawalt, Bojack production designer and supervising producer.



Iain



Jennifer



LA Quarter Summer Internships

DePaul's L.A. Quarter Summer Animation Internship program is a one-of-a-kind ten-week immersion program structured around living in Los Angeles during the summer, taking classes on a historic studio lot, and interning at high profile companies that align with students' professional aspirations. The experience teaches students how to navigate the studio system and helps them build a network of professional contacts. Past student internships have included Warner Brothers, DreamWorks Animation, Sony Studios, Disney, Nickelodeon, Wild Canary Studios, The Mill, The Jim Henson Company, Titmouse Animation, Valhalla Entertainment, Bix Pix Animation, Floor 84 Games, Shadow Machine, GOMO Pro, CoSa VFX, and It's a Habit Animation.

Alumni Success

Our alumni have been employed at a wide variety of studios & companies, including:

- | | | |
|------------------------|--------------------------------|-----------------------------|
| 72andsunny | International School of Comics | ReelPaws Productions |
| Acme Filmworks | Iron Galaxy Studios | Sarofsky |
| AnswersMedia | JBTV Studios | ShadowMachine |
| Avecsoree | Jerry Rig Productions | Shakespeare Games LLC |
| Baked Fx | KG Digital Media | Shapeways |
| Bioware | kweld Productions | Shatterglass Studios |
| Bix Pix Entertainment | LAIKA | Sony Pictures Imageworks |
| Blizzard Entertainment | Lightstorm Entertainment | Space Dwarves Entertainment |
| Brickyard VFX | Lucasfilm Animation | Specifi LLC |
| Chicago Sun-Times | Marvel Animation Studios | Speech Up |
| Cow Lamp Films | Marvel Entertainment | Stoopid Buddy Stoodios |
| Coyote Post | Mass VR | Synapse Games |
| Culture Shock Games | Microsoft | Telltale Games |
| Daily Planet Ltd. | Minted | TGI Worldwide |
| Digital Hydra | Mirada Studios | The Amiable |
| Digital Kitchen | MPC | The Mill |
| Digital Wizards | My3Drendering.com | The Onion |
| DreamWorks Animation | NetherRealm Studios | Threat Tec |
| Duck Studios | Nickelodeon Animation Studios | Tietronix |
| Duct Tape Media | Omera Productions | Trion Worlds, INC |
| Electronic Arts | OneIMS Phosphor Games | Turner Broadcasting |
| End All Games | Picture Shop Post | Utopic |
| Fabula(b) | Pilla Scheetz Productions | Visualized Concepts Inc |
| Forest Studios | Pixomondo | VIZ Media |
| Funktronic Labs | PlayStation | Wargaming.net |
| Gimbal Lock Studios | Post Mango | Warner Animation Group |
| Glacier Studios | Prologue | Whitehouse Post |
| GOMA Pictures | Protokulture | Wild Canary Animation |
| Google | Qmadix | Wire Stone |
| High Voltage | Questar, Inc. | Wireman Comics |
| HotHouse Productions | Raindance Games | Wright Animation |
| Hungry Dog Video | Red Eye Studio | Xpress video Productions |
| Impromptu Studios | Redmoon Theater | Young Horses Inc. |

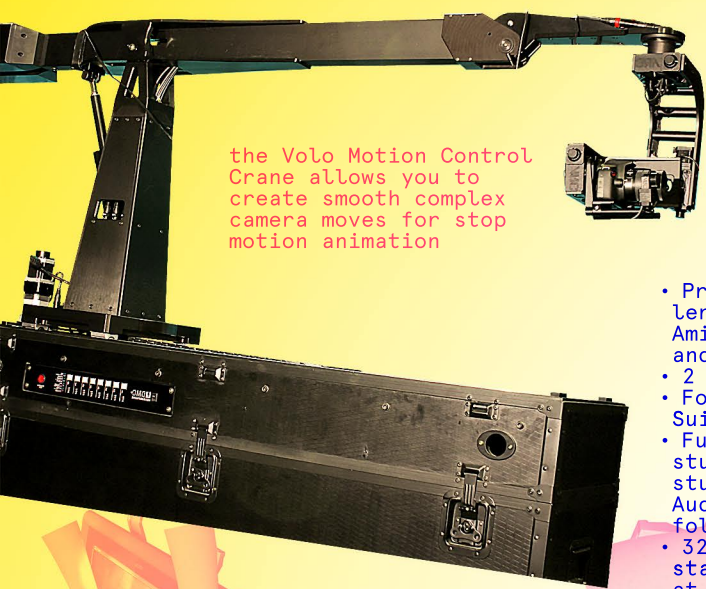


State-of-the-Art Facilities

We're committed to making the latest technology available to all students, from the very beginning of study:

Labs and equipment

- 2 Animation teaching labs, each with 25 Wacom Cintiq Interactive Pen Displays
- Animation MFA Studios with another 20 Cintiqs
- Open labs with another 14 Cintiqs (84 Cintiqs and growing!)
- 2 Stop Motion studios with lighting packages and high res DSLR cameras
- We're one of the only animation programs in the US (maybe the only one?) with a professional level Volo Motion Control Crane (used by Laika and Disney) Dragonframe stop motion system



the Volo Motion Control Crane allows you to create smooth complex camera moves for stop motion animation

- Stop Motion Fabrication Studio
- Motion Capture and Virtual Reality Studio with 20 Camera Natural Point OptiTrack system and VIVE VR workstation
- Virtual Reality and Augmented Reality hardware and development kits
- Gaming labs include large screen HDTVs, consoles, PCs, and systems networked for LAN play. Video game library includes hundreds of titles and is updated quarterly

- Professional cinema cameras and lenses including Arri Alexa, Arri Amira, RED Epic, RED Weapon, Sony FS7 and Canon C300 packages
- 2 Green Screen Stages
- Four 4K Editing and Color Correction Suites and VR Editing Suite
- Fully featured sound recording studio and surround sound audio mix studio with ProTools, FMod Studio, and Audiokinetic WWise middleware and foley stage
- 32,000 square foot professional film stage and production facility located at Cinespace Studios, Chicago's film and tv production industry HQ

Software

- TVPaint, ToonBoom Harmony, Storyboard Pro, Adobe Creative Cloud in all labs
- Dragonframe Stop Motion software
- Maya, ZBrush, Mudbox, Motion Builder, V-Ray, Substance Painter, Substance Designer, Unity 3D, Unreal, MEL, and Python
- Nuke, Cinema 4D, After Effects, and Mari

DePaul's shooting stage
at Cinespace

School of Cinematic Arts

DePaul Animation is part of DePaul's School of Cinematic Arts, ranked the #13 film school in the US by the Hollywood Reporter. SCA also offers programs in Visual Effects, Screenwriting, Directing, Creative Producing, Cinematography, Sound Design, Editing, Production Design, Documentary, and Showrunner, which provides Animation students with a wide range of related high level courses and minors to supplement their major courses.

SCA boasts a one-of-a-kind, 32,000 square foot professional production facility and cinematic learning environment at Cinespace Chicago Film Studios. Students learn filmmaking craft and technique steps away from high-profile feature films and network productions filming on the Cinespace lot.

SCA has partnered with The Second City, Chicago's legendary improv sketch comedy theater, to create innovative programs in comedy screenwriting and comedy filmmaking. These courses are available to Animation students as well.



oh yeah...CHICAGO!

The CHI, the 312, the Windy City, City of Big Shoulders, Second City, My Kind of Town: Chicago is one of the greatest cities in the world-home to 9.5 million people in the metro area, with world-class entertainment, art, sports, food, and business. Chicago features 250 theater companies, 25 music festivals, over 30 Fortune 500 companies, and 26 miles of lakefront and beaches. It's a large and growing center for game, film, TV, and commercial production. DePaul Animation is located in the heart of the Loop, just a block away from the Art Institute of Chicago, where students receive free admission to view some of the world's most famous works of art.

Our progressive, multicultural city prides itself on its diversity, including large Chinese, Hispanic, Indian, and Korean communities. Chicago and DePaul also have strong and supportive LGBTQ communities. Our preferred pronouns are WE, US, and OURS.

We love Chicago and you will too!

