

DR JASON KENNEDY

Curriculum Vitae

Senior Lecturer Above the Bar, School of Art & Design
Faculty of Design and Creative Technologies (DCT)
Auckland University of Technology

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EDUCATION

AUCKLAND UNIVERSITY OF TECHNOLOGY

Auckland, NZ

Doctorate of Philosophy

January 2021

- Thesis: "Acting and its double: a practice-led investigation of the nature of acting within performance capture"

UNIVERSITY OF CINCINNATI

Cincinnati, Ohio, USA

Master of Fine Art in Electronic Art

August 2007

- Specialisation: 3D animation and video projection
- GPA: 3.82/4.0 (summa cum laude)
- Thesis: "Anew: memento immortii"

ALBION COLLEGE

Albion, Michigan, USA

Bachelor of Art in Fine Art (with Honours), Minors in Geology and Mathematics

December 2004

- GPA: 3.78/4.0 (magna cum laude)
- Thesis: "Irenaeus: the musical"

PROFESSIONAL EXPERIENCE (ACADEMIC)

AUCKLAND UNIVERSITY OF TECHNOLOGY

Auckland, NZ

School of Art & Design, Digital Design Major

2008-present

- Senior Lecturer Above the Bar (2023-present)
- Curriculum Leader (2021-2023)
- Animation Pathway Leader (2014-2023)
- Senior Lecturer (2016-2022)
- Programme Leader (2014-2016)
- Lecturer (2008-2016)
- Acting Head of Department (2014-2015)

THE ART INSTITUTE OF OHIO-CINCINNATI

Albion, Michigan, USA

2007-2008

- Lead Instructor of Technical Programs (2007-2008)

PROFESSIONAL EXPERIENCE (INDUSTRY)

HOLDING SOUTH (2021)

Wild Greens Productions, Directed by Keren Green

- Visual Effects Lead
- Multiple International Award-Winning Film
- <https://www.imdb.com/title/tt15233602/>

PLAN B (2012)

Produced & Directed by Shirin Brown

- Visual Effects
- <https://www.imdb.com/title/tt2391964>

...AND AGAIN (2010)

Music Video for Mile High, Directed by Jason Kennedy

- Animation Lead

PUBLICATIONS AND PRESENTATIONS

Kennedy, J. (2024). Visualising prehistory in Sri Lanka. *Animation Under the Lens: Embracing Diverse Perspectives* (Symposium). Auckland, New Zealand.

Kennedy, J. (2024). Cross-disciplinary communication strategies to support scientifically accurate animation: Reconstructing Pleistocene megafauna in Sri Lanka. In *Animating Change: 35th Annual Conference of the Society for Animation Studies* (pp. 65-66). Sydney: Society for Animation Studies. Retrieved from https://sas2024.wpcostaging.com/wp-content/uploads/2024/06/SAS2024-Conference-Program_V5_c.pdf

Kennedy, J. (2022). The animator's sensorium: The impact of acting and animation experience on creating reference performances. *Animation: Practice, Process & Production*, 10(1), 95-116. doi: 10.1386/ap3_000028_1

Sumanarathna, A. R., Aouititen, M., Kennedy, J., & Lagnaoui, A. (2022). A feasibility study of space tourism using augmented reality. In *25th Annual International Mars Society Convention*. Phoenix, Arizona. Retrieved from <https://www.marssociety.org/conventions/2022/>

Kennedy, J. (2022). Vactor ontologies: Framing acting within a motion capture context. *International Journal of Performance Arts and Digital Media*, 18(3), 341-356. doi:10.1080/14794713.2021.1974727

Kennedy, J. (2021). Cataloguing vactors by performance style and genre in films from 2010-2013. In C. Ferreira (Ed.), *Proceedings of the 9th International Conference on Illustration & Animation (CONFIA)* (pp. 555-563). Aveiro: Instituto Politécnico do Cávado e do Ave.

Kennedy, J. (2021). *Acting and its double: a practice-led investigation of the nature of acting within performance capture* [doctoral thesis] (Auckland University of Technology, Auckland, New Zealand). Retrieved from <http://hdl.handle.net/10292/13943>

Kennedy, J. (2020). Cataloguing vactors by performance style in films from 2010. In Instituto Politécnico do Cávado e do Ave (Ed.), *Proceedings of the 8th International Conference on*

Illustration & Animation (CONFIA) (pp. 147-158). Barcelos: Instituto Politécnico do Cávado e do Ave.

- Kennedy, J. (2019). Critiquing the screen presence of synthespian counterparts. In C. Ferreira (Ed.), *Proceedings of the 7th International Conference on Illustration & Animation (CONFIA)* (pp. 190-202). Viana do Castelo: Instituto Politécnico do Cávado e do Ave. Retrieved from <https://confia.ipca.pt/>
- Kennedy, J. (2019). Acting-centred definitions of vactors, synthespians, and digital doubles. In J. Park, J. Nam, & J. W. Park (Eds.), *ISEA: Proceedings of the 25th International Symposium on Electronic Art 2019* (pp. 297-305). Gwangju, South Korea. Retrieved from http://www.isea-archives.org/docs/2019/ISEA2019_Proceedings.pdf
- Kennedy, J. (2017). The protean double: Critiquing the screen Presence of synthespian counterparts. In *29th Annual Conference of The Society for Animation Studies: And Yet It Moves!*. Padova. Retrieved from <http://sas2017.beniculturali.unipd.it/web/wp-content/uploads/2017/06/Panel-G1-Jason-Kennedy.pdf>
- Kennedy, J. (2017). The animator's (missing) hand: How practice informs seeing in 3D animation. *Proceedings of the 5th International Conference on Illustration & Animation (CONFIA)* (pp. 298-309). Guimaraes: Instituto Politecnico do Cavado e do Ave.
- Kennedy, J. (2016). Automation versus animation: a case for the affective potential of CG animation. In *The Cosmos of Animation: 28th Annual Conference of the Society for Animation Studies* (p. 98). Singapore: Society for Animation Studies. Retrieved from <http://sas2016.adm.ntu.edu.sg/>
- Kennedy, J. (2015). Embracing the tall poppy: Overcoming tradition in customer jewellery design preference. In *Design for Business: Research Conference 2015*. Melbourne: ideasondesign. Retrieved from <http://ideasondesign.net/design-for-business/research-conference/design-for-business-research-conference-2015-presenting-papers/embracing-the-tall-poppy-overcoming-tradition-in-customer-jewellery-design-preference/>
- Kennedy, J. (2015). Beyond the mirror: Producing emotionally-authentic facial performance for animation reference. *Proceedings of the 3rd International Conference on Illustration & Animation (CONFIA)* (pp. 101-114). Braga: Instituto Politécnico do Cávado e do Ave.
- Kennedy, J. (2015). Gauging meaningful reference performance in animation and motion capture. In *Proceedings of the Cumulus Conference, Milano 2015* (pp. 941-948). Milan: McGraw-Hill Ed.
- Kennedy, J. (2014). Honesty & exaggeration: Best practices when acting for animation reference. In *ANZAAE Conference 2014*. Auckland, New Zealand.
- Kennedy, J. (2014) Into the void: preparing actors and directors for motion capture. *Animation Revelations Conference 2014*. Auckland, New Zealand.
- Kennedy, J. (2013). Character Acting: A Case For Better Animation Reference. In *Peer Reviewed Proceedings of the 4th Annual Conference, Popular Culture Association of Australia and New Zealand (PopCAANZ)* (pp. 11-20). Brisbane: Popular Culture Association of Australia and New Zealand (PopCAANZ). Retrieved from <http://popcaanz.com/conference-proceedings-2013/>

Kennedy, J. (2011). Triggering Core Emotional Responses from Interactive Narratives. *Journal: Creative Technologies*, (2). Retrieved from <http://journal.colab.org.nz/article/13>

Kennedy, J. A. (2010). Mirroring students' progress in developing photorealistic 3D models and textures of a human head. In *Conversations on Research: 6th Annual AUT School of Education Conference*. Auckland, New Zealand.

TEACHING EXPERIENCE

AUCKLAND UNIVERSITY OF TECH.

- Design Practice 1, 2, & 4
- Making and Media
- Introduction to 3D Animation
- Design Practice 1 (Animation)
- Digital Design Studio 1-3, 5-6 (Animation)
- Motion Capture 1 (Foundation)
- Motion Capture 3 (Performance Capture)
- Animation Studies
- Creative Process
- Core Studio
- Core Theory Art & Design
- History, Culture & Context 1
- History, Culture & Context 2
- Broadcast Design & Motion Graphics
- Interactivity & Game Production
- Pictorial Studies

THE ART INSTITUTE (OH-C)

- Cinematography
- Intro to Motion Graphics
- Media Compositing
- Fundamentals of Audio
- Scriptwriting and Storytelling
- Writing for Interactive Media
- Survey of Design & Media Arts
- Studio Production
- Intro to the World Wide Web
- Web Scripting
- Fundamentals of Authoring
- Interactive Authoring
- Interactive Design
- Portfolio for Interactive Media

POSTGRADUATE SUPERVISIONS

AUCKLAND UNIVERSITY OF TECHNOLOGY

Solovyeva, Varvara (2024 expected) Masters thesis. *Animated narratives: Articulating environmental crises through anthropomorphic storytelling and animation*. Co-supervision with Dr Marcos Mortensen Steagall.

Wilburn, James. (2023) Masters thesis. *Going out of bounds: Expanding physical space and movement in virtual reality*. Co-supervision with Dr Miriam Harris.

Glassie-Walker, Mitchell. (2022) Masters thesis. *Jack of all animation: master of hybrid practices through experimentation with 2D and 3D aesthetics*. Co-supervision with Gregory Bennett

Giles, Kate. (2022) *In time: an exploration into the 2D and 3D aesthetic potential in video games*. Co-supervision with Elliot Collis.

Liang, Yunqi. (2022) Masters thesis. *Bitter tea: a journey of nostalgia*. Co-supervision with Dr Anna Jackson.

Stanton, Jed. (2020) Masters thesis (1st Class Honours). *Ambedic actions: definition and taxonomy of a new game mechanics category*.

Fromont, Sophia. (2018) Honours thesis. *Motion capture as an aid for keyframe character animation.*

Kagaoan, L. Von. (2017) Honours thesis (1st Class Honours). *Translated acted performance between an actor and a synthespain of differing physiology.*

Sydow, Varina. (2016) Masters thesis (1st Class Honours). *Valley of the cyborgs: a posthuman re-imagining of the surrealist representation of the female form.* Co-supervision with Gregory Bennett.

ACADEMIC CITIZENSHIP

EXTERNAL MODERATION

ATMC New Zealand (2023) - Bachelor of Applied Arts (Digital Media) - Post-Moderation

MASTERS EXAMINER

McClean, Genevieve. (2023) *The third order: A necessary holism in approaches to narrative continuity in situated cinematic virtual reality storytelling.*

Ye, Xiaoying. (2021) *Applying intertextuality to Chinese traditional animation making in a global context: using Jingwei Reclamation as an example.*

Kim, Do-Yeon. (2020) *Hybrid mythology and personal nostalgia.*

Park, Monique. (2020) *The scent of blue memories: multisensory exploration in animated autoethnography.*

Haryadi, Timothy. (2020) *Journey to faith: a creative exploration of a personal journey to the Christian faith.*

Li, Peggy. (2020) *Using surrealist aesthetics to explore a personal visual narrative about air pollution.*

PEER REVIEWER

- *Virtual Production: What is Real?* (Edited book) (2024)
- *SIGGRAPH Asia Educator's Forum* (2023-present)
- *SIGGRAPH Asia Computer Animation Festival* (2023-present)
- *International Journal of Performance Arts and Digital Media* (2023-present)
- *Animation: Practice, Process & Production Journal* (2022-present)
- *Design for Business: Research Conference* (2015)
- *Journal: Creative Technologies* (2011-2012)

MASTERS EXAMINATION MODERATOR

Raveendran, Ranju. (2021) *Personal augmented reality design assistant (PARIDA).*

CONFERENCE SESSION CHAIR

35th Annual Conference of the Society for Animation Studies (2024) - Session: *War & Propaganda*

SERVICE & LEADERSHIP

- DCT Representative for AUT Early Career Academics Network (2024)

- Lead Symposium Organiser for “Animation Under the Lens: Embracing Diverse Perspectives”, Auckland, New Zealand (2024)

- DCT Faculty Board Representative for AUT School of Art & Design (2024)

- Art & Design Research Representative for Digital Design/AVG (2022-2023)

- Digital Design/AVG Representative to the Art & Design Computer Committee (2009-2011, 2022-2023)

- Curriculum Leader for Digital Design/AVG (2021-2023)
 - Review all the departments’ handbooks, briefs and papers for consistency
 - Moderate assessments
 - Mentor department staff in teaching and research
 - Convene and lead weekly department meetings with staff
 - Lead student communication, promotion, and outreach for department
 - Oversee peer mentors for students in our major
 - Support students and alumni with applications to film festivals/exhibitions
 - Manage student applications to our major

- Digital Design/AVG Representative to the Art & Design Board of Studies (2021-2023)

- Developer of the 2D Drawing Minor and Extended Reality Minor (2020-2023)
 - Work with other developers to produce structure and curricula to support these minors
 - Liaise with lecturers to create diverse education opportunities within minors
 - Determine and apply for resources to support delivery of minors

- Animation Pathway Leader (2014-2023)
 - Research, develop, and maintain animation curricula for Digital Design/AVG
 - Lead and mentor animation staff in their teaching
 - Coordinate with other pathway leaders to produce consistent paper outcomes
 - Coordinate visits with industry guests

- Digital Design Programme Leader (2014-2016)
 - Manage and respond to all student matters within Digital Design
 - Lead the development of curricula within Digital Design
 - Oversee student representatives and manage feedback
 - Manage student applications to the major

- Acting Head of Department for Digital Design (2014-2015)
 - Line manager to all Digital Design staff
 - Manage process of hiring of new staff
 - Digital Design Representative to the Art & Design Senior Leadership Team
 - Digital Design Representative to the Exam Board and Board of Studies
 - Conduct school visits

- Eco Astronomy, Inc. (15 December 2023)
 - Recipient of award for Best Research Project International: 3D Reconstruction
 - <https://ecoastronomy.edu.lk/best-research-project-awards-2023/>
- Newshub Late (NZ television news programme) (1 December 2023)
 - Interviewed by Janika ter Ellen, re: Unity laying off 265 Wētā Digital engineers
- Stuff (NZ national newspaper) (7 August 2023)
 - Interviewed by Serena Solomon, re: how animation is produced for young audiences
 - <https://www.stuff.co.nz/life-style/wellbeing/parenting/300943448/what-does-paw-patrol-do-to-my-kids-brain>
- University of New South Wales (2022)
 - Invited guest lecture for practice-based workshop “Digital Bodies in Motion: Strategies for Visualising Motion Capture Data” (Sydney, Australia)
- Eco Astronomy Sri Lanka (2022-2023)
 - Collaborative research member of this international research innovation hub in multidisciplinary astronomy.
 - Ongoing projects include scientific visualisations of Pleistocene megafauna to support peer-reviewed publications, a planned documentary film, and research into potentials for space tourism using extended reality tools.
 - Invited to present keynote address at the grand opening of Sri Lanka’s first privately funded natural history museum (2023)
 - Delivered workshop “Using Scientific Visualisation to Support Palaeontological Research” to Eco Astronomy research members and Sri Lankan university students, Kuruwita, Sri Lanka (18 December 2022)
 - Delivered workshop “Practice-Based Strategies to Support Scientific Visualisation Through 3D Animation and Beyond” to Eco Astronomy research members, as well as Sri Lankan university students and government/military representatives, Kuruwita, SL (14 August 2022)
- Performance Consultation (2015)
 - Director Leanne Pooley consulted with me regarding best practices for directing actors engaging with performance capture during the production of her award-winning animated feature film *25 April*.
- The Huffington Post (12 August 2016)
 - Interviewed by Dr Francesca Zampollo, re: in search of meaningful food design
 - http://www.huffingtonpost.co.uk/dr-francesca-zampollo/in-search-of-meaningful-f_b_13462638.html
- 3D World Magazine (August 2014, Issue 184, 18-19)
 - Article *A Spark of Genius?*, edited by Ian Dean
 - Quoted re: 3D printing expertise
- 3D World Magazine (July 2014, Issue 183, 68-71)
 - Article *Create a Detailed Model for 3D Printing*, written by Jason Kennedy

RESEARCH FUNDING

- AUT Strategic Project Fund to purchase head-mounted camera system to facilitate animation research, totalling \$2450 (2022)
- AUT Competitive Summer Research Scholarships, totalling \$22,500 (2017-2019, 2021-2023)
- Emru Townsend Travel Award to support attendance at Society for Animation Studies Conference, totalling \$500 (2018)
- Successful AUT CAPEX bid for \$50,000 to purchase vital new film production equipment for the School of Art & Design (2015)
- Contestable research funding to support ongoing research and presenting at national and international conferences, totalling \$29,095 (2013-2016)
- External research funding to support collaborative project with Product Design to create and promote an environmentally friendly possum elimination device, totalling \$15,000 (2015)

EXHIBITIONS AND PERFORMANCES

- Kennedy, Jason. (2021). *Treplev* [Actor in performance capture animation]
 - “PhD Dramatic Performance - Treplev from Chekhov’s “The Seagull”” directed by Dawn Glover, produced by Jason Kennedy (Auckland, New Zealand), https://youtu.be/ts5vLZ_kPnI
- Kennedy, Jason. (2021). *Joe* [Supporting actor in film]
 - “Holding South” film directed by Keren Green, produced by Wild Greens Productions (Auckland, New Zealand), <https://www.imdb.com/title/tt15233602/>
- Kennedy, Jason. (2015). *Actor - Love* [Animated short film]
 - Image Power Project (Beijing, China), “The Familiar and the Surreal” (2016)
 - PopCAANZ (Wellington, New Zealand), “Virtually POP” (2015)
- Kennedy, Jason. (2012). *Dr Segurra* [Actor in stage play]
 - “8” directed by Kacie Stetson at The Maidment Theatre (Auckland, New Zealand)
- Kennedy, Jason. (2011). *Artaud* [Media design for stage play].
 - “Artaud at Rodez” directed by Kacie Stetson at Unitec Theatre (Auckland, New Zealand)
- Kennedy, Jason. (2007). *Anew: Memento Immorti* [Series of video projections in MFA graduation exhibition]
 - Philip M. Meyer, Jr Memorial Gallery (Cincinnati, Ohio, USA)
- Kennedy, Jason. (2006). *Jack/Enola* [Short film]
 - Manifest Gallery (Cincinnati, Ohio, USA), “ADF/Moving Pictures” (2007)

PROFESSIONAL DEVELOPMENT

- Te Pumaomao Nation Building Seminar [Two-day Māori worldview workshop]
 - Auckland University of Technology, Auckland, New Zealand (2024)
- Advanced Michael Chekhov Technique [Screen acting classes]
 - Elena Stejko Actors Studio, Auckland, New Zealand (2024-present)
- Wānanga: Our Values in Action - Tika, Pono, and Aroha [Two-day curriculum workshop]
 - Auckland University of Technology, Auckland, New Zealand (2022)
- Acting from the Core - Foundation and Intermediate [Screen acting classes]
 - Kacie Stetson Studio, Auckland, New Zealand (2011-2012, 2014, 2019-2022)
- Supervision Forum - Enrich Your Supervision Strategies [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2021)
- Students of Concern - Identifying, Responding to, and Managing Students of Concern Workshop [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2020)
- Supervision Forum - Understanding TurnItIn [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2019)
- Supervision Forum - Supervising Masters Students [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2017)
- Supervision Forum - Supervising Students from Diverse Cultural Backgrounds [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2014)
- Supervision Forum - Examining a Thesis [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2013)
- Supervision Forum - Being a Supervisor at AUT [Postgraduate supervision workshop]
 - Auckland University of Technology, Auckland, New Zealand (2011)
- Level 1 Presenting Class [Presenting workshops for live and filmed events]
 - The Presenters' Platform, Auckland, New Zealand (2011-2012, 2014, 2019-present)
- Levels 1 & 2 Screen Acting Training [Screen acting classes]
 - Studio 111, Auckland, New Zealand (2010-2011)

RECOGNITION OF STUDENT WORK

- Solovyeva, Varvara. (2023). *USO* [Animated short film].
 - Melbourne International Animation Festival - International Program #4 (2023).
 - Best Design Award - Student Moving Image (Silver, 2023).
 - Official Selection of the Piterkit International Student Film Festival (2023), VGIK International Student Festival (2023), Animur International Animation Film Festival (2023)

- Seck, Jannisa, & Tiyyagura, Hansika. (2023). *Labels* [Animated short film].
 - Best Design Award - Student Moving Image (Bronze, 2023).
- Burk, Jaimee, & Johnston, Sarah. (2022). *Mellow* [Animated short film].
 - Best Design Awards - Student Moving Image (Finalist, 2022).
- Martin-Babin, Lily, & Greally, Briana. (2020). *Miro Wine* [Animated short film].
 - Show Me Shorts Festival - Best New Zealand Film (Winner, 2021).
 - Best Design Awards - Student Moving Image (Silver, 2021).
 - Official Selection of Animafest Zagreb (2021).
 - In contention for Best Animated Short at the 95th Academy Awards (2023).
- Staines, Marco. (2019). *Voyager* [Animated short film].
 - Semi-Finalist at the New York Animation Film Awards (2020).
 - Official Selection of San Diego Comic Con Independent Film Festival (2022), BAM! Festival (2020), and New Zealand Vision Feast Film Festival (2020).
 - Best Design Awards - Student Moving Image (Bronze, 2020).
- Shortland, Reuben. (2019). *Paradice Isle* [Animated short film].
 - Best Design Awards - Student Moving Image (Silver, 2020).
- Hu, Enid, & Nuanmangsor, Pae. (2018). *Colourless* [Animated short film].
 - Best Design Awards - Student Moving Image (Bronze, 2019).
- Chan, Kathy, & Tjandra, Naomi. (2017). *Blob* [Animated short film].
 - Best Design Awards - Student Moving Image (Silver, 2018).
- Yoon, Wei Kit. (2016). *Me Him Her* [Animated short film].
 - Best Design Awards - Student Moving Image (Silver, 2017).
- Patel, Hasmita, & Lopez, Jolene. (2016). *Migration* [Animated short film].
 - Best Design Awards - Student Moving Image (Bronze, 2017).

PROFESSIONAL SHOWREEL

- <https://www.drjasonkennedy.com/demo-reel/>

SOFTWARE EXPERIENCE

- | | |
|--------------------------|-----------------------|
| • Adobe Creative Suite | • The Foundry Mari |
| • Autodesk Maya | • The Foundry Nuke |
| • Autodesk MotionBuilder | • Substance Painter |
| • Maxon ZBrush | • Faceware Analyzer |
| • Unreal Engine | • Faceware Retargeter |
| • Marvelous Designer | • Arnold Renderer |
| • R3DS Wrap | • Redshift Renderer |
| • RealityCapture | • V-Ray Renderer |
| • Dragonframe | • Maxwell Renderer |