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 *Doctorate of Philosophy (Creative Practice)* • 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 *Master of Fine Art (Electronic Art)* • GPA: 3.82/4.0 (summa cum laude) • Thesis: 'Anew: Memento immorti'
December 2004 Albion, Michigan, USA	ALBION COLLEGE *Bachelor of Art in Fine Art (with Honours)* *Minors in Palaeontology and Mathematics* • 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	• Senior Lecturer Above the Bar
2021-2023	• Curriculum Leader
2014-2023	• Animation Pathway Leader
2016-2022	• Senior Lecturer
2014-2016	• Programme Leader
2008-2016	• Lecturer
2014-2015	• 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 Jewelery 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's 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 (Undergradutate)
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)
- Design Practice 4 (Animation)
- Making and Media
- Motion Capture 1 (MoCap Foundations)
- Motion Capture 2 (Visualising MoCap)
- Motion Capture 3 (Performance Capture)
- Motion Capture 4 (MoCap Project)
- Introduction to 3D Animation
- Digital Design Studio 1-3, 5-6 (Animation)
- 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

2007-2008   THE ART INSTITUTE OF OHIO-CINCINNATI
- 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
- Kang, Hanvit, & Vu, Ha Anh. *Dream Are Made of Water and Paint* [Animated short film].
  - Best Awards - Student Moving Image (Bronze).

2023
- Solovyeva, Varvara. *USO* [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
- Seck, Jannisa, & Tiyyagura, Hansika. *Labels* [Animated short film].
  - Best Awards - Student Moving Image (Bronze).

2022
- Burk, Jaimee, & Johnston, Sarah. *Mellow* [Animated short film].
  - Best Awards - Student Moving Image (Finalist).

2020-2021
- Martin-Babin, Lily, & Greally, Briana. *Miro Wine* [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
- Staines, Marco. *Voyager* [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
- Shortland, Reuben. *Paradice Isle* [Animated short film].
  - Best Awards - Student Moving Image (Silver).

2019
- Hu, Enid, & Nuanmangsor, Pae. *Colourless* [Animated short film].
  - Best Awards - Student Moving Image (Bronze).

2018
- Chan, Kathy, & Tjandra, Naomi. *Blob* [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

2024	**Kennedy, J.**, Joseph, D. *Dimensions in Black.* • DCT Virtual Production Volume Collaboration Funding - $10,000 NZD
2022	**Kennedy, J.**, Solovyeva, V. *3D Asset Production for Pleistocene Visualisation.* • AUT Competitive Summer Research Scholarship - $6,000 NZD
2021-2022	**Kennedy, J.**, Solovyeva, V. *Reference Performance Strategies for 3D Character Animation.* • AUT Strategic Project Fund - $2,450 NZD • AUT Competitive Summer Research Scholarship - $6,000 NZD
2018	**Kennedy, J.**, Ramsay, E. *Cataloguing Vactors in Films (2017-2018)* • AUT Competitive Summer Research Scholarship - $6,000 NZD
2018	**Kennedy, J.** *Defining and Cataloguing Synthespian Performances in Film* • AUT Contestable Research Funding - $3,268 NZD
2017	**Kennedy, J.**, Kagaoan, L. V. *Reconstructing Synthespian Doubles of Hollywood Legends for Posthumous Performance Analysis* • AUT Competitive Summer Research Scholarship - $6,000 NZD
2017	**Kennedy, J.** *The Protean Double: Critiquing the Screen Performance of Synthespian Counterparts* • Emru Townsend Award. $700 NZD
2015	**Kennedy, J.** *Automation Versus Animation: A Case for the Affective Potential of CG Animation* • Research Centre for Innovation in Virtual Production - $5,000NZD
2015	**Kennedy, J.** *Embracing the Tall Poppy: Overcoming Tradition in Customer Jewellery Design Preference* • AUT Contestable Research Funding - $600 NZD
2015	**Kennedy, J.** *Actor - Love* • AUT Quick Response Research Funding - $1,000 NZD
2015	**Kennedy, J.** *Gauging Meaningful Reference Performance in Animation and Motion Capture* • AUT Contestable Research Funding - $5,000 NZD
2014	**Kennedy, J.** *Meek the Meerkat, Ph.D Research Project* • AUT Contestable Research Funding - $8,148 NZD
2014	**Kennedy, J.** *Honesty & Exaggeration: Best Practices When Acting for Animation Reference* • 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

2025   Zou, Qianyuan. PhD thesis. University of Auckland, Auckland, New Zealand
  • *The effect of asymmetric device input for 3D tracing and object editing in virtual reality*

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   • *Convergence*

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

2024
• *Palaeoloxodon namadicus sinhaleyus, Rhinoceros kagavena, Rhinoceros sinhaleyus, Hexaprotodon sinhaleyus* (Palaeoart installed in the Sri Lanka Natural History and Science Museum).
  • Visual Effects Supervisor

2021
• *Holding South* (Film).
  • Visual Effects Lead
  • Supporting actor (character: Joe)
  • Exhibited at 40+ international film festivals with multiple awards
  • https://www.imdb.com/title/tt15233602/

2021
• *PhD Dramatic Performance - Treplev from Chekhov's 'The Seagull'* (Animation).
  • Performance capture animator
  • Actor (character: Treplev)

2015
• *Actor - Love* (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
• *Compressed Air Energy Storage* (Promotional video)
  • Director
  • Visual demonstration to support external funding applications

2012
• *Plan B* (Film).
  • Visual Effects
  • https://www.imdb.com/title/tt2391964

2012
• *8* (Stage Play).
  • Actor (character: Dr Segurra)
  • Production at The Maidment Theatre - Auckland, New Zealand

2011
• Artaud at Rodez (Stage Play).
  • Media Designer
  • Production at Unitec Theatre - Auckland, New Zealand

2010
• *... And Again* (Music Video for Kiwi band Mile High).
  • Animation Lead
  • Aired on broadcast station C4 - New Zealand

2010
- *Megazone Briefing* (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.** & Bennett, G. Incorporating virtual production into a motion capture curriculum: A case study introducing an emerging technology into an established course structure. *Proceedings of SIGGRAPH Asia 2025.* (Submitted, awaiting decision)
2025	• **Kennedy, J.** & Joseph, D. The dramaturg in the machine: Integrating virtual production and GenAI into the development of live theatre. *The International Journal of Creative Media Research (Special Issue: Extending Virtual Production).* (Submitted, awaiting decision)
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.* (In press)
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., Hornoiu, 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

- Adobe Creative Suite
- Autodesk Maya
- Autodesk MotionBuilder
- Maxon ZBrush
- Unreal Engine
- Marvelous Designer

- R3DS Wrap
- RealityCapture
- Dragonframe
- The Foundry Mari
- The Foundry Nuke
- Substance Painter

- Faceware Analyzer
- Faceware Retargeter
- Arnold Renderer
- Redshift Renderer
- V-Ray Renderer
- Maxwell Renderer