

Accomplishments in Service
Jonathan Bryson
Assistant Professor of Art
Sam Houston State University

As a member of the Department of Art, I dedicate time and effort in the service to the Animation Program, Department of Art, College of Arts and Media, and the University at large. My service ranges from maintaining 3d Printers to University Disciplinary hearings and has grown since coming to Sam Houston State University in 2017.

Within the Animation Program, I work with my other faculty to manage our technology needs and considerations for software updates and growth into the future by being in contact with SHSU's IT department to keep software such as Maya, Zbrush, Substance Painter, 3d Coat and Renderman up to date. Additionally, I have spearheaded efforts to expand software used in the program. Thus far, the Animation Program has added Zbrush, Substance painter, 3d Coat, Renderman, and Unreal Engine to our labs. In conjunction with establishing Renderman as our rendering engine of choice, I also obtained Pixar's Tractor as a Rendering manager for both of our labs. Also, as a member of the faculty, I maintain two large format 3d Printers for use in the program. This includes maintenance and repairs performed as needed. I also have participated in creating a new course within the program. In cooperation with my other two faculty members, we outlined and submitted Animation Preproduction to the Curriculum Committees, which was approved and has been successfully running since 2018. In 2023, I also spearheaded the return of our Animation Program's film festival, a celebration of student work from the prior academic year.

I have served on eight departmental committees. On an annual basis, I serve on the BFA Review, Diversity Equity and Inclusion, and Curriculum Committees. Formerly, I have served on the Scholarship Committee, Gallery Committee, Departmental Tenure and Promotion Policy Review Group, three Animation Search Committees, and helped to prepare the Animation Program self-study for our recent NASAD Accreditation visit. I am also currently one of the faculty advisors to the Virtual Reality Lab. The VR lab is a grant funded thinktank run by faculty and student research assistants who actively research in the field of Virtual reality and immersion therapy. As part of this lab, I coordinate with the other faculty in grant applications, writing and research progression.

One of the first committees I joined upon coming to SHSU in 2017 was the University Commencement Committee. As a member, I have helped organize and facilitate over twenty graduation ceremonies in the capacity as a Marshall. In Fall of 2022, I was appointed to the University Student Disciplinary Hearing committee and serve as needed for student hearings.

As part of the university system in Southeast Texas, I have found myself committing to community services on several occasions. In 2019, I was asked to judge and present a workshop at the 2019 Brazos Arts and Media Film Festival (BAM!) in Clute, Texas. I have served in this role each spring as a judge and recruiting for SHSU's Animation Program. This is an extremely fulfilling role as I get to share my experiences with local high school students and see the amazing talent present in our region. In 2021, I digitally sculpted the decorative capitals for the Wynne Home Arts Center in Hunstville, TX. The original capitals were over 100 years old and are a landmark for the town and were destroyed by a fallen tree limb.