

DR JASON KENNEDY

Curriculum Vitae

Senior Lecturer Above the Bar, School of Art & Design

Department of Animation, Visual Effects & Game Design (AVG)
Auckland University of Technology

Research Focus 1: Interdisciplinary Animated Performance
Research Focus 2: Multidisciplinary Scientific Visualisation

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Demo reel: <https://www.drjasonkennedy.com/demo-reel/>
Student work: <https://www.drjasonkennedy.com/student-work/>

EDUCATION

March 2021 Auckland, NZ	AUCKLAND UNIVERSITY OF TECHNOLOGY <i>Doctorate of Philosophy (Creative Practice)</i> <ul style="list-style-type: none">Thesis: 'Acting and its double: A practice-led investigation of the nature of acting within performance capture'
August 2007 Cincinnati, Ohio, USA	UNIVERSITY OF CINCINNATI <i>Master of Fine Art (Electronic Art)</i> <ul style="list-style-type: none">GPA: 3.82/4.0 (summa cum laude)Thesis: 'Anew: Memento immorti'
December 2004 Albion, Michigan, USA	ALBION COLLEGE <i>Bachelor of Art in Fine Art (with Honours)</i> <i>Minors in Palaeontology and Mathematics</i> <ul style="list-style-type: none">GPA: 3.78/4.0 (magna cum laude)Honours thesis: 'Irenaeus: The musical'

EMPLOYMENT HISTORY

	AUCKLAND UNIVERSITY OF TECHNOLOGY School of Art & Design, Auckland, New Zealand
2023 - Present	<ul style="list-style-type: none">Senior Lecturer Above the Bar
2021-2023	<ul style="list-style-type: none">Curriculum Leader
2014-2023	<ul style="list-style-type: none">Animation Pathway Leader
2016-2022	<ul style="list-style-type: none">Senior Lecturer
2014-2016	<ul style="list-style-type: none">Programme Leader
2008-2016	<ul style="list-style-type: none">Lecturer
2014-2015	<ul style="list-style-type: none">Acting Head of Department

2021 MEERKAT ANIMATION, LTD
3D Animation and Visual Effects Company, Auckland, New Zealand

- Visual Effects Lead
- “Holding South” (2021), Wild Greens Productions

2011-2019 K. AMANI FINE JEWELLER
Manufacturing Jewellery Company, Auckland, New Zealand

- Managing Director
- Sculptural and organic jewellery designer
- Product 3D printing and rendering
- Marketing and visual communications

2009-2010 FINA DESIGN
Digital Design Company, Auckland, New Zealand

- Animation Lead
- “... And Again”
- “Megazone Briefing”

2007-2008 THE ART INSTITUTE OF OHIO-CINCINNATI
Cinematography, Interactive Design, and Motion Graphics
Cincinnati, OH, USA

- Lead Instructor of Technical Programs

AWARDS

2023

- Eco Astronomy, Inc., Colombo, Sri Lanka
- Recipient of award for Best Research Project International: 3D Reconstruction
- <https://ecoastronomy.edu.lk/best-research-project-awards-2023/>

KEY LEADERSHIP POSITIONS

2021-2023 Curriculum Leader for Digital Design / AVG (Undergraduate)
Auckland University of Technology, Auckland, New Zealand

- Mentor department staff in teaching and research
- Convene and lead weekly department meetings with staff
- Assist with yearly staff timetabling
- Review all the departments’ handbooks, briefs, and papers for consistency
- Moderate assessments
- Manage student applications to the major
- Lead student communication, promotion, and outreach for the department
- Oversee peer mentors for students in our major
- Support students and alumni with applications to film festivals/ exhibitions

- 2014-2023 Animation Pathway Leader for Digital Design / AVG (Undergraduate)
Auckland University of Technology, Auckland, New Zealand
- Research, develop, and maintain animation curricula for Digital Design / AVG
 - Lead and mentor animation staff in their teaching and research
 - Coordinate with other pathway leaders to produce consistent paper outcomes
 - Coordinate department visits with animation industry guests
- 2014-2016 Programme Leader for Digital Design (Undergraduate)
Auckland University of Technology, Auckland, New Zealand
- Manage and respond to all student matters within Digital Design, including pastoral care
 - Lead the development of curricula within Digital Design
 - Oversee student representatives and manage feedback
 - Manage student applications to the major
- 2014-2015 Acting Head of Department for Digital Design (Undergraduate)
Auckland University of Technology, Auckland, New Zealand
- Line manager to all Digital Design staff
 - Manage process of hiring of new staff
 - Facilitate yearly staff timetabling
 - Digital Design Representative to the Art & Design Senior Leadership Team
 - Digital Design Representative to the Exam Board and Board of Studies
 - Conduct school visits
- 2007-2008 Lead Instructor of Technical Programmes (Undergraduate)
The Art Institute of Ohio-Cincinnati, Cincinnati, Ohio, USA
- Lead curriculum delivery across all technical papers

TEACHING EXPERIENCE

AUT postgraduate is entirely supervision-based and does not offer papers specific to a subject area.

I was responsible for the curriculum design and delivery of all undergraduate papers listed below:

- 2008-2025 AUCKLAND UNIVERSITY OF TECHNOLOGY
- | | |
|--|--------------------------------------|
| • Design Practice 1-2 (Animation) | • Animation Studies |
| • Design Practice 4 (Animation) | • Creative Process |
| • Making and Media | • Core Studio |
| • Motion Capture 1 (MoCap Foundations) | • Core Theory Art & Design |
| • Motion Capture 2 (Visualising MoCap) | • History, Culture & Context 1 |
| • Motion Capture 3 (Performance Capture) | • History, Culture & Context 2 |
| • Motion Capture 4 (MoCap Project) | • Broadcast Design & Motion Graphics |
| • Introduction to 3D Animation | • Interactivity & Game Production |
| • Digital Design Studio 1-3, 5-6 (Animation) | • Pictorial Studies |

2007-2008	THE ART INSTITUTE OF OHIO-CINCINNATI
	<ul style="list-style-type: none"> • 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

RECOGNITION OF STUDENT WORK

2024	<ul style="list-style-type: none"> • Kang, Hanvit, & Vu, Ha Anh. <i>Dream Are Made of Water and Paint</i> [Animated short film]. • Best Awards - Student Moving Image (Bronze).
2023	<ul style="list-style-type: none"> • Solovyeva, Varvara. <i>USO</i> [Animated short film]. • Best Awards - Student Moving Image (Silver). • Melbourne International Animation Festival - International Program • Official Selection of the Piterkit International Student Film Festival, VGIK International Student Festival, and Animur International Animation Film Festival.
2023	<ul style="list-style-type: none"> • Seck, Jannisa, & Tiyyagura, Hansika. <i>Labels</i> [Animated short film]. • Best Awards - Student Moving Image (Bronze).
2022	<ul style="list-style-type: none"> • Burk, Jaimee, & Johnston, Sarah. <i>Mellow</i> [Animated short film]. • Best Awards - Student Moving Image (Finalist).
2020-2021	<ul style="list-style-type: none"> • Martin-Babin, Lily, & Greally, Briana. <i>Miro Wine</i> [Animated short film]. • Show Me Shorts Festival - Best New Zealand Film (Winner). • Best Awards - Student Moving Image (Silver). • Official Selection of Animafest Zagreb. • Eligible to compete for Best Animated Short at the 95th Academy Awards.
2020	<ul style="list-style-type: none"> • Staines, Marco. <i>Voyager</i> [Animated short film]. • Semi-Finalist at the New York Animation Film Awards. • Best Awards - Student Moving Image (Bronze). • Official Selection of San Diego Comic Con Independent Film Festival, BAM! Festival, and New Zealand Vision Feast Film Festival.
2019	<ul style="list-style-type: none"> • Shortland, Reuben. <i>Paradise Isle</i> [Animated short film]. • Best Awards - Student Moving Image (Silver).
2019	<ul style="list-style-type: none"> • Hu, Enid, & Nuanmangsor, Pae. <i>Colourless</i> [Animated short film]. • Best Awards - Student Moving Image (Bronze).
2018	<ul style="list-style-type: none"> • Chan, Kathy, & Tjandra, Naomi. <i>Blob</i> [Animated short film]. • Best Awards - Student Moving Image (Silver).

- 2017
 - Yoon, Wei Kit. *Me Him Her* [Animated short film].
 - Best Awards - Student Moving Image (Silver).
- 2017
 - Patel, Hasmita, & Lopez, Jolene. *Migration* [Animated short film].
 - Best Awards - Student Moving Image (Bronze).

CURRICULUM DESIGN & TEACHING COMMITTEES

- 2022-2024 AVG representative for Art & Design curriculum restructure (Undergraduate)
- 2023 External post-moderator for Australian Technical and Manual College (ATMC) New Zealand
 - Bachelor of Applied Arts (Digital Media)
- 2021-2023 Curriculum Leader for Digital Design/AVG (Undergraduate)
- 2020-2023 Developer of 2D Drawing minor (Undergraduate)
- 2014-2023 Animation Pathway Leader (Undergraduate)
- 2014-2016 Digital Design Programme Leader (Undergraduate)

POSTGRADUATE SUPERVISIONS

- 2025 (start) Xiaoxi, Liu. PhD thesis (Secondary supervision with Dr Arezou Zalipour).
 - *The lost priest: The creation of "image" on screen.*
- 2025 Wen, Zheyin. Master's thesis (Co-supervision with Dr Chen Chen).
 - *Digital painted skin: Virtual ghosts as contemporary cultural artefacts.*
- 2024 Solovyeva, Varvara. Master's thesis (Co-supervision with Dr Marcos Steagall).
 - *EVO: Crafting environmental discourse through anthropomorphic character design and 3d animation*
 - Awarded First-Class Honours
- 2023 Wilburn, James. Master's thesis (Co-supervision with Dr Miriam Harris).
 - *Going out of bounds: Expanding physical space and movement in virtual reality.*
- 2022 Glassie-Walker, Mitchell. Master's thesis (Co-supervision with Gregory Bennett).
 - *Jack of all animation: master of hybrid practices through experimentation with 2D and 3D aesthetics.*
- 2022 Giles, Kate. Master's thesis (Co-supervision with Elliot Collis).
 - *In time: an exploration into the 2D and 3D aesthetic potential in video games.*
- 2022 Liang, Yunqi. Master's thesis (Co-supervision with Dr Anna Jackson).
 - *Bitter tea: a journey of nostalgia.*

- 2020 Stanton, Jed. Master's thesis.
 • *Ambedic actions: definition and taxonomy of a new game mechanics category.*
 • Awarded First-Class Honours
- 2018 Fromont, Sophia. Honours thesis.
 • *Motion capture as an aid for keyframe character animation.*
- 2017 Kagaoan, L. Von. Honours thesis.
 • *Translating acted performance between an actor and a synthespian of differing physiology.*
 • Awarded First-Class Honours
- 2016 Sydow, Varina. Master's thesis (Co-supervision with Gregory Bennett).
 • *Valley of the cyborgs: a posthuman re-imagining of the surrealist representation of the female form.*
 • Awarded First-Class Honours
- 2016 Ellis, Ryan. Honours thesis.
 • *The cinematic fermata: 'ma': a moment for empathy: how can narrative pause be utilized in animation?*
 • Awarded First-Class Honours
- 2016 Sullivan, Kylie. Honours thesis (Co-supervision with Dr Stephen Reay).
 • *3D animation in patient education.*
 • Awarded First-Class Honours
- 2016 Reynolds, Dean. MPhil thesis.
 • *An emotional prehistory: a scientifically driven generated art approach to removing anthropomorphism and artistic interpretation from prehistoric visualisations.*
- 2015 Mursalim, Anastasia. Honours thesis.
 • *Remediation through replication: remediation of live action cinematography in 3D animation.*
 • Awarded First-Class Honours
- 2015 Suhendro, Vittorio. Honours thesis.
 • *Affecting audience empathy through visual style in a character-driven, narrative 2D animation.*
 • Awarded First-Class Honours
- 2014 Douang Kham Chanh, Sith. Honours thesis (Secondary supervisor).
 • *Karma: The integration of a 3D photo-realistic character within a live action world*
- 2013 Sharples, Holly. Honours thesis (Secondary supervisor).

RESEARCH FUNDING

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|-----------|--|
| 2024 | <p>Kennedy, J., Joseph, D. <i>Dimensions in Black.</i></p> <ul style="list-style-type: none"> • DCT Virtual Production Volume Collaboration Funding - \$10,000 NZD |
| 2022 | <p>Kennedy, J., Solovyeva, V. <i>3D Asset Production for Pleistocene Visualisation.</i></p> <ul style="list-style-type: none"> • AUT Competitive Summer Research Scholarship - \$6,000 NZD |
| 2021-2022 | <p>Kennedy, J., Solovyeva, V. <i>Reference Performance Strategies for 3D Character Animation.</i></p> <ul style="list-style-type: none"> • AUT Strategic Project Fund - \$2,450 NZD • AUT Competitive Summer Research Scholarship - \$6,000 NZD |
| 2018 | <p>Kennedy, J., Ramsay, E. <i>Cataloguing Vactors in Films (2017-2018)</i></p> <ul style="list-style-type: none"> • AUT Competitive Summer Research Scholarship - \$6,000 NZD |
| 2018 | <p>Kennedy, J. <i>Defining and Cataloguing Synthespian Performances in Film</i></p> <ul style="list-style-type: none"> • AUT Contestable Research Funding - \$3,268 NZD |
| 2017 | <p>Kennedy, J., Kagaoan, L. V. <i>Reconstructing Synthespian Doubles of Hollywood Legends for Posthumous Performance Analysis</i></p> <ul style="list-style-type: none"> • AUT Competitive Summer Research Scholarship - \$6,000 NZD |
| 2017 | <p>Kennedy, J. <i>The Protean Double: Critiquing the Screen Performance of Synthespian Counterparts</i></p> <ul style="list-style-type: none"> • Emru Townsend Award. \$700 NZD |
| 2015 | <p>Kennedy, J. <i>Automation Versus Animation: A Case for the Affective Potential of CG Animation</i></p> <ul style="list-style-type: none"> • Research Centre for Innovation in Virtual Production - \$5,000NZD |
| 2015 | <p>Kennedy, J. <i>Embracing the Tall Poppy: Overcoming Tradition in Customer Jewellery Design Preference</i></p> <ul style="list-style-type: none"> • AUT Contestable Research Funding - \$600 NZD |
| 2015 | <p>Kennedy, J. <i>Actor - Love</i></p> <ul style="list-style-type: none"> • AUT Quick Response Research Funding - \$1,000 NZD |
| 2015 | <p>Kennedy, J. <i>Gauging Meaningful Reference Performance in Animation and Motion Capture</i></p> <ul style="list-style-type: none"> • AUT Contestable Research Funding - \$5,000 NZD |
| 2014 | <p>Kennedy, J. <i>Meek the Meerkat, Ph.D Research Project</i></p> <ul style="list-style-type: none"> • AUT Contestable Research Funding - \$8,148 NZD |
| 2014 | <p>Kennedy, J. <i>Honesty & Exaggeration: Best Practices When Acting for Animation Reference</i></p> <ul style="list-style-type: none"> • AUT Contestable Conference Travel Funding - \$575 NZD |

- 2013 Bennett, G., **Kennedy, J.** *A practical study of issues of translation and modulation of actorly performance to digital characters via motion capture*
• AUT Contestable Project Funding - \$6,080 NZD
- 2013 **Kennedy, J.** *Character Acting: A Case for Better Animation Research.*
• AUT Contestable Conference Travel Funding - \$2,062 NZD

RESEARCH LEADERSHIP

POSTGRADUATE THESIS EXAMINER

- 2023 McClean, Genevieve. Master's thesis. AUT, Auckland, New Zealand
• *The third order: A necessary holism in approaches to narrative continuity in situated cinematic virtual reality storytelling.*
- 2021 Ye, Xiaoying. Master's thesis. AUT, Auckland, New Zealand
• *Applying intertextuality to Chinese traditional animation making in a global context: using Jingwei Reclamation as an example.*
- 2020 Kim, Do-Yeon. Master's thesis. AUT, Auckland, New Zealand
• *Hybrid mythology and personal nostalgia.*
- 2020 Park, Monique. Master's thesis. AUT, Auckland, New Zealand
• *The scent of blue memories: multisensory exploration in animated autoethnography.*
- 2020 Haryadi, Timothy. Master's thesis. AUT, Auckland, New Zealand
• *Journey to faith: a creative exploration of a personal journey to the Christian faith.*
- 2020 Li, Peggy. Master's thesis. AUT, Auckland, New Zealand
• *Using surrealist aesthetics to explore a personal visual narrative about air pollution*

PEER REVIEWER

- 2025 • *Society for Animation Studies Journal (Special Edition)*
- 2024 • *M/C Journal*
- 2024 • *Virtual Production: What is Real?* (Edited book)
- 2023 • *SIGGRAPH Asia Educator's Forum*
- 2023 • *SIGGRAPH Asia Computer Animation Festival*
- 2023 • *International Journal of Performance Arts and Digital Media*

- 2022 • *Animation: Practice, Process & Production Journal*
- 2015 • *Design for Business: Research Conference*
- 2011 • *Journal: Creative Technologies*

EXAMINATION MODERATOR

- 2021 Raveendran, Ranju. Master's thesis. AUT, Auckland, New Zealand
 - *Personal augmented reality design assistant (PARIDA)*

CONFERENCE SESSION CHAIR

- 2024 35th Annual Conference of the Society for Animation Studies

SERVICE ENGAGEMENT

- 2024-2025 • Faculty Representative for AUT Early Career Academics (ECA) Network
- 2024-2025 • ECA Representative for AUT Faculty Research Committee
- 2024-2025 • DCT Faculty Board Representative for AUT School of Art & Design
- 2024 • Symposium: *Animation Under the Lens: Embracing Diverse Perspectives*
 - Lead organiser, Auckland, New Zealand
- 2022-2024 • AVG Representative for AUT Art & Design Curriculum Restructure
- 2019-2024 • AVG Department Alumni Communications Lead
- 2022-2023 • AUT Art & Design Research Representative for Digital Design/AVG
- 2014 • 1st Annual Animation Revelations Conference
 - Organiser, Auckland, New Zealand

RESEARCH SOCIETIES

- 2021-2025 • Eco Astronomy Inc, Colombo, Sri Lanka
 - Senior Research Collaborator
- 2016-2025 • Society for Animation Studies, Sacramento, California, USA
- 2022-2025 • The Mars Society, Golden, Colorado, USA
- 2022-2025 • International Animation and Motion Capture Group (IAMCG), Sydney, NSW, Australia
- 2021-2025 • VFX Research Network, Wellington, New Zealand

EXHIBITIONS / PRODUCTIONS / NON-TRADITIONAL OUTPUTS

- | | |
|------|---|
| 2024 | <ul style="list-style-type: none"> • <i>Palaeoloxodon namadicus sinhaleyus, Rhinoceros kagavena, Rhinoceros sinhaleyus, Hexaprotodon sinhaleyus</i> (Palaeoart installed in the Sri Lanka Natural History and Science Museum). • Visual Effects Supervisor |
| 2021 | <ul style="list-style-type: none"> • <i>Holding South</i> (Film). • Visual Effects Lead • Supporting actor (character: Joe) • Exhibited at 40+ international film festivals with multiple awards • https://www.imdb.com/title/tt15233602/ |
| 2021 | <ul style="list-style-type: none"> • <i>PhD Dramatic Performance - Treplev from Chekhov's 'The Seagull'</i> (Animation). • Performance capture animator • Actor (character: Treplev) |
| 2015 | <ul style="list-style-type: none"> • <i>Actor - Love</i> (Animation). • Visual Effects Lead • Exhibited at Image Power Project: 'The Familiar and the Surreal' - Beijing, China • Exhibited at Pop Culture Association of Australia & New Zealand (PopCAANZ): 'Virtually POP' - Wellington, New Zealand |
| 2015 | <ul style="list-style-type: none"> • <i>Compressed Air Energy Storage</i> (Promotional video) • Director • Visual demonstration to support external funding applications |
| 2012 | <ul style="list-style-type: none"> • <i>Plan B</i> (Film). • Visual Effects • https://www.imdb.com/title/tt2391964 |
| 2012 | <ul style="list-style-type: none"> • <i>8</i> (Stage Play). • Actor (character: Dr Segurra) • Production at The Maidment Theatre - Auckland, New Zealand |
| 2011 | <ul style="list-style-type: none"> • <i>Artaud at Rodez</i> (Stage Play). • Media Designer • Production at Unitec Theatre - Auckland, New Zealand |
| 2010 | <ul style="list-style-type: none"> • <i>... And Again</i> (Music Video for Kiwi band Mile High). • Animation Lead • Aired on broadcast station C4 - New Zealand |
| 2010 | <ul style="list-style-type: none"> • <i>Megazone Briefing</i> (Animation) • Animation Lead • Instructional video for laser tag company |

- 2010
 - *Rapid Prototyped 3D Model of an iPod and Human Ear* (Sculpture)
 - 3D Artist
 - Large-scale sculpture to support 'Awareness Week' for the National Foundation for Deaf & Hard of Hearing - Auckland, New Zealand
- 2007
 - *Anew: Memento Immorti* (Video Projection/Installation).
 - Visual Effects Artist
 - Philip M. Meyer, Jr Memorial Gallery: 'Fin' - Cincinnati, Ohio, USA
- 2007
 - *Androgyne* (3D Printed Sculpture).
 - Artist
 - 'The Little Art Show That Could' - International travelling exhibition
- 2006
 - *Stored Consciousness A42-336F2 OX6A Dennis Maxwell Gibarian Pat. No. 10,062,844,721* (Digital Print).
 - Artist
 - Manifest Gallery: 'Something From Nothing' - Cincinnati, Ohio, USA
- 2006
 - *Jack/Enola* (Film).
 - Visual Effects Artist
- 2006
 - *Androgyny 2050* (Digital Print).
 - Artist
 - Southgate House: 'Gloss Me Up' - Cincinnati, Ohio, USA

MEDIA OPPORTUNITIES

- 2023
 - Newshub Late (NZ television news programme) (1 December 2023)
 - Interviewed by Janika ter Ellen
 - re: *Unity Lays Off 265 Wētā Digital Engineers*
- 2023
 - Stuff (NZ national newspaper) (7 August 2023)
 - Interviewed by Serena Solomon
 - re: *What Does Paw Patrol Do to My Kid's Brain?*
 - <https://www.stuff.co.nz/life-style/wellbeing/parenting/300943448/what-does-paw-patrol-do-to-my-kids-brain>
- 2016
 - 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
- 2015
 - Performance Consultation
 - 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*.

- 2014
 - 3D World Magazine (August 2014, Issue 184, pp. 18-19)
 - re: *A Spark of Genius?*, edited by Ian Dean
 - Quoted re: 3D printing expertise
- 2014
 - 3D World Magazine (July 2014, Issue 183, pp. 68-71)
 - Wrote article *Create a Detailed Model for 3D Printing*

INVITED LECTURES & DISCUSSIONS

- 2025
 - Eco Astronomy Sri Lanka - Eheliyagoda, Sri Lanka
 - Astro Week - International Lecture Series 15
 - Virtual lecture 'Advancing Quaternary Paleontology Through Practice-Based Strategies'
- 2024
 - Eco Astronomy Sri Lanka - Eheliyagoda, Sri Lanka
 - Astrobiological Investigation and Outreach Programme in Sri Lanka
 - Virtual lecture 'Palaeontology and Palaeoart in Sri Lanka'
- 2024
 - British Animation, Film, and Screen Studies (BAFTSS) Performance & Stardom Special Interest Group - Liverpool, UK
 - Online roundtable: 'Actor Training, Practice-Led Research and Pathways to Screen Performance'
- 2022
 - University of New South Wales - Sydney, NSW, Australia
 - Practice-based workshop 'Digital Bodies in Motion: Strategies for Visualising Motion Capture Data'
- 2022
 - Eco Astronomy Sri Lanka - Hedigalla, Sri Lanka
 - Workshop: 'Multidisciplinary in Paleontology & Geology'
 - Virtual lecture: 'Using Scientific Visualisation to Support Palaeontological Research'
- 2022
 - Eco Astronomy Sri Lanka - Rathnapura, Sri Lanka
 - Online certificate course in astrobiology and paleontology
 - Virtual lecture: 'Practice-Based Strategies to Support Scientific Visualisation'

PROFESSIONAL DEVELOPMENT

- 2024-2025
 - Michael Chekhov Technique (Advanced) - Auckland, NZ
 - Elena Stejko Actors Studio
 - Screen acting classes
- 2024
 - Te Pumaomao Nation Building Seminar - Auckland, NZ
 - Two-day Māori worldview workshop
- 2024
 - Practice-Led PhD Supervision Workshop - Auckland

- 2023
 - Responding to Students at Risk of Harm - Auckland, NZ
 - Postgraduate Student Workshop
- 2022
 - Wānanga: Our Values in Action - Tika, Pono, and Aroha - Auckland, NZ
 - Two-day mātauranga Māori curriculum workshop
- 2022
 - Acting from the Core (Advanced) - Auckland, NZ
 - Kacie Stetson Studio
 - Screen acting classes
- 2019-2021
 - Acting from the Core (Intermediate) - Auckland, NZ
 - Kacie Stetson Studio
 - Screen acting classes
- 2021
 - Enrich Your Supervision Strategies - Auckland, NZ
 - Postgraduate supervision workshop
- 2020
 - Identifying and Managing Students of Concern - Auckland, NZ
 - Postgraduate supervision workshop
- 2019
 - Understanding TurnItIn - Auckland, NZ
 - Postgraduate supervision workshop
- 2017
 - Supervision Forum - Supervising Masters Students - Auckland, NZ
 - Postgraduate supervision workshop
- 2014
 - Supervising Students from Diverse Cultural Backgrounds - Auckland, NZ
 - Postgraduate supervision workshop
- 2011-2014
 - Acting from the Core (Introductory) - Auckland, NZ
 - Kacie Stetson Studio
 - Screen acting classes
- 2013
 - Examining a Thesis - Auckland, NZ
 - Postgraduate supervision workshop
- 2011-2012
 - Level 1 Presenting Class - Auckland, NZ
 - The Presenters' Platform
 - Presenting workshops for live and filmed events
- 2011
 - Being a Supervisor at AUT - Auckland, NZ
 - Postgraduate supervision workshop
- 2010-2011
 - Levels 1 & 2 Screen Acting Training - Auckland, NZ
 - Studio 111

PUBLICATIONS

- 2025 • **Kennedy, J.** & Sumanarathna, A. R. Toward an interdisciplinary 3D animation design process for palaeoart: Visualising Quaternary megafauna from Sri Lanka's Sabaragamuwa Basin. *Palaeontologia Electronica*. (Submitted, awaiting decision)
- 2025 • **Kennedy, J.** Performing animation: Practical foundations for better video reference. *LINK Praxis Journal*. (Submitted, awaiting decision)
- 2025 • **Kennedy, J.** Epiphanic resolution: The effects of video compression on the believability of computer-generated characters. *Animation: Practice, Process & Production*. (In press)
- 2024 • **Kennedy, J.** Muscular headband or sexual display? A practice-oriented case-study for producing scientifically informed palaeoart of *Palaeoloxodon namadicus sinhaleyus*. In *LINK 2024: 6th Conference in Practice-Oriented Research and Global South*. (pp. 117-120). Valparaíso: LINK 2024.
- 2024 • **Kennedy, J.** Animation-directed embodied performance technique (ADEPT): A framework for creating better animation video reference. In *LINK 2024: 6th Conference in Practice-Oriented Research and Global South*. (pp. 22-25). São Paulo: LINK 2024.
- 2024 • Najafi, H., **Kennedy, J.**, Ramsay, E., Todoroki, M., & Bennett G. A pedagogical workflow for interconnected learning for animation, visual effects, and game design students. *Proceedings of SIGGRAPH Asia 2024*.
- 2024 • D'Angelo P., Severino, F. N., Severino, A., Ravibhanu, A., Aouititen, M., **Kennedy, J.**, Abyewardhna, K., Adassuriya, J., Dasunpriya, S., & Nimnadi, B. *Umbilicus Siciliae et Trinakriae - La Torre Ottagonale di Enna: Storia, Archeologia, Topografia e Archeoastronomia*. Collana Libri Storie di Sicilia, Enna, Italy.
- 2024 • **Kennedy, J.** 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.
- 2022 • Sumanarathna, A. R., Aouititen, M., **Kennedy, J.**, & Lagnaoui, A. A feasibility study of space tourism using augmented reality. In *25th Annual International Mars Society Convention*. Phoenix, Arizona, USA.
- 2022 • **Kennedy, J.** Vactor ontologies: Framing acting within a motion capture context. *International Journal of Performance Arts and Digital Media*, 18(3), 341-356.
- 2021 • **Kennedy, J.** The animator's sensorium: The impact of acting and animation experience on creating reference performances. *Animation: Practice, Process & Production*, 10(1), 95-116.

- 2021 • **Kennedy, J.** 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.
- 2021 • **Kennedy, J.** *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).
- 2020 • **Kennedy, J.** 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.
- 2020 • Sumanarathna, A. R., Aouititen, M., **Kennedy, J.**, Taylor, B., Hornoio, I. & Bandara, A. Danigala alien mountain and petroglyphs: A multidisciplinary investigation into astrotourism, geotourism, and archeological significance - Unlocking sustainable development opportunities in Sri Lanka. *Journal of Eco Astronomy*, 1(1), 200-227.
- 2019 • **Kennedy, J.** 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.
- 2019 • **Kennedy, J.** 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.
- 2017 • **Kennedy, J.** Defining and cataloguing synthespian performances in film. In E. Borjan, & N. Gilić (Eds.), *Hrvatski Filmski Ljetopis*, 95 (pp. 67-68). Zagreb, Croatia.
- 2017 • **Kennedy, J.** 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: Society for Animation Studies.
- 2017 • **Kennedy, J.** 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). Guimarães: Instituto Politecnico do Cavado e do Ave.
- 2016 • **Kennedy, J.** 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.
- 2015 • **Kennedy, J.** Embracing the tall poppy: Overcoming tradition in customer jewellery design preference. In *Design for Business: Research Conference 2015*. Melbourne: ideasondesign.

- 2015 • **Kennedy, J.** 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.
- 2015 • **Kennedy, J.** Gauging meaningful reference performance in animation and motion capture. In *Proceedings of the Cumulus Conference, Milano 2015* (pp. 941-948). Milan: McGraw-Hill Ed.
- 2013 • **Kennedy, J.** 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).
- 2011 • **Kennedy, J.** Triggering Core Emotional Responses from Interactive Narratives. *Journal: Creative Technologies*, (2). Retrieved from: <https://ojs.aut.ac.nz/journal-of-creative-technologies/article/view/9>

CONFERENCE SPEAKING

- 2024 • **Kennedy, J.** The role of AI in reshaping our understanding of narrative performance. *Artificial Intelligence and Communication Symposium: AI in Professional Practice: Tool, Threat, or Teammate?* Auckland University of Technology, Auckland, New Zealand.
- 2024 • **Kennedy, J.** Palaeoart reconstruction within a cross-cultural context. *Art and Design Research Forum*. Auckland University of Technology, Auckland, New Zealand.
- 2024 • **Kennedy, J.** Visualising prehistory in Sri Lanka. *Animation Under the Lens: Embracing Diverse Perspectives* (Symposium). Auckland, New Zealand.
- 2014 • **Kennedy, J.** Honesty & exaggeration: Best practices when acting for animation reference. In *Aotearoa New Zealand Association of Art Educators (ANZAAE) Conference 2014*. Auckland, New Zealand.
- 2014 • **Kennedy, J.** Into the void: preparing actors and directors for motion capture. *Animation Revelations Conference 2014*. Auckland, New Zealand.
- 2010 • **Kennedy, J.** 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.

SOFTWARE EXPERTISE

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