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Welcome to Artineering!

The website of Santiago E. Montesdeoca, an artist/engineer contributing to the world, one pixel at a time. Feel free to explore the blog, read academic/technical animation related articles or view the projects I am or have been part of (coming soon).

feel free to drop me a line anytime!

## About

I am Santiago E. Montesdeoca, a German-Ecuadorian PhD candidate in Computer Graphics at the Nanyang Technological University, Singapore. I do research at the Multi-plAtform Game and Innovation Centre (MAGIC), which is part of the Interdisciplinary Graduate School.

I have a profound interest on pushing the current boundaries of computer graphics and experimenting the unknown through Non-Photorealistic Rendering - enabling new narratives through unique looks. I am also an optimization enthusiast who likes to alleviate animation workflows by creating and making use of customized technology.

In my free time I enjoy to dance, eat/prepare delicious food, photograph moments and places, travel, watch/imagine/create movies, play a game here and there, animate, snowboard, play guitar and being barefoot outside either on sand or grass.

Ex Lucasfilm Jedi, studio.coop co-founder, Stuttgart Audiovisual-Media Engineer, farm manager and more, which can be seen in my:

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## Blog

Most of my undergoing in life is documented here to keep my interested readers (mostly family and close friends) updated. This is a continuation from my previous blog, for a new stage of my life.

## Research

My current research is on watercolor rendered animation, for which I am developing real-time technology that makes it all possible. I will be sharing some useful insight and informative articles for the technically/research inclined professionals and students, in the near future.

## Projects

It has been three years since I last wrote something and a lot has happened! Life has kept me busy with amazing experiences in faraway places! As you might also notice, my blog platform has also changed, as this represents a new chapter in my life. However, my old blog at Blogger will continue to exist as a reminder of a rewarding undergraduate student life.

There is a lot to catch up since then, therefore, there will be three posts called chapters which will briefly expose what has happened.

Chapter 1 (2013)

*studio.coop*

    Studio.coop was one of the most enriching experiences I have had, it went well beyond the skills of being an artist at a studio. With studio.coop we tried everything we could to start a revolution. We aimed for a Cooperative Studio, a new business model for everyone involved in filmmaking. One where everyone could share the profits made, proportionally to what they really contributed to the production. It sounds utopic but we really believed in it. As a matter of fact, we still believe.

Nevertheless, we rushed too fast into creating a platform without any ongoing production to back it up. Once we noticed that everything we created was not being used, we were a bit too late and low on budget to start a production ourselves - which could show the benefits of our cooperative. I believe this was our biggest mistake, and a difficult one to revert. We nonetheless decided to continue the development of our production platform and agile profit share system. Why? It is something we have always wanted to have and we plan to start using it for our future independent productions.

Interested in trying them out?

[studio.coop and Buckshot logos]

My time in Los Angeles was awesome, Marcus, Sara and Hanna were wonderful people to live with and I never had a boring day there. We had a very healthy routine with a lot of workouts, delicious lunch always prepared by one of us each day, a lot of sun and great working conditions. As it should always be! I really enjoyed our routine, even though routines are things I normally do not enjoy.

We also had the chance to attend [Siggraph 2013](http://s2013.siggraph.org/) in Anaheim to present studio.coop and Buckshot and held a Birds of a Feather where over 20 people attended. It was really great to see other people who believed in our philosophy and were incredibly supportive about it. We met a lot of remarkable artists like Bobby Beck, Bernhard Haux and the guys from Theory Animation. We all share the same vision of online collaborative studios and each of them has been developing their own solutions towards this future. I wanted to feature them here, as well:

[Sync Sketch logo, Theory Animation logo, Scarecrow VFX logo]

[Photos at Siggraph]

Not only small startups are pioneering the way, Bobby Beck and the awesome people at Animation Mentor will be releasing Artella to the world, in the next few weeks! Artella lives by the same concept of studio.coop by being an open collaborative production platform in the cloud. This platform will enable people from all over the world to, as their slogan says, Create Together. They have already been testing it internally at Animation Mentor with some interesting results. I can’t wait to try it out and start contributing to it, exciting times to come!

[Artella Logo]

Siggraph was an eye-opening experience and I would love to come back one day. Who knows, this might even become true in the next years, it all depends on how my current research develops. Nevertheless, I have to admit that I personally like [FMX](http://www.fmx.de/) better. It might not be as academic but it is much smaller and cosy. Therefore, attendees share a much more personal space with everyone in the industry. Being held in downtown Stuttgart also adds a lot of charm.

After Siggraph, I had to say goodbye to my new friends and the lovely studio.coop family in Los Angeles and flew back to Stuttgart to meet my brother and my German friends. In October I finished my duties within studio.coop, at least for the moment. I managed to develop a whole project pitching engine based on google apps and also a great intranet two-way linking system for Google Sites. I also left some [documentation](https://docs.google.com/document/d/1MNs-D-X9VH3u5YI6761dgJZ97MV4PDvyhQUM5a7Z-qo/edit?usp=sharing) for everyone interested in stepping into Google Apps Programming for Google Sites. I am happy with what we achieved with the capabilities, the time we had to work together and everything we learnt by doing so.

[Last picture of studio.coop]

My time in Stuttgart, though brief, was remarkable. There were things that needed to be done back home and prepared to the next chapter, which was just around the corner in my life, called… World Trip! (coming soon).