



A/JOURNAL

ISSUE TWO

+ 2009 FALL // THE JOURNAL OF THE ACADEMY OF ART UNIVERSITY ALUMNI ASSOCIATION



The Next Generation of Animation is Here

Joe Ksander leads the way with visionary director Shane Acker – and the guidance of Tim Burton



Founded in 1929, the Academy of Art University celebrates 80 years of educating a global community of artists and designers.



Chris Cortez MFA05 adds "reality television star" to his list of talented alter-egos after competing in Tommy Hilfiger's *The Cut*. Defying industry boundaries, his out-of-the-box thinking landed him a dream job and a spectrum of opportunities.



Euna Lee BFA01 returns from North Korea along with Current TV colleague, Laura Ling, and shares a note of thanks with supporters.



A Message from the President

PHOTO_ ROCIO RUSSO MFA08 PH

AS ARTISTS AND EDUCATORS, we serve as advocates of artistic expression. In the classroom, this responsibility means instilling in our students the courage to take creative risks and by the same token to take constructive direction. One extraordinary event has found us transposing this teaching philosophy to an international stage.

When School of Motion Pictures & Television alumna Euna Lee and her colleague Laura Ling were arrested by the North Korean government, I knew this was an issue we had to act upon. This summer, the Academy community voiced concern with an online petition and a Community Peaceful Gathering to raise awareness of their detention. We were heard and we were not alone. As I write this letter, I'm relieved both journalists have been released.

Their story has shown me the positive change we can make as a community. You too are one of our citizens and you have life-long advocates not only among our faculty but also among your peers. We hope you will reconnect with us through A JOURNAL and the Alumni Association.

This spirit of mentorship is a cornerstone on which my grandfather founded the school in 1929. Now in its 80th year, the university's commitment to supporting the next generation of artists remains unchanged. One of my directives has been to forge new partnerships; and to this end, I would like to welcome our new Director of Game Design alumnus Christopher Schenck to our family.

We have a lot to celebrate for our big 8-0. Please join us in sharing our triumphs – past and present – and envisioning ones we will be talking about in the future.

Sincerely,

Dr. Elisa Stephens, President

A/JOURNAL

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about

This is *A Journal* about you — the artists, innovators, and designers who make up the Academy of Art University Alumni Association.

A Journal emphasizes the impeccable art and design successes of the Academy's alumni family. It captures and embraces the diversity of creative accomplishments. It highlights a journey through the world creating, designing, inventing, and shaping. *A Journal* engages in the storytelling of vibrant individuals and connects a global community of art and design professionals.

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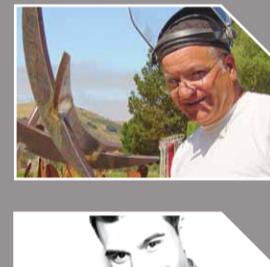


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GA



in every issue

+ STUFF YOU'LL ALWAYS WANT TO KEEP UP WITH



« OUT THERE_ A synopsis of notable alumni pursuing dreams, enriching culture, and stimulating art, all over the world.

RETROVIEW_ A historical journey through influential happenings from the art and design archives.

NEWS & UPDATES_ News feeds that connect you to the alumni community.

CLASS NOTES_ The who, what, where, and when of your fellow graduates.

EVENT CALENDAR_ Global save-the-dates especially designed for innovators, creators, and trendsetters – that's you.

MESSAGE FROM THE PRESIDENT_ Kicking it off with acknowledgements and accolades from your alma mater.

MESSAGE FROM THE ALUMNI DEPT_ A rousing shout out to the Academy of Art University's extended family from Janet Preloger, Director of Alumni.

+ INSIGHT

keys to the kingdom

Your guide to the codes, characters, and colors denoting departmental specializations.

RDV	Advertising	IDB	Industrial Design
RNM	Animation & Visual Effects	IRD	Interior Architecture & Design
RAH	Architecture	MPT	Motion Pictures & Television
FSH	Fashion	COM	Multimedia Communications
FR	Fine Art	MUS	Music for Visual Media
GAM	Game Design	PH	Photography
GA	Graphic Design	WDM	Web Design & New Media
ILL	Illustration		



Welcome Home

The Remarkable Courage of Two American Journalists

LAT/LONG -37° 46' 45" / 122° 25' 12"



+ STORY_ JANET PRELOGER // MORE_ WWW.LAURAANDEUNA.COM

MFT

THE ODDS WERE AGAINST them, but millions of thoughts, prayers, and petition signatures supported their release.

- 140 days of detainment
- Over 6,000 miles away from home
- 12 years hard labor sentence

On August 4, 2009, Academy of Art University School of Motion Pictures & Television alumna Euna Lee BFA01 and Current TV colleague Laura Ling, were pardoned by the North Korean government after being charged of "committing hostilities against the Korean nation and illegal entry." The journalists spent 140 days in detainment after their arrest in March while on assignment for Current TV, the media company co-founded by former Vice President Al Gore. Through a humanitarian effort by former President Bill Clinton, the two women returned home on August 5 to a tearful reunion with their families in Burbank, California.

The Academy of Art University joined hands with the San Francisco community in an effort to support their release through a vigil and online petition with over 4,000 signatures. A Community Peaceful Gathering took place on June 24, 2009 attended by Lee's four-year-old daughter Hana and the husbands of the two women, Michael Saldate and Iain Clayton, who spoke about the recent contact they had with their wives. Over 300 students, alumni, faculty, and community organizations congregated at Morgan Auditorium, joining the nation in solidarity for the release of Lee and Ling.

To view news coverage, photos, and video of the June 24 gathering, visit www.academyart.edu/petition. For additional information, visit www.lauraandeuna.com and our newly launched Academy of Art University news feed at <http://newsfeed.academyart.edu>.

Letter to Supporters from Euna Lee

Posted August 10, 2009 at:
www.lauraandeuna.com

IT'S BEEN 5 DAYS since I arrived home from my traumatic experience.

What have I done... hmm... let's see. I made scrambled eggs with Hana, I walked around the neighborhood with Michael and Hana after dinner, I combed Hana's hair and dressed her for school, I danced and jumped with Hana, I went to a cafe and had a very happy time with Michael listening to his life and shared mine, I went to church and was able to sing unto the Lord.

I am slowly fulfilling the wish list that I made in North Korea one item at a time.

Every moment when I realize it's real, when I am home and I am with my family, I think of all the individuals who were there at the vigils, who wrote letters to us and to the government, who read and followed our news and were concerned about us and helped Laura and I to come home.

Knowing that you would not stop until we came home kept me going day by day in North Korea.

As soon as I got home, after I gave a long hug to my family, I wanted to thank the people who helped me. I wanted to let people know how grateful I was and am. I found myself surfing the Internet and reading different blogs and news articles about us. Then I realized that I felt separated again from my husband and daughter, just as I was for 141 days in North Korea.

I decided then not to go through all the emails and articles just yet. I have not checked the



Facebook pages about Laura and I or the web site, lauraandeuna.com. Because I know that once I started to read them I would get caught up in all the love and support everybody gave me and I will neglect my family.

Hana is still a bit nervous about mommy going to work again. She told me today "Mommy, when I ask you to leave (she meant 'come home'), please come home to me." She told Doorie (one of my cats) "Doorie, if you don't listen, mommy will go to the airport."

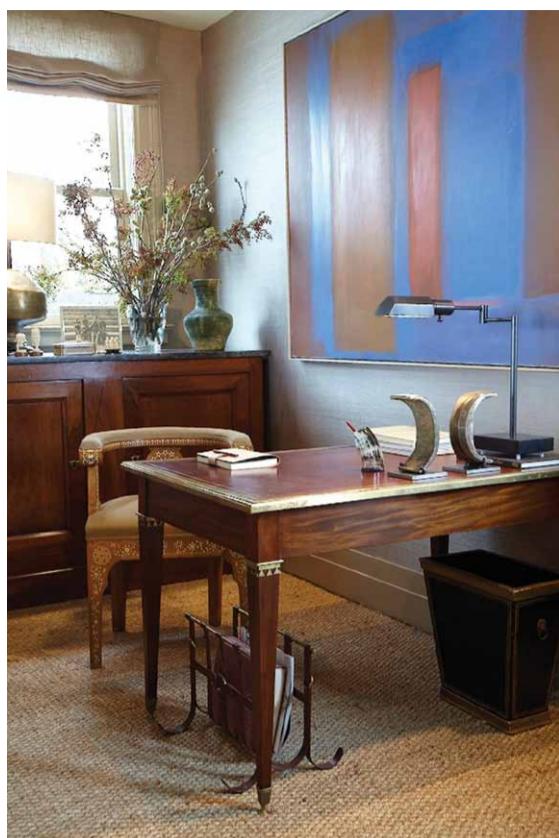
I will wait for the time when Hana truly believes that mommy's always there for her, then I will be free to share my stories and experiences in North Korea and be able to express how thankful I am.

My husband mentioned the names of so many individuals who helped us and supported us through this tough time. I won't list the individual names here to thank because I believe you already know that I am talking to you when I say "Thank You."

Again, I am blessed to have such support from everybody who participated and I won't forget your love and I just want to say, "I love you too."

Love,
Euna

CLOCKWISE FROM LEFT_
Laura Ling and Euna Lee arrive home at hangar 25, Burbank, California with President Bill Clinton (Photo by Kevork Djansezian/Getty Images for Shangri-La); Euna Lee BFA01; Laura Ling; Academy of Art University President Elisa Stephens with Ling's husband Iain Clayton and Lee's husband Michael Saldate, and daughter Hana at the Community Peaceful Gathering on June 24, 2009 at Morgan Auditorium.



A Room with a View (and a color scheme to match)

+ WORK_ HEATHER HILLIARD MFA07 // PHOTOS_ CAREN ALPERT // AT_ HEATHER HILLIARD DESIGN // MORE_ WWW.HEATHERHILLIARD.COM

IRD WE'VE ALL SEEN THOSE homes that look like museums – the ones with living rooms that you just stand in the middle of, not knowing quite what to do with yourself. Well, alum Heather Hilliard is an interior designer who actually has a background working in prestigious museums, yet her designs are anything but cold and stuffy. Her work is best described as home design inspired by art – not by the museum you'd find it in.

Recently, Hilliard's designs have received quite a bit of attention. Just this past spring, she was chosen to work on the 2009 Decorator Showcase home in San Francisco. It's no wonder that this honor attracts a beehive of media buzz; San Francisco is the home of some of the nation's most talented designers, and every year all of them compete for the showcase house.

Hilliard did more than just make the cut; she was chosen to design the penthouse. The showcase this year featured a Georgian home from 1910, but the room Hilliard designed looked nothing like merry old England. Built in the 1950's with sweeping views of the Golden Gate Bridge and San Francisco Bay (the only room in the house with a view in fact), the penthouse stood apart from the rest of the home, sharing none of the same moldings or details. Faced with the room's enormous picture windows, Hilliard recognized immediately that the interior space should not compete with the view – one does not pick a fight with the Golden Gate Bridge after all.

She decided to take out a couple of walls and unusable closets, and then added some half-height walls to create a study area with a desk. Hilliard then chose a color scheme to complement the San Francisco backdrop. As Hilliard herself explains, "I like to bring the outside in by taking color cues from the view. In an effort to create a room in harmony with the view, I combined a warm gray grass

cloth wall covering, paint trim in Farrow and Ball's London Stone and textured Tibetan Jute carpeting along with art, flowers, and accessories in the Golden Gate Bridge orange and blue-green color of the bay. The neutral backdrop allowed the room to fade away so the visitor's eye was drawn immediately to the view." The result? Perhaps the world's most tasteful and inviting family space.

Before entering the competition, Hilliard decided that the Decorator Showcase would give her the perfect opportunity to open her own design firm. She had worked for large firms for years, and wanted to open her own business so she could do more personal and efficient

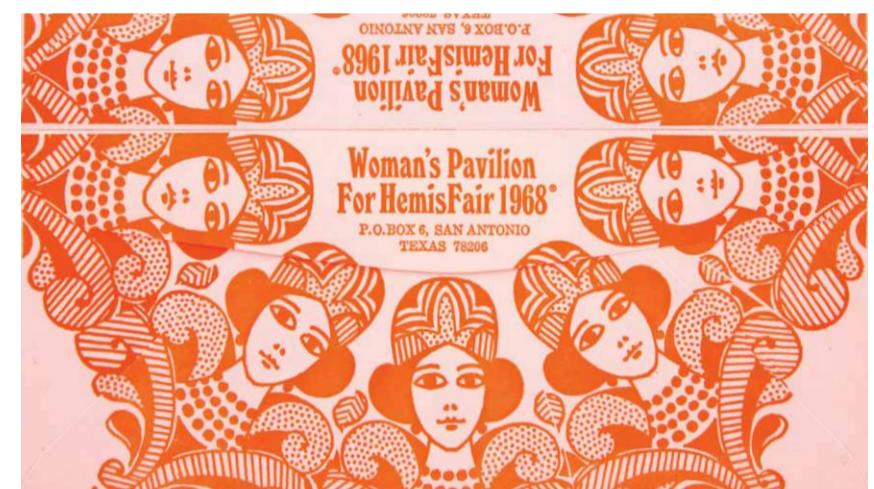
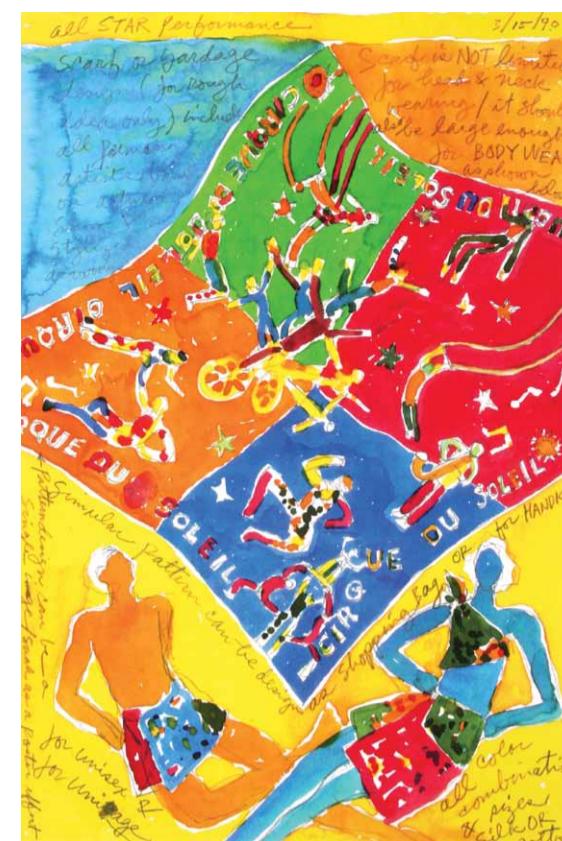
Her work is best described as home design inspired by art - not by the museum you'd find it in.

work for her clients. And that's exactly what she did. Using the publicity she's received, she has been able to create and market Heather Hilliard Design (www.heatherhilliard.com). Currently she is working on a redecoration project in Hillsborough, California, as well as a larger design and construction plan for a contemporary home in Los Altos Hills, California. A talented designer growing her own business – it's an inspiring story that is certainly nice to hear in these economic times. ■

Heather Hilliard

SAN FRANCISCO, CA –
MFA 2007 –

Hilliard lives in an Edwardian home located in Presidio Heights where she loves to run with her dog Kiki. Both she and her husband have done a few triathlons with Team in Training to raise money for Leukemia and Lymphoma. A passionate film buff, Heather has been to Sundance for four consecutive years.



CLOCKWISE FROM LEFT
Design for Peanuts while at Determined Productions; Artwork for Cirque du Soleil; Designs for 1968 World's Fair in San Antonio.

+ WORK_ MING GEE 1959



Ming Gee

SAN FRANCISCO, CA –
1959 –

Gee was born in San Francisco. At a young age he went back to his family's home in China and spent his childhood in a small farming village in Canton. At the age of 16, with no knowledge of the English language, he came back to the United States to finish high school in San Francisco. He persevered through school while working at a laundromat in the evenings. After he finished high school he joined the Air Force and was sent to Germany. This was a formative time for Ming; he was deeply inspired by Germany and European culture in general. It was there he realized that art was his calling. Once he completed his service he returned to San Francisco and enrolled at the Academy where his remarkable life as an artist began.

RDV

IF YOU ARE A trivia buff, you may know that Charles M. Schulz's "Peanuts" characters were some of the first cartoon characters to be licensed for major product placement.

Starting with the now-classic children's book *Happiness is a Warm Puppy*, published in 1962, Charlie Brown and the gang soon adorned a variety of products, including blankets, T-shirts, and toys. Now here's a little bit of Academy trivia for you: alum Ming Gee, who graduated in 1959, was the creative lead behind some of the earliest iconic licensed merchandise, featuring characters from "Peanuts," "Felix the Cat," and "Babar the Elephant," among many others.

When you go to Gee's studio in the Castro District of San Francisco (which he still visits daily), the first thing you see is a shelf filled with a random assortment of things, all of which have inspired him in some way. Knick-knacks? Souvenirs? Maybe a cabinet of curiosity is the best word for it: there's candy packaging Gee loved so much he ate the contents, and then lovingly restored the box and wrappers to their original state, toys he has found from all over the world, and everyday objects he's collected simply for their unique design or a single detail he admires. The collection reflects Gee's personality – whimsical, brilliant, and incredibly modest at the same time. Even though the story for each object is different, every story ends with Gee saying the same thing: "I just had to have it!"

With that kind of "got to have it" attitude, it is no wonder that Gee spent most of his career at a firm called Determined Productions. It was at Determined that Gee designed iconic cartoon apparel. Connie Boucher, credited by the *New York Times* as the businesswoman who pioneered cartoon licensing, ran the company alongside her partner Jim Young, an accomplished design director.

Behind her business sense was the genius of Gee, who worked as her company's main artistic talent from 1969 to 1985, designing everything from ceramics, to fold-away dollhouses, stuffed toys for Cirque du Soleil, products for the World Wildlife Fund, and a huge variety of classic apparel. As Gee explains, "if you are a good artist, you can do everything."

But even before Gee joined Determined, he had followed a fascinating path. After serving in the Air Force upon finishing high school and then graduating from the Academy, he worked in the design department at Neiman Marcus, then moved on to retail advertising at Frost Brothers in San Antonio, Texas. In 1968, he played a main role in the design of the World's Fair in San Antonio – from the event publications right down to the costumes and hairstyles of the staff. Soon after returning to San Francisco, he took a job at Joseph Magnin where he was discovered by Boucher, who convinced him to work for her.

Now that we live in a world where vintage tees are hip, meeting Gee feels like meeting the real thing – a designer who helped define an era that we all now think of as "retro." Sadly, the words "craftsmanship" and "design" no longer come to mind when we think of product placement these days. That's why it is important to know and remember the work of Gee: he reminds us all that the world is a better place, and certainly a more joyful place, with talented designers in it. R



+ WORK_ JOE KSANDER // AT_RHYTHM & HUES, LOS ANGELES, CA

LAT/LONG_ 34° 3' 7" / -118° 14' 36"

Joe Ksander

LOS ANGELES, CA
ATTENDED FROM 1997-1999

Ksander is an animator, writer, and filmmaker. He lives in Los Angeles with his wife Narineh Hacopian who is just about as awesome as it is possible to be.

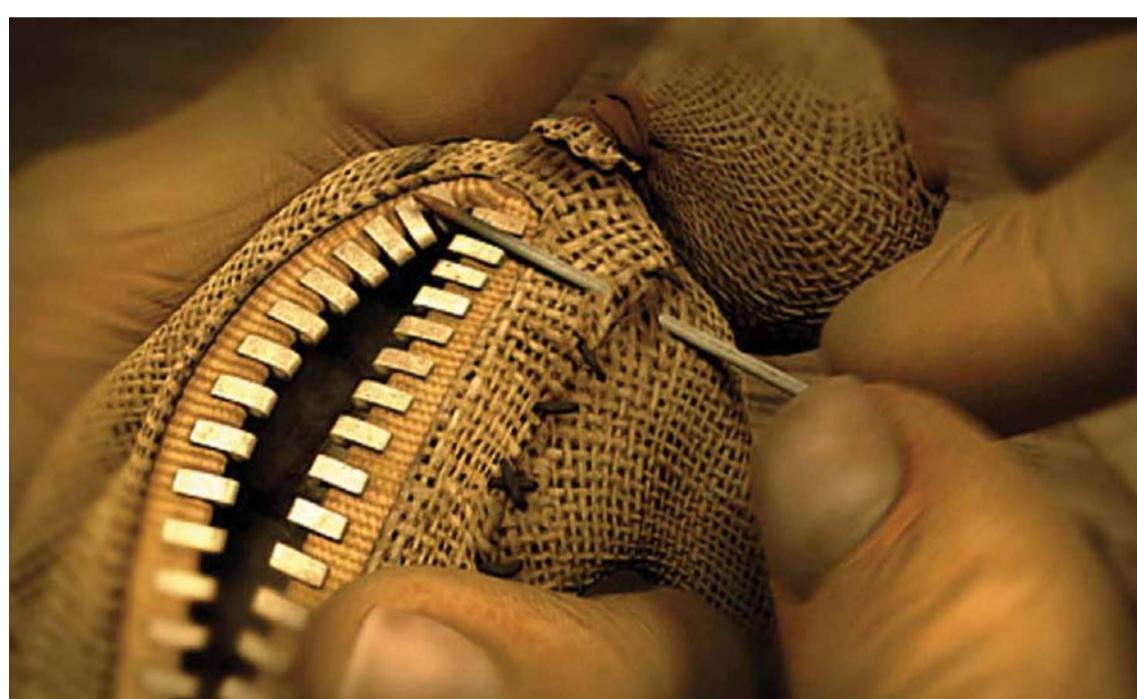
The Next Generation of Animation is Here

Joe Ksander leads the way with visionary director Shane Acker – and the guidance of Tim Burton.

RNM JOE KSANDER HAS RECENTLY finished almost three years of work as the Animation Director of *9* – the much-anticipated film by Focus Features that is already one of the wonders of Hollywood for 2009. Just released this September (strategically on 9/9/09), *9* is a Shane Acker film produced by Tim Burton, Timur Bekmambetov, and Jim Lemley. If you haven't seen it yet, you are in for one big surprise: *9* delivers everything you wouldn't expect from

an animated feature.

Burton's involvement is reason enough that *9* has received every kind of buzz there is, in every major media outlet you can think of – viral and headline alike. When you add a star-studded cast that includes Elijah Wood as the voice of the film's main character, you've got yourself a twittering, blogging fan-fest. A headliner at WonderCon this past spring, *9* featured a panel headed by Wood and our very own Ksander, who both answered a slew of



LEFT_#6 (voiced by Crispin Glover) displays one of Ksander's visionary drawings in Shane Acker's epic adventure fantasy 9, which Focus Features released nationwide on 09/09/09.
Photo Credit: Focus Features

TOP_Ksander and Elijah Wood on the panel for 9 at WonderCon 2009. ©BrokenSphere/Wikimedia Commons.

BOTTOM_#9 (voiced by Elijah Wood) being made by the Scientist in Shane Acker's epic adventure fantasy.
Photo Credit: Focus Features

questions by curious fanboys and fangirls.

9 stars a set of rag dolls brought to life by a mad scientist; they are on a quest to save the world, and there are plenty of darkly animated villains standing in their way. These classic animation tropes are set in a post-apocalyptic world taken over by machines, a surprisingly chilling landscape worthy of California's governor in his acting days. If you wanted to describe 9 in terms of other movies you've seen, you would have to rattle off an eclectic mix: *Star Wars*, *The Dark Crystal*, *Toy Story*, *Indiana Jones*, and of course Burton's own work would be on that list. Ksander himself describes 9 as equal parts animation and action film.

Behind the vision of Acker, the guidance of Burton – and the vocal talent of celebrity actors Wood, Jennifer Connelly, John C. Reilly, Martin Landau, Crispin Glover, and Fred Tatasciore – was the mighty animation talent of Ksander and his three main teams of artists based in Los Angeles, Luxembourg, and Toronto. Ksander spent much of his time in Canada during the production of the film, where he directed a team of 30 animators at the Toronto-based Starz Animation Studio. Ksander also worked with industry legend Ken Duncan, whose studio is based in Pasadena; Duncan, one of Ksander's long-time heroes, has been credited with classics such as *The Lion King*, *Beauty and the Beast*, and *Tarzan* – need we say more?

If there is a modern-day equivalent to the building of the pyramids, surely it is the animated feature film. 9 involved a massive amount of massively talented people, who collaborated together for years; much of the heavy lifting was accomplished by a core team of leads consisting of Ksander, director Acker, editor Nick Kenway, and head of story Ryan O'Loughlin. Working with so many people in so many places, Ksander stayed up all hours

to accommodate radically different time zones and dealt with countless technical issues involved in remote collaboration. Much of the film's creative vision was formed by necessity "in medias res," the casting of the actors being of course one of the film's formative moments. While

much of his time is spent on a major production for Warner Brothers – a project that is classified as "top secret" until Warner Brothers announces the film.

Ksander started his animation career at the Academy in 1997, where he took what everyone calls "the Pixar

"...it was a lot like laying the tracks as the train is traveling."

Wood's voice matched the character of 9 remarkably well. Ksander re-designed Christopher Plummer's character in accordance with the actor's distinctive voice. As Ksander himself explains it, "it was a lot like laying the tracks as the train is traveling."

One of the reasons that 9 always felt like a vision-in-process is that it began as a short film with sound, but no dialogue whatsoever. Acker created the short while studying at UCLA, where he first met Ksander. As a short film, 9 was so visually compelling that it stole the show at festivals, including Sundance, amassing critical acclaim and gaining the attention of the Hollywood elite.

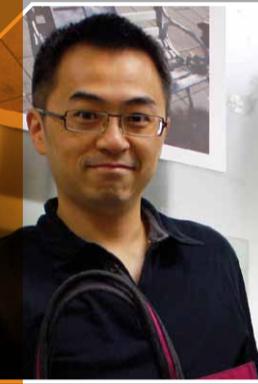
When Ksander was asked by his long-time friend Acker to oversee the animation for the feature-length version of 9, he already had many big Hollywood titles under his belt. As an animation supervisor at Rhythm & Hues, Ksander had worked on films such as *Night at the Museum* and *The Chronicles of Narnia*. Ksander accepted Acker's offer, eager to work on such an exciting project where he could be a part of the main production team. After Ksander wrapped up his work on 9, Rhythm & Hues immediately asked him if he would return to the company as an animation director. Ksander returned to Rhythm & Hues to lend a hand on Hollywood productions such as *Land of the Lost* and *Alvin and the Chipmunks*. Currently,

classes." It was in these classes that he found his first mentors, Pixar artists Jimmy Hayward and Oren Jacob, who helped him complete his first short. On top of working on large Hollywood productions, Ksander is still creating his own films. He is finishing his own live-action short film that will be shown at festivals later this year. He calls his short "a bittersweet college romance, with a sci-fi twist" – now if anyone can pull that off, it would be the very talented, and very cool, Joe Ksander. ■

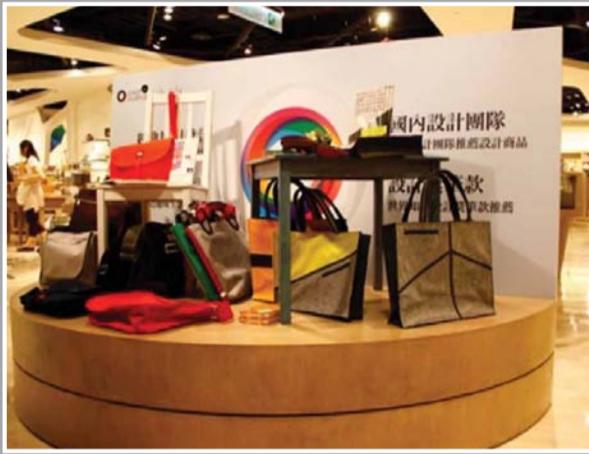


out_there

FROM SAN FRANCISCO TO Milan to Florianópolis and beyond - the alumni of the Academy of Art University represent a global community of diverse, artistic professionals. They're sculptors, animators, architects, actors, instructors, and innovative entrepreneurs to name just a few. They've received Emmy nominations, SURTEX awards, among many others and have been recognized in international publications. A quick look at their handiwork reiterates their diverse achievements, representative of the common thread they share as graduates of the Academy of Art University.



TAIPEI CITY, TAIWAN
MFA 2002



CURRENT_Kuo is the founder and creative director of Ultrahard Co., Ltd. The company's "nazca series" took part in the Eslite bookstore's national design festival in May, one of the most prominent design houses in Taiwan.



**Yu-Cheng
Kuo**



SAN FRANCISCO, CA
BFA 2001



CURRENT_Koswara is the senior designer at Michael Osborne Design. She has worked on projects for Kettle Foods, Brown-Forman (Gentleman Jack), Williams-Sonoma, Square One Organic Vodka, Thomas Kemper Soda, and many other clients.



**Alice
Koswara**



MILAN, ITALY +
LOS ANGELES, CA
BFA 2002



CURRENT_Owens is an international artist living between northern Italy and southern California. Her current exhibition, *Adaptation*, is a series of paintings influenced by her background in production design. View her work at www.chelseawards.com.



**Chelsea
Owens**



CURRENT_Ewart has risen to an Associate Creative Director at CP+B in just 4 years. She has won numerous awards for her work on Coke Zero, VW, and Pearl Izumi. Her most recent project is the launch of a re-branding campaign for Buell Motorcycles.



BOULDER, CO
BFA 2006

**Dayoung
Ewart**

LAT/LONG_ 40° 0' 37" / -105° 16' 36"



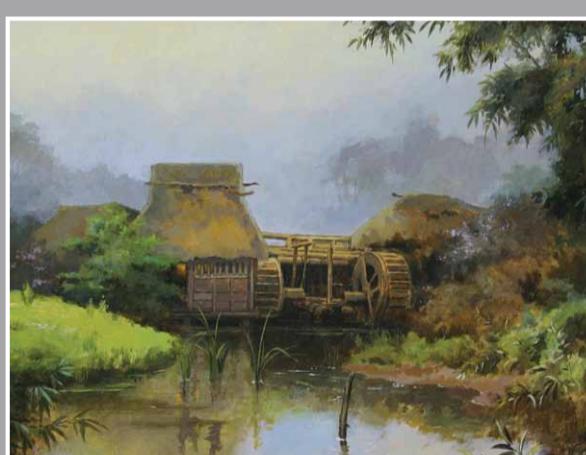
CURRENT_Shool is a technical director at Pixeldust studios working on several Emmy nominated and Silver Telly Award winning projects, including Discovery Channel's *Apocalypse How?* and National Geographic's *Six Degrees Could Change the World*.



BETHESDA, MD
MFA 2007

**Samar
Shool**

LAT/LONG_ 38° 59' 23" / -77° 7' 16"



CURRENT_Liu is returning to the Academy to teach 3D art at the new School of Game Design. She looks forward to exploring, with her students, the wondrous world where art and technology combine their efforts to create magic and fantasy.



SAN FRANCISCO, CA
MFA 1987

**Shaowei
Liu**

LAT/LONG_ 37° 46' 45" / -122° 25' 12"



CURRENT_Summers is a New York based photographer. His travels feed his voracious hunger to produce innovative imagery. The surrealistic work is created, not captured, telling stories of culture, characters, fashion, and the drama relating them.



NEW YORK, NY
BFA 2008

**Braden
Summers**

LAT/LONG_ 40° 45' 21" / -73° 59' 13"





LAT/LONG_-27° 35' 49"/ -48° 32' 58"
FLORIANÓPOLIS, BRAZIL
MFA 2005



**Marcius A.
Furtado**

CURRENT_Furtado is a 3D supervisor for *Worms*, the first full feature stop-motion animation film of Latin America launching in 2010 by Animaking Studio. He also teaches video, film, and animation courses at ASSESC, UNISUL, and CESUSC.



LAT/LONG_-37° 46' 45"/ -122° 25' 12"
SAN FRANCISCO, CA
BFA 2007



**Yaling
Hou**

CURRENT_After winning the grand prize of the SURTEX 2007 International Student Design Competition, Hou launched her home and accessories line Flowie (www.flowiestyle.com) that retails nationally and is featured regularly in *Sunset*, *7x7*, *Redbook*, and *Daily Candy*.

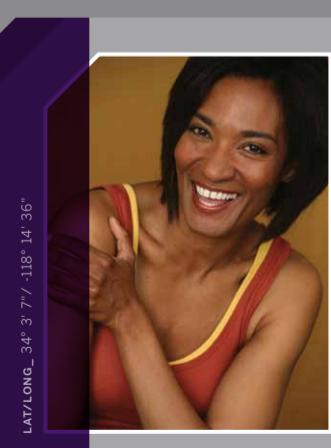


LAT/LONG_-45° 31' 25"/ -122° 40' 13"
PORTLAND, OR
BFA 2002



**Tom
Lueddecke**

CURRENT_Born and raised in East Germany and Russia, Lueddecke worked at M3dium Design while at the Academy. Since 2003, he has been designing high performance products in Nike's Innovation Kitchen.



LAT/LONG_-34° 3' 7"/ -118° 14' 36"
LOS ANGELES, CA
MFA 2008



**Carla
Punch**

CURRENT_Punch is working and living in Los Angeles, California. She recently finished a long running show in Los Angeles based on Pink Floyd's 1973 album, *Dark Side of the Moon*, where she played the lead role of Mother.



1 OCTOPUS - LA LAGUNA - SAN GABRIEL, CA
DRAWINGS COURTESY OF FRIENDS OF LA LAGUNA. <http://www.friendsoflaguna.org/>

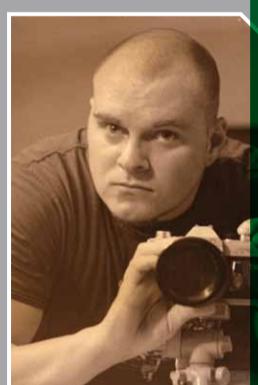


LAT/LONG_-37° 46' 45"/ -122° 25' 12"
SAN FRANCISCO, CA
M.ARGH 2007

**Mark
Serrata**



CURRENT_Award-winning sculptor, Reeder adds a 21st Century twist to classical figures with a body of work entitled, "Socio-Technic Evolution," including "Pan's iPod." His work will be auctioned at the Academy's 14th Annual Faculty + Alumni Fine Art Auction in November.



LAT/LONG_-37° 45' 49"/ -121° 57' 12"
SAN RAMON, CA
MFA 2009

**Adam
Reeder**



CURRENT_Huffman is the design manager for the Global Gap Store Environments team for Gap and Gap Body. View her work at the Gap Store on 54th & 5th in New York and Gap Body on Chestnut St. in San Francisco.



LAT/LONG_-37° 46' 45"/ -122° 25' 12"
SAN FRANCISCO, CA
BFA 2001

**Alicia
Huffman**



What are you waiting for? You can play too.

Visit alumni.academyart.edu and participate in our pilot program, Content 1.0, a compelling opportunity to share your artistic brilliance.

A Show-Stopper in Sonoma

Hossain Amjadi's sculpture garden is nestled in the middle of wine country, and the harvest is looking good.



CLOCKWISE FROM LEFT—
Amjadi's sculptures:
Bond, Four Hearts, Pisces
Fountain, and Union

+ WORK_ HOSSAIN AMJADI BFA84 // AT_ ART FORMS, SONOMA, CA // WORK_ WWW.HA-ARTFORMS.COM



Hossain Amjadi

SONOMA, CA _
BFA 1984 _

Amjadi lives in Sonoma, California with his wife, a chemistry teacher, and his two young boys, Adam and Justin. He was born in Iran, and then went to school in England at the age of seven. In 1978, he came to the United States, and shortly after began his studies at the Academy. He graduated in 1984 and has been making sculpture ever since.

FR

ONE OF THE MOST unique finds you can discover while driving through Sonoma has nothing to do with California reds. For over two decades, people visiting wine country have been stopping to admire and explore the sculpture garden of alum Hossain Amjadi. The sculpture garden is Amjadi's front lawn, which he uses as an outdoor gallery for his self-run studio called Art Forms.

Amjadi's career as an independent artist began about twenty-two years ago, when he simply got tired of the city. After graduating from the Academy in 1984 with a degree in Fine Art, he lived in Oakland for a few short months before deciding to pack everything up and move to Sonoma. He bought a 2.5 acre plot of land, which Amjadi says "was a jungle" – but it was a jungle he preferred to the urban one. Over the years, he has stayed on this very same lot, building a home there as well as a thriving sculpture studio. His sculpture garden encompasses an entire acre of the lot, which according to Amjadi "is small in some ways, but plenty big enough to create a wide range of differently sized pieces."

Amjadi is the art world's version of a farmer living off the land. Art Forms, created in 1993, is a completely independent studio based out of Amjadi's home. And Amjadi prefers it this way: "I get to deal with people directly, and I know where almost all of my sculptures are," he says. Amjadi finds no need to seek gallery representation elsewhere; just take a trip down Arnold Drive in Sonoma, and you will immediately see why this is so. With fifty to sixty pieces on display at any given time, his sculpture garden is an absolute show-stopper for anyone who happens to drive by. His sculptures are in high demand, attracting celebrity buyers such as Olympic champion Peggy Fleming and her husband Greg Jenkins, who own a vineyard

and winery called FJ (Fleming Jenkins). Xerox purchased seven of Amjadi's sculptures, now on display at its offices in Leesburg, Virginia. In fact, Amjadi is hired to do major installation pieces on a regular basis; just this year, he has done two major public commissions – one for Lowe's in Sacramento, and another for Club One in Petaluma.

Amjadi's sculptures are welded from metal, yet are full of humanity and sentiment. His creations are scaled to a wide range of sizes, and appeal to a wide audience; one of his pieces, entitled Bond, is so popular that he has sold it in various sizes to multiple clients. Although many people buy his sculptures to complement garden and outdoor settings, his pieces also look striking when put on display indoors. Over the years, he has gathered a loyal following – and all he had to do, it seems, was start welding and putting his sculptures in his garden. It is a relief to talk to someone like Amjadi; like his sculptures, he makes life seem easy and carefree. "The sculptures get sold, and I'm always making new ones": this kind of directness is typical of Amjadi's worldview. His artistic credo is just as powerful as it is simple: "for those who seek to learn art and want to let their creativity come to life, I say do it."

Amjadi's sculpture garden and studio is located at 23150 Arnold Drive, Sonoma, California 95476, nestled among the wineries Gloria Ferrer, Anaba, Schug, Jacuzzi and Cline. The location of his studio makes absolute sense to Amjadi, who says that "wine is an art and so is everything else." To view more of Amjadi's work, visit www.ha-artforms.com. **R**



You're Invited!



LAT/LONG: 37° 46' 45" / -122° 25' 12"

SATURDAY, NOVEMBER 07, 2009

FACULTY+ALUMNI FINE ART AUCTION

79 GALLERY, SAN FRANCISCO

PAINTING + PRINTMAKING + SCULPTURE + JEWELRY

ABOVE_ Under Attack, Adam Forfang BFA01, Oil on Panel, 12 x 9.

THE ACADEMY OF ART UNIVERSITY'S School of Fine Art will host its 14th Annual Faculty and Alumni Fine Art Auction on Saturday, November 7, 2009 at the 79 Gallery (79 New Montgomery, San Francisco.) A reception kicks things off at 2 p.m. followed by a live auction at 3 p.m. Please join us for an auction preview on Thursday, November 5 from 5 to 7:30 p.m.

"The annual Fine Art Auction is a wonderful opportunity to showcase the incredible work of our talented faculty and alumni," says Hillary Welde, Director of Galleries at the Academy of Art University. "This event reaches a broad art-buying audience and supports our student scholarship fund."

The Faculty and Alumni Fine Art Auction has continued to grow in scale and scope each year. As in past years, 50 percent of all proceeds are donated to the Academy of Art University's Student Scholarship Fund and is tax deductible. The remaining 50 percent is dispersed directly to the artist.

Last year's event generated over \$160,000 in sales. With your support, we hope to raise even more in 2009! To view a complete list of auction items and participating artists, visit the online auction catalog at www.academyart.edu/auction. If you would like a hard copy of the catalog, please email your mailing address to alumni@academyart.edu.

class notes

ADV Advertising

LOS ANGELES, CA.
Virginia Fout BFA95 owns her own event production company, V Productions LLC in Los Angeles.

ANM Animation & VFX

SAN FRANCISCO, CA.
Jean-Denis Haas BFA03 has been employed at Industrial Light & Magic since January 2004 where he recently finished his first

film, *Transformers 2*, as a lead animator.

VANCOUVER, BC.

YuehChing Hong MFA04 is a lighting director at Electronic Arts Canada.

CULVER CITY, CA.

Joe Lilli BFA04 is the CG supervisor at Genex in Culver City, California for Acura, Kraft, and Purina. He worked as a 3D lighter on *Ice Age 2: The Meltdown*, *Horton Hears a Who* and *Miss March*, and has developed broadcast commercial motion graphics for

The History Channel, Kohls, Marshalls, and Toyota. He is currently green screen keying for JWT, doing motion graphics and compositing for the upcoming Jackie Chan movie, *The Spy Next Door*.

LOS ANGELES, CA.

Behnam Shafeibek BFA05 began as an intern at Rhythm & Hues Studios in Los Angeles which led to a contract position as a digital compositor for *Garfield: A Tail of Two Kitties*. Still with Rhythm & Hues, he was

SAN RAFAEL, CA

Carmen Chow BFA08 is working as a concept artist/matte painter at ImageMovers Digital on two upcoming films, *A Christmas Carol* and *Mars Needs Moms*, doing what she loves every day and learning a lot from the industry's top talents.

lead compositor for *Night at the Museum 2: Battle of the Smithsonian*. Behnam was on the Oscar-winning team for Best Visual Effects for *The Golden Compass* in 2008. He is currently working as lead compositor on his tenth feature film, MGM's *The Cabin in the Woods* due out in February 2010.

SAN JOSE, CA

Melvin Yu BFA05 has worked on *This is Vegas* (Surreal Software), *God Father II* (Electronic Arts), and is

currently working at Cryptic Studio on *Star Trek Online*.

SAN FRANCISCO, CA
Claudia Sutton BFA06 is working in the game/comics industry as a concept artist/illustrator and was recently promoted to art director. Some of her clients include Slipgate Ironworks, White Wolf Publishing, and Black Halo Entertainment. She was published in 2008 by Ballistic Publishing's *Exotique 4: The World's Most Beautiful CG*

CONTINUED ON 14 »

Stay up to date with events and happenings of interest to association members.

calendar

+ THINGS TO DO AROUND THE WORLD // EVENT EDITOR_ JANET PRELOGER

11-20 SEPT 09

MILAN, ITALY

Milano Film Festival 2009_ Multiple locations in Milan
www.milanofilmfestival.it

15-18 SEPT 09

AUSTIN, TX

2009 Game Developers Conference® Austin_ Austin Convention Center, 500 East Cesar Chavez Street
www.gdcaustin.com

17-20 SEPT 09

AMSTERDAM, NETHERLANDS

Klik! Amsterdam Animation-Festival 2009_ Filmtheatre Kriterion
www.klikamsterdam.nl

21-24 SEPT 09

CHICAGO, IL

International Casual Furniture & Accessories Market™_ Merchandise Mart, 222 Merchandise Plaza
www.casualmarket.com

23 SEPT 09

SAN FRANCISCO, CA

APA-SF and Academy of Art University present Dan Winters – 7:30 – 9:30 pm_ Morgan Auditorium, 491 Post Street
www.apanational.com
www.danwintersphoto.com

26-27 SEPT 09

TOKYO, JAPAN

Tokyo Game Show 2009_ Nippon Convention Center (Makuhari Messe)
<http://tgs.cesa.or.jp/english/>

25-27 SEPT 09

NEW YORK, NY

New York Anime Festival_ Jacob K. Javits Convention Center, 655 West 34th Street
www.newyorkanimefestival.com

1-2 OCT 09

CHICAGO, IL

The Design Research Conference_ Spertus Institute, 610 South Michigan Avenue
www.id.iit.edu/events/drc/

2-31 OCT 09

CHARLESTON, SC

ALUM » Painting alumni Hye Seong Yoon MFA06 and Zin Lim MFA06 featured in a dual artist "New Works" exhibit_ Ella Walton Richardson Fine Art, 58 Broad Street
www.ellarichardson.com

4-6 OCT 09

FRANKFURT, GERMANY

eEDIT 12. Filmmaker's Festival Art and Science of the Moving Image

www.filmmakersfestival.com

11-13 OCT 09

SHANGHAI, CHINA

Game Developers Conference® China 2009_ Shanghai International Convention Center
www.gdcchina.com

12-13 OCT 09

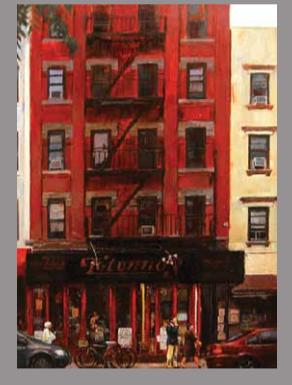
CHICAGO, IL

An Event Apart: The Design Conference for People Who Make Websites_ Sheraton Towers, 301 East North Water Street Chicago

www.aneventapart.com/2009/chicago



www.klikamsterdam.nl

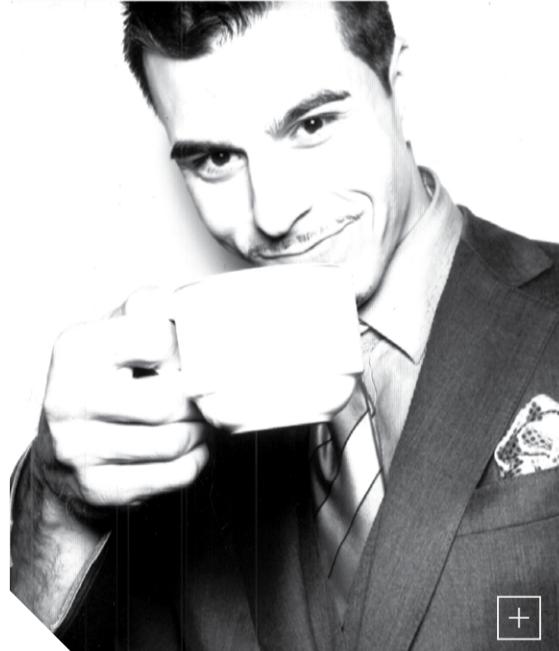


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+ WORK_ CHRIS CORTEZ MFA05 // AT_ CORTEZ GROUPE, NEW YORK, NY // MORE_ WWW.CORTEZGROUPE.COM



Chris Cortez

NEW YORK, NY
MFA 2005

Cortez is currently living in New York City. In his spare time, he likes to collect trash off the street and turn it into treasures. He keeps a visual blog of his found inspirations at www.sensiblecuriosity.com. If you have any thoughts, ideas, or potential collaborations, write to him at cc@cortezgroupe.com.

GR

FOR MANY, ALUM CHRIS CORTEZ needs no introduction: he achieved instant fame as the winner of *The Cut*, the CBS reality show hosted by none other than Tommy Hilfiger. His appearance as a contestant is worthy of a story in itself. Just imagine tens of thousands of aspiring designers across the country, all answering what they think is their personal calling – to be chosen as a fashion phenom by the legendary Hilfiger. Week after week, Cortez survived a gamut of challenges, judged by icons such as Karl Lagerfeld, Simon Doonan, Russell Simmons, and Tommy Hilfiger himself.

Nothing could be more surreal than becoming a television star, making it to the final competition for your dream job – or so one would think. For Cortez, the final challenge was more like something out of a film than a reality show. Cutting back (and forgive the pun) to Cortez at age 15, we find him working at Macy's flagship New York City store in Herald Square. Back then, Cortez would exchange his paychecks for items from the Hilfiger brand, collecting over 250 pieces from his favorite designer. While working at Macy's Herald Square, Cortez naively and hopefully asked if he could design the store's windows. What he got at the time was a pat on the head, and the sage advice that he would need a degree if he wanted to do that.

Flash forward to the last challenge of *The Cut* – Cortez was one step away from being chosen by Hilfiger. And what was Hilfiger's last challenge? You guessed it – to design the windows of Macy's Herald Square. And now, Cortez is working at Hilfiger designing accessories, including bags, belts, small leather goods, and footwear. A beautiful ending, no?

But if that is all you know about Cortez, you are really missing out. Shortly after his win on *The Cut*, the show went into international syndication and wave upon wave



of press coverage began. As Cortez himself explains, "My goal was never to be a star or do reality TV. I saw an opportunity to use the show as a strategic move in my career." In 2007, Barney's asked Cortez to be their featured artist for Fashion Meets Art, featuring previous artists such as Damien Hirst, Ruben and Isabel Toledo, and Dennis Hopper. Along the way, Cortez built an impressive reputation and network of supporters, which included the senior vice president of Barney's, creative director of Wolff Olins, and a designer who had worked with Brioni for over 20 years.

Cortez then made his move, launching his own design through distribution firm, Cortez Groupe (www.cortezgroupe.com). Like Cortez himself, the firm is a completely

TOP_Alfonso Felipé 2007 Lookbook, created by Cortez Groupe for the bespoke suit maker Alfonso Felipé. Creative direction and accessories designed by Cortez. Photography: Dylan Maddux

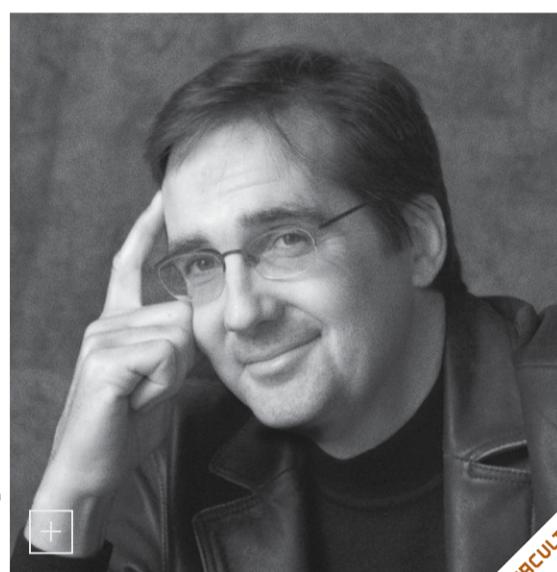
BOTTOM_Tommy Hilfiger 25th Anniversary Wallet, by Cortez for the Spring/Summer 2010 limited edition collection, celebrating the company's rich history over the last 25 years. Design and photography by Cortez.

CONTINUED ON TOP OF NEXT PAGE »

out-of-the-box design house. Cortez, who received a degree in Graphic Design at the Academy, is the type of artist and designer who defies industry boundaries and definitions. His firm has done it all, including the branding and marketing for a Brooklyn loft conversion that resulted in selling all 26 units in three months, branding an eco-luxury spa out of Miami's design district and a new premium tequila from California, and creating an installation in the Brioni New York showroom.

In addition to working at Hilfiger, managing his firm the Cortez Groupe, and working with clients on a myriad of

projects, Cortez is also putting together a book about Martin Luther King for Rizzoli. It seems as though he lives on his own planet, with days that are twice as long as ours. Or maybe Cortez is a superhero with many brilliant secret identities: there is, after all, a mention of Clark Kent on his website. A style superhero? One is certainly left to wonder.



Staying Connected

Director of Online Animation & Visual Effects reaches out to graduates

+ CONTRIBUTOR VINCE DE QUATTRO // **AT** ACADEMY OF ART UNIVERSITY



ACADEMY OF ART UNIVERSITY Director of Online Animation and Visual Effects, Vince De Quattro, has been an enthusiastic proponent of the new focus on developing alumni relations for his department.

"As an industry, we are very aware of the importance of networking, both within a collaborative framework for production and in the narrower terms of job identification and placement. In my role as the Online Director, networking has been my priority focus for the placement success of our graduates."

De Quattro has implemented online offices for his full-time and adjunct faculty, has implemented online workshops, and is designing real-time online lecture elements for select coursework at the graduate level. His non-traditional approaches to distance learning are driven by the growing entry-level competition in the entertainment market.

De Quattro feels that continued portfolio development is essential after graduation. "We are adopting a dynamic approach to graduate outreach marketing tailored to the

individual student's skill set. We are doing more regional research to find internships and entry positions for those students who are outside of large entertainment markets.

"After graduation, our alumni have some interesting options for continued connection to our department. As we are currently putting in place a production system that mirrors the industry, we are looking to collaborate with our alumni in the areas of cinematography, story development, modeling, rigging, animation and lighting. We are offering our distinguished graduates adjunct faculty positions as we find that they make excellent instructors, both online and in-person."

All graduates of any department of the University are invited to join the departmental web site (vfxgateway.com), our Facebook group (AAU VFX), and follow us on Twitter (twitter.com/AAUVFXclub). De Quattro can be contacted at vdequattro@academyart.edu.

sustainability

+ INSIGHT DETAILS & INSPIRATIONS

Printing this 16-page newsletter on Mohawk Options 100% PC Cool White Smooth 80# text (25,000 copies; 4/C, double-folded, finished size A3 used 55,500 sheets or 8,880 lbs) generated environmental savings equivalent to:

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3,963 miles not driven	7,889 pounds greenhouse gasses prevented	60 mil. BTUs energy not consumed	4,007 pounds solid waste not generated	85 trees preserved for the future	36,213 gallons wastewater flow saved	246 pounds waterborne waste not created
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Source: Mohawk Environmental Calculator available at www.mohawkpaper.com. Conversion are provided by the EDF (Environmental Defense Fund) and/or the U.S. EPA.

Looking back at what pushed us forward.

retroview

+ FEED THE WAY WAY BACK MACHINE // **ARCHIVIST** JANET PRELOGER

Retroview affords us the opportunity to look back at what was happening in society, the arts, and education. Celebrating 80 years, we highlight the Academy's long history of inspiring and educating a global expanse of artists and designers.

80 Years of Creative Passion



1930



1937



1968



1973



1986



1995



1999

1929 Richard S. Stephens, Art Director for *Sunset Magazine*, founds the Académie of Advertising Art, along with his wife Clara, with a beginning enrollment of 45 students.

1933 Curriculum expands to include Fashion Illustration

1936 Fine Art Department is added

1946 Enrollment grows to 250 students; courses offered in General Advertising and Commercial Art, Fashion Illustration, Cartooning, and Lettering & Layout

1951 Richard A. Stephens, son of founder Richard S. Stephens, becomes President

1955 Magazine Illustration and Photography curriculum are added

1957 Art History, English, and American History added to the curriculum

1966 Academy is granted authority to offer a Bachelor's Degree in Fine Art; Fine Art, Fashion, Photography, Interior Design, Advertising and Illustration classes offered; Academy acquires its own space at 740 Taylor Street

1968 Academy expands to 625 Sutter

1976 Academy continues to expand to 540 Powell Street; approximately 750 students enrolled; library opens; in-house advertising agency begins (ADCOM)

1977 Master of Fine Arts program inaugurated and approved by the California State Department of Education

1980 The Academy's Department of Transportation begins a shuttle service for students; today the school maintains a fleet of over 50 vehicles

1981 Academy receives NATTS accreditation; Graphic Design courses offered

1983 College expands to provide a student housing facility across the street from 625 Sutter

1985 Academy is accredited by NASAD

1988 Academy receives FIDER accreditation

1992 Elisa Stephens, granddaughter of founder Richard S. Stephens, appointed president; 79 New Montgomery building acquired; School of Industrial Design starts as Product Design

1993 School of Motion Pictures & Video begins; Academy's first dormitory at 680 Sutter is purchased

1994 Academy introduces Programs in Computer Arts and Digital Media; Included classes in 3D Modeling, Animation and New Media; School of Product Design becomes Product & Industrial Design

1998 Academy receives ACICS accreditation; Interior Design becomes Interior Architecture & Design

2002 School of Architecture begins; School of Motion Pictures & Video becomes School of Motion Pictures & Television

2003 First online classes offered

2004 Academy of Art College becomes Academy of Art University; School of Animation opens

2007 Academy receives WASC accreditation; Classic Car Museum housing over 100 historic cars, including a 1929 Auburn Speedster, begins at 2151 Van Ness

2008 School of Multimedia Communications opens; NCAA Division II Athletic Program begins, led by former San Francisco 49er Jamie Williams

2009 School of Game Design separates from Animation; School of Music for Visual Media begins; Computer Arts New Media becomes Web Design & New Media; Academy maintains 17 academic buildings and 17 residence halls in San Francisco; 17,000 students currently enrolled with over 30 areas of academic emphasis and over 50,000 alumni worldwide



class notes

In touch from the great beyond.

[+ SHARE OR SHOUT_](#) ALUMNI@ACADEMYART.EDU

« ANIMATION & VFX FROM 11 Characters and is featured in the September Issue (# 87) of *Art Scene International* magazine.

NOVATO, CA_

Bryon Caldwell MFA07 began as an animator at TellTale Games in San Rafael, California, working on the *Sam & Max* games a month after graduation. A few months later he was hired by Image Movers Digital as an animator to work on their first film *A Christmas Carol*. Bryon is currently working on IMD's next film *Mars Needs Moms*.

SAN FRANCISCO, CA_

Winner of an American Design Award in 2008, **Ginturn Tran MFA08** is the CEO of design firm Deographics in San Francisco with a client list that includes Fox Network, Best Buy, and New Line Cinema to name just a few. Deographics has offices in San Francisco, New York, Korea, London, and China.

GR Graphic Design

SANTA MONICA, CA_

Kunsung (Aaron) Kim BFA05 won an iF Design Award for his Sony Active Style Headphone Package design in 2007; a Sato Award, Special Recognition 2007 for his media package design and a Morita Award, Special

Recognition 2007 for his headphone package design, Sony Creative Center, Tokyo, April 2008. Most recently, Aaron won the 2009 Sony Vision Package Design Project award in May 2009, Tokyo.

OAKLAND, CA_

While working at McLean Design, **Augustus Ang's BFA07** design for Fentimans' Botanically Brewed Natural Sodas 4-pack carrier won a bronze medal in Beverage World magazine's "2008 Best in Beverage Packaging Awards." He is currently a designer with Clorox Creative.

ILL Illustration

SAN FRANCISCO, CA_

Carolina Tello BFA06 worked for a year for Secret Level/ SEGA immediately after graduation as a concept artist for the game *Golden Axe: Beast Rider*. In January 2008, she became the first concept artist at Paragon Studios, the NCsoft studio behind the award winning MMORPG City of Heroes/City of Villains. Most recently, she has been working on designing concept art for the upcoming expansion: *City of Heroes Going Rogue*. Working with designers, she became responsible for the creation of the new signature Rogue character, "Desdemona," who is the

poster child for Redeemed Villains.

SAN FRANCISCO, CA_ **Philip Hua BFA03** is represented by HANG ART Gallery and has been featured in *The Artist's Magazine*, *The San Francisco Bay Guardian*, *The San Francisco Chronicle*, *Arteaser*, *SF Art News*, *San Francisco Arts Monthly*, and *Whitehot Magazine of Contemporary Art*. His work is included in the collection of Cisco, Inc. Phillip was recently in a group show at HANG ART Gallery, Micaela Gallery, the Los Angeles Center for Digital Art, the California Museum of Photography and was exhibited at the Google Inc. headquarters in Mountain View, CA.

"Starbucks" of retail health care inside Longs Drugs, Walmart, and Farmacia Remedios. Other interior designs include Bistro Luneta featured in the *Best of the Bay* with Janelle Marie of CBS 5 and various residential renovations in the peninsula.

SAN FRANCISCO, CA_ **David Polifko's MFA09** San Francisco garden is being featured in the July 2009 issue of *Sunset Magazine* as the 2009 Dream Garden Grand Prize Winner.

MPT Motion Pictures & TV

NEW YORK, NY_

Alissa Levy MFA04 is starting her own tea house in Jersey City, NJ. She is also a freelance post-production professional working in New York City on the Food Network's *Chopped* and previously worked at LOGO (MTV Networks).

SAN FRANCISCO, CA_ **Dessieree Green MFA06** works full time at Monaco Labs and

Video and is a freelance sound designer. She worked on eight

IN MEMORIAM

The Alumni Association remembers **Aurelio (Gig) Gonella** – WW II veteran, Cannes Film Festival award winner, art director, former Academy instructor, and founder of the Vancouver Yacht Co. – who passed away on August 5, 2009. After receiving his MFA from the Academy,

Gonella was an art director in New York City before working for 25 years as creative director for Dancer Fitzgerald & Sample Advertising Agency in San Francisco (more recently known as Saatchi & Saatchi). Gonella was 85 years old.

news & updates

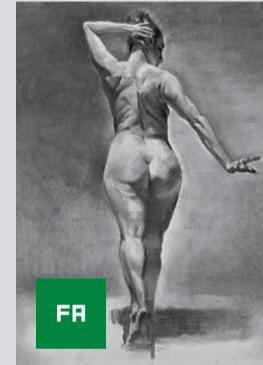
[+ EVENTS AND HAPPENINGS_](#) SPECIFICALLY GEARED FOR ACADEMY ALUMNI



SAN FRANCISCO, CA_

A/PARTY: BAY AREA CHAPTER KICK-OFF » On July 9th, the Academy of Art University Alumni Association launched its first-ever Bay Area Alumni Chapter. Thanks to the over 250 alumni guests who gathered at the 79 Gallery to network and reconnect with fellow graduates spanning nearly six decades from the class of 1959 to 2009. Guests perused the best work from Spring Show 2009, reconnected with former instructors, toasted the Academy's 80th Anniversary, and reunited with long lost classmates. View photos from the event at www.flickr.com/photos/aau_alumni. Keep an eye out for future events of the Bay Area Chapter, including Industry on Campus lectures and events. Not in the Bay Area? Stay tuned for new chapter locations and keep reading for information about the New York Chapter launch in October. Keep your contact information current by visiting alumni.academyart.edu so you don't miss out on upcoming news and events.

LEFT_ Pulitzer Prize-winning Photography alum Deanne Fitzmaurice BFA83 networks with award-winning Graphic Design alum Michael Osborne MFA07 at A/PARTY.



SAN FRANCISCO, CA.

INTERESTED IN BRUSHING UP ON YOUR DRAWING SKILLS?

» The Academy of Art University School of Fine Art invites all Painting and Illustration alumni to a Drawing Workshop during the fall 2009 semester. » Beginning on September 9 and continuing on Wednesday evenings through December 9 from 7 – 9:50 p.m. at 60 Federal, the workshop offers 5, 10, and 20 minute nude poses over a 3 hour period. Advanced sign-up is not necessary to attend; simply bring a photo ID to enter the building. For more information email alumni@academyart.edu.

LEFT_ Charcoal drawing by workshop instructor and School of Fine Art alum Eric Ellsworth BFA06.



NEW YORK, NY_

A/PARTY: NEW YORK CHAPTER KICK-OFF EVENT

» October 28th » Are you an Academy alum living in New York? Are you looking for the opportunity to connect with artists and designers from your alma mater? Join the Academy of Art University Alumni Association for the first-ever New York Chapter Kick-Off on Wednesday, October 28 from 6:30 – 8:30 p.m. at The Art Directors Club, 106 West 29th Street, New York, NY. Meet and network with fellow artists and designers in your area and view the award-winning work of the ADC Young Guns, recognizing the talent of creative professionals under 30 in design, media, and visual arts. » Get involved and stay connected! RSVP to alumni@academyart.edu.

ACADEMY OF ART UNIVERSITY
FOUNDED IN SAN FRANCISCO 1929

NEWS
ACADEMY OF ART UNIVERSITY

POPULAR ARTICLES
EVENTS
All Exhibits, Shows & Events
San Francisco

THE SCHOOLS
Advertising
Animation & Visual Effects
Architecture
Fashion
Fine Art
Game Design
Graphic Design
Illustration
Industrial Design
Interior Architecture & Design
Motion Pictures & Television
Multimedia Communications
Photography
Web Design + New Media

UNIVERSITY
Accreditation
Athletics

Academy to Sponsor Urban Forest Initiative in San Francisco



SAN FRANCISCO, CA & BEYOND.

SHARING OUR STORIES WITH THE WORLD » The Academy of Art University has just launched a news feed! An extraordinary web of artistry spans the nation and the world from the home base in San Francisco. Capturing the personalities, events, and issues within this network of creativity and enterprise is the purpose of this new initiative — to bring the stories of Academy of Art University students, faculty, alumni, and supporters to life, and to share all of the compelling news centered on this exceptional art school, one of America's largest. As you'll discover by visiting the news feed at <http://newsfeed.academyart.edu>, exciting events are taking place every day throughout the larger sphere of the Academy of Art University's influence. It's a big world, and we will appreciate your help in alerting us to events, people, and news. » Send your comments and suggestions to Academy News Feed Editor Tom Biederbeck, tbiederbeck@gmail.com.



Alumni Opportunities

+ PHOTO_ BOB TOY BFA69 // DATELINE_ SAN FRANCISCO, CA

Above: Director of Alumni Janet Preloger with featured alum Ming Gee 1959 at the Bay Area Chapter Kick Off in July.

TURNING BACK THE CLOCK over the last year, the Alumni Association has many reasons to celebrate: The first-ever Bay Area Chapter kick-off, the release of alumna Euna Lee BFA01 and Laura Ling, and the launch of *A Journal* which was well received by a diverse audience of nearly 20,000 alumni, faculty, students, and top industry professionals. Looking forward, the excitement continues to build with the Academy's 80th Anniversary, the anticipation of the New York Chapter kick-off and plans for future chapter locations, the new Academy of Art news feed, and the continued growth of alumni networking opportunities.

Want to get involved? Visit our website at alumni.academyart.edu to keep your contact information current and participate in our pilot program, Content 1.0, a new initiative centered around the diverse accomplishments of our alumni. The content collected from this project will appear on the pages of *A Journal*, on our website, and in future alumni initiatives.

Need some exposure? Post your portfolio link on the alumni portfolio page or search our wide range of alumni talent at alumni.academyart.edu/search_portfolio.jsp. Simply email your website link to alumni@academyart.edu to be listed with fellow alumni and viewed by thousands of top industry professionals.

Have some memories to share? We will continue our 80th Anniversary commemoration throughout the course of the year, and I encourage you to share your Academy memories and photographs. Follow us on Twitter (twitter.com/aaau_alumni), connect with us on Facebook and LinkedIn and stay informed.

Share your story with us so we can spread the word to our global community of art and design professionals. Remember that your undergraduate and graduate years aren't just about the diploma you received, but the lessons you learned, the connections you made, the relationships you continue to build, and the vibrant contributions you now make to society as artists and designers.

All the best,

Janet Preloger, Director of Alumni
jpreloger@academyart.edu

LAT/LONG_ 37° 46' 45" / -122° 25' 12"

Stay up to date with events and happenings of interest to association members.

calendar cont

+ THINGS TO DO AROUND THE WORLD // EVENT EDITOR_ JANET PRELOGER

14-18 OCT 09

BEJA, PORTUGAL
Animatu International Digital Animation Festival 2009 _
Pax Julia Municipal Theater
www.festivalanimatu.com

15-29 OCT 09

SAN DIEGO, CA
10th San Diego Asian Film Festival 2009
www.SDAFF.org

17-25 OCT 09

TOKYO, JAPAN
22nd Tokyo International Film Festival_ Various locations, Roppongi Hills (Minato City)
www.tiff-jp.net/en/

18-20 OCT 09

CAMBRIDGE, MA
Design, Complexity and Change: DMI Design/Management Annual 34_Marriott Cambridge, 2 Cambridge Center
www.dmi.org/dmi/html/conference/annual09/annual.htm

20-22 OCT 09

SAN FRANCISCO, CA
Web 2.0 Summit_Westin Market Street, 50 Third Street
www.web2summit.com/web2009

24-25 OCT 09

PHILADELPHIA, PA
GameX Industry Summit 2009_Greater Philadelphia Expo Center, 100 Station Avenue
www.gamexindustrysummit.com

28 OCT 09

NEW YORK, NY
ALUMNI » Academy of Art University Alumni Association New York Chapter Kick-Off Event – 6:30 – 8:30 p.m._ The Art Directors Club, 106 West 29th Street
alumni.academyart.edu

28-29 OCT 09

BALTIMORE, MD
NeoCon® East_ The Baltimore Convention Center, One West Pratt Street
www.neoconeast.com

31 OCT-3 NOV 09

ORLANDO, FL
Healthcare Design.09_Gaylord Palms Resort & Convention Center, 6000 West Osceola Parkway
www.hcd09.com

4-7 NOV 09

TURIN, ITALY
VIEW Conference 2009, Digital Convergencys: 10th International Computer Graphics Conference_Conference Center Torino Incontra
www.viewconference.it

5-7 NOV 09

SAN FRANCISCO, CA
Academy of Art University 14th Annual Faculty + Alumni Fine Art Auction, Preview Party – Nov. 5, Live Auction – Nov. 7_ 79 Gallery, 79 New Montgomery Street
www.academyart.edu

11-13 NOV 09

PHOENIX, AZ
Greenbuild™ International Conference and Expo 2009_The Phoenix Convention Center, 100 North Third Street
www.greenbuildexpo.org

13 NOV 09

ALEXANDRIA, VA
ALUM » Opening of Fine Art alums Greg Gandy MFA08 and Jeremy Mann MFA08 two-artist exhibit "City Views" _ Principle Gallery, 208 King Street
www.principlegallery.com

16-19 NOV 09

NEW YORK, NY
Web 2.0 Expo New York 2009_Jacob K. Javits Convention Center, 655 West 34th Street
www.web2expo.com/webexny2009/

26 NOV-2 DEC 09

SAN FRANCISCO, CA
52nd Annual San Francisco International Auto Show_Moscone Center, 747 Howard Street
www.sfautoshow.com

1-3 DEC 09

LAS VEGAS, NV
Autodesk University (AU) User Conference and Exhibition_Mandalay Bay Resort & Casino, 3950 Las Vegas Boulevard South
<http://au.autodesk.com>

3-31 DEC 09

CHARLESTON, SC
ALUM » Painting alum Lindsay Goodwin BFA04 featured in solo exhibit "Interior Beauty."_ Ella Walton Richardson Fine Art, 58 Broad Street
www.ellarichardson.com

4-13 DEC 09

LOS ANGELES, CA
LA Auto Show_Los Angeles Convention Center, 1201 South Figueroa Street
www.laautoshow.com

7-8 DEC 09

SAN FRANCISCO, CA
An Event Apart: The Design Conference for People Who Make Websites_The Palace Hotel, 2 New Montgomery Street
www.aneventapart.com/2009/sanfrancisco

7-10 JAN 2010

LAS VEGAS, NV
2010 International Consumer Electronics Show_Las Vegas Convention Center, 3150 Paradise Road
www.cesweb.org

11-24 JAN 2010

DETROIT, MI
North American International Auto Show_Cobo Center, One Washington Boulevard
www.naias.com

21-31 JAN 2010

PARK CITY, UT
Sundance Film Festival_Various locations in Park City.
festival.sundance.org/2010

9-13 FEB 2010

SAN FRANCISCO, CA
Macworld 2010_The Moscone Center, 747 Howard Street
www.macworldexpo.com



www.festivalanimatu.com



www.principlegallery.com



Have an event listing to share? Email dates and details to:
alumni@academyart.edu

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WALKING IN THE RAIN #200 BY TAE PARK MFA04 // BID ON PARK'S WORK AT THE ACADEMY'S 14TH ANNUAL FACULTY + ALUMNI FINE ART AUCTION ON NOVEMBER 7, 2009

FR

so what's the story?

When you think Apple, what comes to mind? iPhone? iPod? Innovation?

How about Google? Managing the world's information?

Charles and Ray Eames? Bringing high-end design to the masses?



And what about the Academy of Art University? What is our story? Thousands of world-class artists, designers, actors, and visual communicators have passed through the doors of 79NM, enriching the professional landscape and local communities around the world.

The newly emerging Academy of Art University Alumni Association is now writing our story. We want the world to know who we are, what we do, and the professional work we represent. *A Journal* is the first tangible result. Who are we? What are we doing? Where are we doing it? Why do we do what we do? What makes us, us?

Most alumni associations want your money. Not this one. We want to know who you are, where you are, and what you are doing. And we want to share your story with the world. That's what's in it for you: the opportunity to be part of something much larger, a global voice in the larger world of visual communication. Get started by visiting alumni.academyart.edu today.

Connect with us on: **LinkedIn, Facebook and Twitter**

We're probably moments away from sending A Tweet. Hurry!

F/JOURNAL

A sneak peek at some of what's inside this issue.

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...and much, much more!