

Accomplishments in Creative/Scholarly Research  
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Since coming to Sam Houston State University in Fall of 2017 I have had the opportunity to participate in and lead a wide variety of creative projects I have created eight animated short films with five completed and shown in film festivals. Three are currently in production. Additionally, my creative work encompasses sculpture as well with exhibitions in thirty juried and curated shows since 2017. My creative research also includes cross disciplinary projects with other faculty at SHSU such as 3d scanning and reconstruction of historical architecture.

Sculptural artwork is an extension of my background in 3d animation. Many of the sculptures are character and narrative driven in relation to my work in animation. I primarily digitally sculpt and 3d print pieces. These works have been shown in thirty juried and curated exhibitions across the country. Ten of these exhibitions were National Juried exhibitions and twelve were International Juried Exhibitions. In 2022, I received "Best in Show" monetary award in the 34<sup>th</sup> Annual National Juried Art Exhibition in Texarkana, TX. A Juror purchased my work in the I Figure: Contemporary Figurative Art National juried exhibition in the same year. My work has also received honorable mention in the Mythical Exhibition in 2023.

The primary focus of my sculpture work is the exploration of nostalgia in the form of toyetic shapes. Using small figures and narratives structures of the 1980's as a vehicle to discuss topics in the 2020's. Further exploration of these themes involves packaging artwork and design.

My animated short films completed since 2017 are, *Godbaby* 2018 *Worms* 2019, *Oni* 2020, *Drained* 2021 and *Flow* 2021. In total, these films were selected for eight festival events with *Oni* and *Godbaby* being selected for three international events in Greece, Pakistan, and Nepal. Currently, I am completing three more films, *Ten Years*, *The Adventures of Pango* and *Welcome to Texas*. Four of these films include students' assistance on the projects as animators, performance capture, and voice actors. *Flow* is currently on view at the 1100 Louisiana Street building's main lobby in Houston, TX.

I am currently Primary Investigator for an interdisciplinary project that was awarded \$17,000.00 interdisciplinary grant to research blood spatter pattern simulations within Unreal Engine with two student research assistants. This project is in cooperation with Forensic Science (department?) to create a critically measurable digital tool for use in the classroom. My team and I have also applied for a larger 175,000.00 bridge grant to further develop this research using artificial intelligence tools. This project is part of the XR Lab within the Department of Art. Our mission of the lab is to grow student experiences through project learning and grant funded research.

Other projects I have worked on include, public video art for the 1100 Louisiana Street building's lobby in downtown Houston, Texas that incorporated students and faculty to record a dance performance capture drive a fluid simulation. In doing so, the fluid mimicked the movement of the performer while also reacting like water being affected by gravity. This piece was displayed by the building management team on a massive lobby screen that measured over twenty feet long and twelve feet tall. In 2022, I was requested to work with the Houston Museum of Natural Science to prepare the digital file of a scanned fossil snake for 3d printing. Currently the prints are part of a display at the HMNS. In 2023, I was again contacted to sculpt a skeleton of an Anurognathus Ammoni, a small pterosaur. This specimen will also be printed and displayed at the HMNS. In 2020, I worked with faculty and students on a media project to visually depict blood flow research with a faculty member with the College of Criminal Justice. We created a five-minute video using motion graphics, 3d animation and 2d animation to depict the research results. This project was selected to receive an internal grant that we used to pay the students that worked with us. Lastly, in 2021, I worked with the College of Business to digitally reconstruct exterior architectural décor of a local home in Huntsville, TX. The file was 3d printed and mounted as replacement to the damaged originals, restoring the look of the home in the community.