

Dr Jason Kennedy

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Profile

Senior Lecturer Above the Bar in Animation, Visual Effects & Game Design with extensive expertise in animated performance, motion capture, virtual production, live-action performance, and scientific visualisation. Professional animator and actor with a multidisciplinary research portfolio spanning animation, performance theory, psychology, and palaeontology. Proven leader in curriculum development, interdisciplinary collaboration, technology-enhanced learning, and the integration of generative AI. Strong record of peer-reviewed publications, competitive research funding, international exhibitions, and award-winning scientific reconstruction. Experienced supervisor of doctoral and master's creative-practice research, with graduates employed at major studios including Wētā FX, ILM, and Sony Pictures Animation. Highly proficient with industry-standard tools such as Maya, Unreal Engine, MotionBuilder, Faceware, ZBrush, After Effects, and Nuke. Actively contributes to faculty governance through service on committees including the Faculty Research Board and Academic Board. Committed to culturally responsive pedagogy and the advancement of embodied, practice-led animation education.

RESEARCH FOCI

1. Animated character performance
2. Motion capture, virtual production, and performance capture practices
3. Psychophysical and embodied approaches to animation and performance
4. Scientific visualisation and palaeoart
5. Interdisciplinary creative-practice research

EDUCATION

2015 – 2021
Auckland, New Zealand

Doctor of Philosophy | Creative Practice – Performance in Animation
Auckland University of Technology

Thesis: Acting and Its Double: A Practice-Led Investigation of the Nature of Acting Within Performance Capture

2005 – 2007
Cincinnati, OH, USA

Master of Fine Arts | Electronic Art
University of Cincinnati

Thesis: Anew: Memento Immorti
Graduated Summa Cum Laude

2000 – 2004
Albion, MI, USA

Bachelor of Arts with Honours | Fine Art
Albion College

Minors: Palaeontology and Mathematics
Honours Thesis: Irenaeus: The Musical

Graduated Magna Cum Laude

 **EMPLOYMENT HISTORY**

2023 – present Auckland, New Zealand	Senior Lecturer Above the Bar Auckland University of Technology, School of Art & Design A research-active continuing appointment; equivalent to upper-Level C / lower-Level D in the Australian system
2021 – 2023 Auckland, New Zealand	Curriculum Leader, Animation, Visual Effects & Game Design Auckland University of Technology, School of Art & Design
2014 – 2023 Auckland, New Zealand	Animation Pathway Leader, Animation, Visual Effects & Game Design Auckland University of Technology, School of Art & Design
2016 – 2022 Auckland, New Zealand	Senior Lecturer, School of Art & Design Auckland University of Technology, School of Art & Design
2014 – 2016 Auckland, New Zealand	Programme Leader, Animation, Visual Effects & Game Design Auckland University of Technology, School of Art & Design
2014 – 2015 Auckland, New Zealand	Acting Head of Department, School of Art & Design Auckland University of Technology, School of Art & Design
2008 – 2016 Auckland, New Zealand	Lecturer, School of Art & Design Auckland University of Technology, School of Art & Design
2021 Auckland, New Zealand	Director / Visual Effects Artist Meerkat Animation Ltd Sole director of a visual effects and 3D animation company specialising in digital performance and visual effects for film. Contracted by Wild Greens Productions as Visual Effects Lead for Holding South (2021). Delivered creature effects animation, on-set VFX supervision, photogrammetry capture, 3D modelling, rigging, and digital compositing for the award-winning short film.
2011 – 2019 Auckland, New Zealand	Managing Director K. Amani Fine Jeweller Co-director of a bespoke manufacturing jewellery company specialising in coloured gemstones and custom designs. Led digital design and production workflows, including sculpting organic jewellery forms, creating rendering and compositing pipelines for marketing media, and supervising 3D printing for precision lost-wax casting.
2009 – 2010 Auckland, New Zealand	Digital Designer Fina Design

EMPLOYMENT HISTORY

Delivered website and graphic design services while leading animation for two projects: ...And Again (music video for Kiwi band Mile High) and Megazone Briefing (animated safety/briefing video for a laser-tag venue). Responsibilities included motion graphics, 3D modelling, character animation, 3D/live-action integration, compositing, and the production of final deliverables.

2007 – 2008
Cincinnati, OH, USA

Lead Instructor of Technical Programs The Art Institute of Ohio-Cincinnati

Led instruction across technical disciplines including cinematography, interactive design, and motion graphics. Provided curriculum development support, coordinated delivery of technical courses, and mentored students in applied digital media production.

AWARDS

2023
Eco Astronomy, Colombo, Sri Lanka
Recipient: Best Research Project International – 3D Reconstruction
Link: ecoastronomy.edu.lk/best-research-project-awards-2023/

KEY LEADERSHIP POSITIONS

2021 – 2023
Auckland, New Zealand

Curriculum Leader, Digital Design / AVG (Undergraduate) Auckland University of Technology

- Mentored department staff in teaching and research
- Convened and led weekly department meetings
- Assisted with annual staff timetabling
- Reviewed all department handbooks, briefs, and papers for consistency
- Moderated assessments
- Managed student applications to the major
- Led student communication, promotion, and outreach
- Oversaw student peer mentors
- Supported students and alumni with film festival and exhibition applications

2014 – 2023
Auckland, New Zealand

Animation Pathway Leader, Digital Design / AVG (Undergraduate) Auckland University of Technology

- Researched, developed, and maintained animation curricula
- Led and mentored animation staff in teaching and research
- Coordinated with pathway leaders to ensure consistent paper outcomes
- Organised department visits with industry guests

2014 – 2016
Auckland, New Zealand

Programme Leader, Digital Design (Undergraduate) Auckland University of Technology

- Managed all student matters within Digital Design, including pastoral care
- Led curriculum development within the major

KEY LEADERSHIP POSITIONS

- Oversaw student representatives and managed feedback processes
- Managed student applications to the major

2014 – 2015
Auckland, New Zealand

Acting Head of Department, Digital Design (Undergraduate) **Auckland University of Technology**

- Served as line manager for Digital Design staff
- Managed recruitment processes for new staff
- Facilitated annual staff timetabling
- Represented Digital Design on the Art & Design Senior Leadership Team
- Served on the Exam Board and Board of Studies
- Conducted school outreach visits

2007 – 2008
Cincinnati, OH, USA

Lead Instructor of Technical Programmes (Undergraduate) **The Art Institute of Ohio-Cincinnati**

- Led curriculum delivery across all technical papers

TEACHING EXPERIENCE

2008 – present
Auckland, New Zealand

Auckland University of Technology

Postgraduate learning at AUT is supervision-based and does not include papers specific to a subject area. I was responsible for curriculum design and delivery of all undergraduate papers listed below:

- Design Practice 1-2 (Animation)
- Design Practice 4 (Animation)
- Integrated Design Practice (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
Cincinnati, OH,
United States

The Art Institute of Ohio-Cincinnati

Led curriculum development and delivered instruction across a broad range of undergraduate technical and creative media papers:

- Cinematography

TEACHING EXPERIENCE

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

RECOGNITION OF STUDENT WORK

2025

Batty, Sebastian | Vestige (Animated short film)

- DINZ Best Awards – Student Moving Image (Finalist)

2024

Kang, Hanvit & Vu, Ha Anh | Dreams Are Made of Water and Paint (Animated short film)

- DINZ Best Awards – Student Moving Image (Bronze)

2023

Solovyeva, Varvara | USO (Animated short film)

- DINZ Best Awards – Student Moving Image (Silver)
- Melbourne International Animation Festival – International Program
- Official Selection: Piterkit International Student Film Festival; VGIK International Student Festival; Animur International Animation Film Festival

2023

Seck, Jannisa & Tiyagura, Hansika | Labels (Animated short film)

- DINZ Best Awards – Student Moving Image (Bronze)

2022

Burk, Jaimee & Johnston, Sarah | Mellow (Animated short film)

- DINZ Best Awards – Student Moving Image (Finalist)

2020 – 2021

Martin-Babin, Lily & Greally, Briana | Miro Wine (Animated short film)

- Show Me Shorts Film Festival – Best New Zealand Film (Winner)
- DINZ Best Awards – Student Moving Image (Silver)
- Official Selection: Animafest Zagreb
- Eligible for Best Animated Short at the 95th Academy Awards

2020

Staines, Marco | Voyager (Animated short film)

- Semi-Finalist – New York Animation Film Awards

RECOGNITION OF STUDENT WORK

- DINZ Best Awards – Student Moving Image (Bronze)
- Official Selection: San Diego Comic-Con Independent Film Festival; BAM! Festival; New Zealand Vision Feast Film Festival

2019

Shortland, Reuben | Paradice Isle (Animated short film)

- DINZ Best Awards – Student Moving Image (Silver)

2019

Hu, Enid & Nuanmangsor, Pae | Colourless (Animated short film)

- DINZ Best Awards – Student Moving Image (Bronze)

2018

Chan, Kathy & Tjandra, Naomi | Blob (Animated short film)

- DINZ Best Awards – Student Moving Image (Silver)

2017

Yoon, Wei Kit | Me Him Her (Animated short film)

- DINZ Best Awards – Student Moving Image (Silver)

2017

Patel, Hasmita & Lopez, Jolene | Migration (Animated short film)

- DINZ Best Awards – Student Moving Image (Bronze)

CURRICULUM DESIGN & TEACHING COMMITTEES

2022 – 2024

Animation, Visual Effects & Game Design Representative for Art & Design Curriculum Restructure (Undergraduate)

- Auckland University of Technology

2023

External Post-Moderator

- Australian Technical and Management College (ATMC) New Zealand | Bachelor of Applied Arts (Digital Media)

2021 – 2023

Curriculum Leader, Digital Design / Animation, Visual Effects & Game Design (Undergraduate)

- Auckland University of Technology

2020 – 2023

Developer, 2D Drawing Minor (Undergraduate)

- Auckland University of Technology

2014 – 2016

Animation Pathway Leader, Digital Design (Undergraduate)

- Auckland University of Technology

2014 – 2016

Programme Leader, Digital Design (Undergraduate)

- Auckland University of Technology

2025 – present
Auckland, New Zealand

Liu, Xiaoxi – PhD thesis | AUT University

- The Lost Priest: The Creation of 意象 (Yìxiàng) on Screen
- Secondary supervisor with Associate Professor Arezou Zalipour

2025 – present
Auckland, New Zealand

Jiyuan Xing - Master's thesis | AUT University

- The Neo-Solitary Island: A Visual Inquiry into 文化错位 (Cultural Dislocation) Using 梦核 (Dreamcore) Collage
- Co-supervision with Professor Welby Ings

2025 – present
Auckland, New Zealand

Wuttipat Jirawanitcharoen - Master's thesis | AUT University

- From Heartbeat to Hard Drive: Emotional Depth in Digital Avatars
- Co-supervision with Associate Professor Miriam Harris

2024 – 2025
Auckland, New Zealand

Wen, Zheyin – Master's thesis | AUT University

- Digital Painted Skin: Virtual Ghosts as Contemporary Cultural Artefacts
- Co-supervision with Dr Chen Chen

2023 – 2024
Auckland, New Zealand

Solovyeva, Varvara – Master's thesis | AUT University

- EVO: Crafting Environmental Discourse Through Anthropomorphic Character Design and 3D Animation
- Awarded First-Class Honours
- Co-supervision with Associate Professor Marcos Steagall

2022 – 2023
Auckland, New Zealand

Wilburn, James – Master's thesis | AUT University

- Going Out of Bounds: Expanding Physical Space and Movement in Virtual Reality
- Co-supervision with Associate Professor Miriam Harris

2021 – 2022
Auckland, New Zealand

Glassie-Walker, Mitchell – Master's thesis | AUT University

- Jack of All Animation: Master of Hybrid Practices Through Experimentation With 2D and 3D Aesthetics
- Co-supervision with Gregory Bennett

2021 – 2022
Auckland, New Zealand

Giles, Kate – Master's thesis | AUT University

- In Time: An Exploration Into the 2D and 3D Aesthetic Potential in Video Games
- Co-supervision with Elliot Collis

2021 – 2022
Auckland, New Zealand

Liang, Yunqi – Master's thesis | AUT University

- Bitter Tea: A Journey of Nostalgia
- Co-supervision with Dr Anna Jackson

2019 – 2020
Auckland, New Zealand

Stanton, Jed – Master's thesis | AUT University

- Ambedic Actions: Definition and Taxonomy of a New Game Mechanics Category
- Awarded First-Class Honours

2018 Auckland, New Zealand	Fromont, Sophia – Honours thesis AUT University <ul style="list-style-type: none">• Motion Capture as an Aid for Keyframe Character Animation
2017 Auckland, New Zealand	Kagaoan, L. Von – Honours thesis AUT University <ul style="list-style-type: none">• Translating Acted Performance Between an Actor and a Synthespian of Differing Physiology• Awarded First-Class Honours
2015 – 2016 Auckland, New Zealand	Sydow, Varina – Master's thesis AUT University <ul style="list-style-type: none">• Valley of the Cyborgs: A Posthuman Reimagining of the Surrealist Representation of the Female Form• Awarded First-Class Honours• Co-supervision with Gregory Bennett
2016 Auckland, New Zealand	Ellis, Ryan – Honours thesis AUT University <ul style="list-style-type: none">• The Cinematic Fermata: “Ma”, a Moment for Empathy — How Can Narrative Pause Be Utilised in Animation?• Awarded First-Class Honours
2016 Auckland, New Zealand	Sullivan, Kylie – Honours thesis AUT University <ul style="list-style-type: none">• 3D Animation in Patient Education• Awarded First-Class Honours• Co-supervision with Professor Stephen Reay
2016 Auckland, New Zealand	Reynolds, Dean – MPhil thesis AUT University <ul style="list-style-type: none">• An Emotional Prehistory: A Scientifically Driven Generated-Art Approach to Removing Anthropomorphism and Artistic Interpretation from Prehistoric Visualisations
2015 Auckland, New Zealand	Mursalim, Anastasia – Honours thesis AUT University <ul style="list-style-type: none">• Remediation Through Replication: Remediation of Live-Action Cinematography in 3D Animation• Awarded First-Class Honours
2015 Auckland, New Zealand	Suhendro, Vittorio – Honours thesis AUT University <ul style="list-style-type: none">• Affecting Audience Empathy Through Visual Style in a Character-Driven Narrative 2D Animation• Awarded First-Class Honours
2014 Auckland, New Zealand	Douang Kham Chanh, Sith – Honours thesis AUT University <ul style="list-style-type: none">• Karma: The Integration of a 3D Photorealistic Character Within a Live-Action World• Co-supervision with Greg Bennett
2013 Auckland, New Zealand	Sharples, Holly – Honours thesis AUT University <ul style="list-style-type: none">• Secondary supervision with Greg Bennett

2024 – 2025	Kennedy, J. & Joseph, D. – Dimensions in Black <ul style="list-style-type: none">• DCT Virtual Production Volume Collaboration Funding – \$10,000 NZD
2022	Kennedy, J. & Solovyeva, V. – 3D Asset Production for Pleistocene Visualisation <ul style="list-style-type: none">• AUT Competitive Summer Research Scholarship – \$6,000 NZD
2021 – 2022	Kennedy, J. & Solovyeva, V. – Reference Performance Strategies for 3D Character Animation <ul style="list-style-type: none">• 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) <ul style="list-style-type: none">• AUT Competitive Summer Research Scholarship – \$6,000 NZD
2018	Kennedy, J. – Defining and Cataloguing Synthespian Performances in Film <ul style="list-style-type: none">• AUT Contestable Research Funding – \$3,268 NZD
2017	Kennedy, J. & Kagaoan, L. V. – Reconstructing Synthespian Doubles of Hollywood Legends for Posthumous Performance Analysis <ul style="list-style-type: none">• AUT Competitive Summer Research Scholarship – \$6,000 NZD
2017	Kennedy, J. – The Protean Double: Critiquing the Screen Performance of Synthespian Counterparts <ul style="list-style-type: none">• Emru Townsend Award – \$700 NZD
2015	Kennedy, J. – Automation Versus Animation: A Case for the Affective Potential of CG Animation <ul style="list-style-type: none">• Research Centre for Innovation in Virtual Production – \$5,000 NZD
2015	Kennedy, J. – Embracing the Tall Poppy: Overcoming Tradition in Customer Jewellery Design Preference <ul style="list-style-type: none">• AUT Contestable Research Funding – \$600 NZD
2015	Kennedy, J. – Actor – Love <ul style="list-style-type: none">• AUT Quick Response Research Funding – \$1,000 NZD
2015	Kennedy, J. – Gauging Meaningful Reference Performance in Animation and Motion Capture <ul style="list-style-type: none">• AUT Contestable Research Funding – \$5,000 NZD
2014	Kennedy, J. – Meek the Meerkat: PhD Research Project <ul style="list-style-type: none">• AUT Contestable Research Funding – \$8,148 NZD

RESEARCH FUNDING

2014	Kennedy, J. – Honesty & Exaggeration: Best Practices When Acting for Animation Reference <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 <ul style="list-style-type: none">• AUT Contestable Project Funding – \$6,080 NZD
2013	Kennedy, J. – Character Acting: A Case for Better Animation Research <ul style="list-style-type: none">• AUT Contestable Conference Travel Funding – \$2,062 NZD

POSTGRADUATE THESIS EXAMINER

2025	Zou, Qianyuan — PhD thesis, University of Auckland <ul style="list-style-type: none">• The Effect of Asymmetric Device Input for 3D Tracing and Object Editing in Virtual Reality
2023	McClean, Genevieve — Master's thesis, AUT University <ul style="list-style-type: none">• The Third Order: A Necessary Holism in Approaches to Narrative Continuity in Situated Cinematic Virtual Reality Storytelling
2021	Ye, Xiaoying — Master's thesis, AUT University <ul style="list-style-type: none">• 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 University <ul style="list-style-type: none">• Hybrid Mythology and Personal Nostalgia
2020	Park, Monique — Master's thesis, AUT University <ul style="list-style-type: none">• The Scent of Blue Memories: Multisensory Exploration in Animated Autoethnography
2020	Haryadi, Timothy — Master's thesis, AUT University <ul style="list-style-type: none">• Journey to Faith: A Creative Exploration of a Personal Journey to the Christian Faith
2020	Li, Peggy — Master's thesis, AUT University <ul style="list-style-type: none">• Using Surrealist Aesthetics to Explore a Personal Visual Narrative About Air Pollution

2012 – present

Scholarly Peer Review for the Following Publications:

- Convergence
- Society for Animation Studies Journal (Special Edition)
- M/C Journal
- Virtual Production: What Is Real? (Edited book)
- SIGGRAPH Asia Educators Forum
- SIGGRAPH Asia Computer Animation Festival
- International Journal of Performance Arts and Digital Media
- Animation: Practice, Process & Production
- Design for Business: Research Conference
- Creative Technologies (Journal)

 **SERVICE ENGAGEMENT**

2021

Auckland, New Zealand

Examination Moderator

Raveendran, Ranju — Master's thesis, AUT University

- Personal Augmented Reality Design Assistant (PARIDA)

2024

Sydney, Australia

Conference Session Chair

- 35th Annual Conference of the Society for Animation Studies
- Session: War and Propaganda

2024 – present

Auckland, New Zealand

Art & Design Faculty Representative

- Design & Creative Technologies (DCT) Faculty Board
- AUT Early Career Academics (ECA) Network

2024 – present

Auckland, New Zealand

ECA Representative

- AUT Faculty Research Committee

2024

Auckland, New Zealand

Symposium Lead Organiser

- Animation Under the Lens: Embracing Diverse Perspectives

2022 – 2024

Auckland, New Zealand

Animation, Visual Effects & Game Design Department Representative

- AUT Art & Design Curriculum Restructure

2019 – 2024

Auckland, New Zealand

Digital Design / Animation, Visual Effects & Game Design Department

Representative

- Alumni Communications Lead

2022 – 2023

Auckland, New Zealand

Digital Design / Animation, Visual Effects & Game Design Department Representative

- Art & Design School Research Committee Representative

2014

Auckland, New Zealand

Conference Organiser

- Animations Revelations

RESEARCH SOCIETIES

2021 – 2025	Eco Astronomy Inc., Colombo, Sri Lanka <ul style="list-style-type: none">• 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

10/2025 – 11/2025 Auckland, New Zealand	Po' Boys and Oysters (Stage play) Black Creatives Aotearoa <ul style="list-style-type: none">• Digital Sculpture and Visualisation Consultant• Provided photogrammetry and 3D modelling for production design• Production at The Herald Theatre – Auckland, New Zealand
01/2025 – 02/2025 Auckland, New Zealand	Dimensions in Black (Stage project – development phase) Black Creatives Aotearoa <ul style="list-style-type: none">• Research Collaborator (exploring creative potential of using a virtual production volume for stage-based preproduction)• Explored the emerging role of a technology dramaturg in a community-engaged creative context• Development phase concluded when the director shifted direction for the project
04/2025 – present Auckland, New Zealand	When We Marched (Stage play – preproduction) Black Creatives Aotearoa <ul style="list-style-type: none">• Technology dramaturg (digital performance research)• Developing dramaturgical frameworks that integrate virtual production, digital embodiment, and generative artificial intelligence into theatrical storytelling• Role involves practice-led research into technology-mediated performance, narratology, and digital scenography
2024 – present Kuruwita, Sri Lanka	Digital Prints in Sri Lankan Natural History and Science Museum <ul style="list-style-type: none">• Museum displays my 3D-reconstructed palaeoart for the following species: Palaeoloxodon namadicus sinhaleyus, Rhinoceros kagavena, Rhinoceros sinhaleyus, Hexaprotodon sinhaleyus

EXHIBITIONS / PRODUCTIONS / NON-TRADITIONAL OUTPUTS

- Served as Visual Effects Supervisor on project

03/2021 – 07/2021
Auckland, New Zealand

Holding South (Film) Wild Greens Productions

- Visual Effects Lead
- Supporting actor (role: Joe)
- Exhibited at 40+ international film festivals with multiple awards
- <https://www.imdb.com/title/tt15233602/>

2021
Auckland, New Zealand

PhD Dramatic Performance – Treplev from Chekhov's The Seagull (Animation)

- Performance Capture Animator
- Actor (role: Treplev)

03/2015
Auckland, New Zealand

25 April (Animated feature film) General Film Corporation

- Performance Capture Consultant
- Advised director Leanne Pooley on best practices for working with actors in performance-capture contexts
- Film screened internationally and received multiple awards

2015
Wellington, New Zealand

Actor – Love (Animation)

- Visual Effects Lead
- Exhibited at Image Power Project: The Familiar and the Surreal – Beijing, China
- Exhibited at Popular Culture Association of Australia and New Zealand: Virtually POP – Wellington, New Zealand

2015
Auckland, New Zealand

Compressed Air Energy Storage (Promotional video)

- Visual Effects Artist
- Produced for external funding applications (visual demonstration)

2012
Auckland, New Zealand

Plan B (Film) Shirin Brown (Director)

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

2012
Auckland, New Zealand

8 (Stage play) Kacie Stetson (Director)

- Actor (role: Dr Segurra)
- Performed at The Maidment Theatre – Auckland, New Zealand

2011
Auckland, New Zealand

Artaud at Rodez (Stage play) Kacie Stetson (Director)

- Media Designer
- Production at Unitec Theatre – Auckland, New Zealand

EXHIBITIONS / PRODUCTIONS / NON-TRADITIONAL OUTPUTS

03/2010 – 08/2010 Auckland, New Zealand	Megazone Briefing (Animation) Fina Design <ul style="list-style-type: none">• Animation Lead• Instructional video for laser-tag venue
04/2010 – 06/2010 Auckland, New Zealand	... And Again (Music video) Fina Design <ul style="list-style-type: none">• Animation Lead• Music video for New Zealand band Mile High• Broadcast on C4 – New Zealand television
10/2010 Auckland, New Zealand	Rapid-Prototyped 3D Model of an iPod and Human Ear (Sculpture) National Foundation for Deaf & Hard of Hearing <ul style="list-style-type: none">• 3D Artist• Large-scale sculpture for Deaf Awareness Week
08/2007 Cincinnati, OH, USA	Anew: Memento Immorti (Video projection / installation) Philip M. Meyer Jr Memorial Gallery <ul style="list-style-type: none">• Visual Effects Artist• Exhibition: "Fin"
2007	Androgynous (3D-printed sculpture) The Little Art Show That Could <ul style="list-style-type: none">• Artist• Exhibited in international touring exhibition
10/2007 Cincinnati, OH, USA	Stored Consciousness A42-336F2 OX6A Dennis Maxwell Gibarian Pat. No. 10,062,844,721 (Digital print) Manifest Gallery <ul style="list-style-type: none">• Artist• Exhibition: "Something From Nothing"
2006 Cincinnati, OH, USA	Jack/Enola (Film) Manifest Gallery <ul style="list-style-type: none">• Visual Effects Artist
2006 Cincinnati, OH, USA	Androgyny 2050 (Digital print) Southgate House <ul style="list-style-type: none">• Artist• Exhibition: "Gloss Me Up"

MEDIA OPPORTUNITIES

2023	Newshub Late (New Zealand television news programme) <ul style="list-style-type: none">• Interviewed by Janika ter Ellen
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MEDIA OPPORTUNITIES

- Topic: Unity lays off 265 Wētā Digital engineers
- Aired on 1 December 2023

2023

Stuff (New Zealand national newspaper)

- Interviewed by Serena Solomon
- Topic: 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

- Interviewed by Dr Francesca Zampollo
- Topic: In Search of Meaningful Food Design
- <http://www.huffingtonpost.co.uk/dr-francesca-zampollo/in-search-of-meaningful-food-design>

2014

3D World Magazine, Issue 184 (pp. 18–19)

- Featured in A Spark of Genius?, edited by Ian Dean
- Interviewed and quoted regarding 3D printing expertise
- Published August 2014

2014

3D World Magazine, Issue 183 (pp. 68–71)

- Wrote article: Create a Detailed Model for 3D Printing
- Published July 2014

INVITED LECTURES & DISCUSSIONS

02/2025

Eheliyagoda, Sri Lanka

Eco Astronomy Sri Lanka

- Astro Week – International Lecture Series 15
- Virtual lecture: Advancing Quaternary Paleontology Through Practice-Based Strategies

09/2024

Eheliyagoda, Sri Lanka

Eco Astronomy Sri Lanka

- Astrobiological Investigation and Outreach Programme in Sri Lanka
- Virtual lecture: Palaeontology and Palaeoart in Sri Lanka

05/2024

Liverpool,
United Kingdom

British Animation, Film, and Screen Studies Performance & Stardom SIG

- Online roundtable: Actor Training, Practice-Led Research, and Pathways to Screen Performance

10/2022

Sydney, Australia

University of New South Wales

- Practice-based workshop: Digital Bodies in Motion — Strategies for Visualising Motion Capture Data

12/2022

Hedigalla, Sri Lanka

Eco Astronomy Sri Lanka

- Workshop: Multidisciplinary Approaches in Paleontology & Geology

INVITED LECTURES & DISCUSSIONS

- Virtual lecture: Using Scientific Visualisation to Support Palaeontological Research

08/2022
Ratnapura, Sri Lanka

Eco Astronomy Sri Lanka

- Online certificate course in astrobiology and paleontology
- Virtual lecture: Practice-Based Strategies to Support Scientific Visualisation

PROFESSIONAL DEVELOPMENT

2024 – present
Auckland, New Zealand

Michael Chekhov Technique (Advanced)

Elena Stejko Actors Studio

- Psychophysical screen acting classes

06/2024
Auckland, New Zealand

Te Pumaomao Nation Building Seminar

- Two-day Māori worldview workshop

2023
Auckland, New Zealand

Practice-Led PhD Supervision Workshop

AUT University

- Postgraduate student workshop

2022
Auckland, New Zealand

Responding to Students at Risk of Harm

AUT University

- Postgraduate student workshop

12/2022
Auckland, New Zealand

Wānanga: Our Values in Action — Tika, Pono, and Aroha

AUT University

- Two-day mātauranga Māori curriculum workshop

2019 – 2022
Auckland, New Zealand

Acting from the Core (Advanced)

Kacie Stetson Studio

- Screen acting classes

2011 – 2014
Auckland, New Zealand

Acting from the Core (Intermediate)

Kacie Stetson Studio

- Screen acting classes

2021
Auckland, New Zealand

Enrich Your Supervision Strategies

AUT University

- Postgraduate supervision workshop

2020
Auckland, New Zealand

Identifying and Managing Students of Concern

AUT University

- Postgraduate supervision workshop

2019
Auckland, New Zealand

Understanding Turnitin

AUT University

PROFESSIONAL DEVELOPMENT

- Postgraduate supervision workshop

2017
Auckland, New Zealand

Supervision Forum: Supervising Masters Students
AUT University

- Postgraduate supervision workshop

2014
Auckland, New Zealand

Supervising Students from Diverse Cultural Backgrounds
AUT University

- Postgraduate supervision workshop

2013
Auckland, New Zealand

Examining a Thesis
AUT University

- Postgraduate supervision workshop

2011 – 2012
Auckland, New Zealand

Level 1 Presenting Class
The Presenters' Platform

- Presenting workshops for live and filmed events

2011
Auckland, New Zealand

Being a Supervisor at AUT
AUT University

- Postgraduate supervision workshop

2010 – 2011
Auckland, New Zealand

Levels 1 & 2 Screen Acting Training
Studio 111

- Screen acting classes

PUBLICATIONS (SUBMITTED / UNDER REVIEW)

01/2026

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; abstract approved; awaiting submission of full article.

2026

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.

PUBLICATIONS (IN PRESS)

2026 **Kennedy, J. – Epiphanic resolution: The effects of video compression on the believability of computer-generated characters**
Animation: Practice, Process & Production

PEER-REVIEWED JOURNAL ARTICLES

2025 **Kennedy, J. – Performing Animation: Practical Foundations for Better Video Reference**
LINK Praxis Global South Design Research Journal, 3(1), 185–221. ISSN 3021-1131

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.

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 archaeological significance: Unlocking sustainable development opportunities in Sri Lanka**
Journal of Eco Astronomy, 1(1), 200–227.

2011 **Kennedy, J. – Triggering core emotional responses from interactive narratives**
Journal of Creative Technologies, (2). <https://ojs.aut.ac.nz/journal-of-creative-technologies/article/view/9>

PEER-REVIEWED CONFERENCE PROCEEDINGS

2024 **Kennedy, J. – Muscular headband or sexual display? A practice-oriented case-study for producing scientifically informed palaeoart of *Palaeoloxodon namadicus* sinhaleyus**
LINK Conference 2024, pp. 117–120. Valparaíso, Chile: LINK 2024

2024 **Kennedy, J. – Animation-directed embodied performance technique (ADEPT): A framework for creating better animation video reference**
LINK Conference 2024, pp. 22–25. São Paulo, Brazil: 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**
SIGGRAPH Asia 2024 Educator's Forum (SA '24). Article 10, 1–7. Association for Computing Machinery, New York, NY, USA. DOI: 10.1145/3680533.3697059

2024 **Kennedy, J. – Cross-disciplinary communication strategies to support scientifically accurate animation: Reconstructing Pleistocene megafauna in Sri Lanka**
Animating Change: 35th Annual Conference of the Society for Animation Studies, pp. 65–66. Sydney, Australia.

2022 **Sumanarathna, A. R., Aouititen, M., Kennedy, J., Taylor, B., Hornoiu, I., & Bandara, A. – A feasibility study of space tourism using augmented reality**
In *25th Annual International Mars Society Convention*, Phoenix, AZ, USA.

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

2020 **Kennedy, J. – Cataloguing vactors by performance style in films from 2010**
In *Proceedings of the 8th International Conference on Illustration & Animation (CONFIA)*, pp. 147–158. Barcelos, Portugal: Instituto Politécnico do Cávado e do Ave.

2019 **Kennedy, J. – Acting-centred definitions of vactors, synthespians, and digital doubles**
In *ISEA 2019: Proceedings of the 25th International Symposium on Electronic Art*, pp. 297–305. Gwangju, South Korea.

2019 **Kennedy, J. – Critiquing the screen presence of synthespian counterparts**
In *Proceedings of the 7th International Conference on Illustration & Animation (CONFIA)*, pp. 190–202. Viana do Castelo, Portugal.

2017 **Kennedy, J. – Defining and cataloguing synthespian performances in film**
Hrvatski Filmski Ljetopis, 95, 67–68. Zagreb, Croatia.

2017 **Kennedy, J. – The animator's (missing) hand: How practice informs seeing in 3D animation**
In *Proceedings of the 5th International Conference on Illustration & Animation (CONFIA)*, pp. 298–309. Guimarães, Portugal.

PEER-REVIEWED CONFERENCE PROCEEDINGS

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, Italy.

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.

2015 **Kennedy, J. – Embracing the tall poppy: Overcoming tradition in customer jewellery design preference**
Design for Business: Research Conference 2015, Melbourne: ideasondesign.

2015 **Kennedy, J. – Beyond the mirror: Producing emotionally-authentic facial performance for animation reference**
In *Proceedings of the 3rd International Conference on Illustration & Animation (CONFIA)*, pp. 101–114. Braga, Portugal.

2015 **Kennedy, J. – Gauging meaningful reference performance in animation and motion capture**
In *Proceedings of the Cumulus Conference Milano 2015*, pp. 941–948. Milan, Italy: McGraw-Hill.

2013 **Kennedy, J. – Character acting: A case for better animation reference**
In *Proceedings of the 4th Annual Conference of the Popular Culture Association of Australia and New Zealand*, pp. 11–20. Brisbane, Australia.

BOOKS & BOOK CHAPTERS

2024 **D'Angelo, P., Severino, F. N., Severino, A., Ravibhanu, A., Aouititen, M., Kennedy, J., et al. – Umbilicus Siciliae et Trinakriae – La Torre Ottagonale di Enna: Storia, Archeologia, Topografia e Archeoastronomia**
Collana Libri Storie di Sicilia, Enna, Italy.

DOCTORAL THESIS

2021 **Kennedy, J. – Acting and Its Double: A Practice-Led Investigation of the Nature of Acting Within Performance Capture**
Auckland University of Technology, Doctoral thesis, Auckland, New Zealand.

CONFERENCE SPEAKING

2024

Auckland, New Zealand

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

Auckland, New Zealand

Kennedy, J. – Palaeoart reconstruction within a cross-cultural context

Art and Design Research Forum. Auckland University of Technology, Auckland, New Zealand.

2024

Auckland, New Zealand

Kennedy, J. – Visualising prehistory in Sri Lanka

Animation Under the Lens: Embracing Diverse Perspectives (Symposium). Auckland, New Zealand.

2014

Auckland, New Zealand

Kennedy, J. – Honesty & exaggeration: Best practices when acting for animation reference

Aotearoa New Zealand Association of Art Educators (ANZAAE) Conference 2014. Auckland, New Zealand.

2014

Auckland, New Zealand

Kennedy, J. – Into the void: Preparing actors and directors for motion capture

Animation Revelations Conference 2014. Auckland, New Zealand.

2010

Auckland, New Zealand

Kennedy, J. – Mirroring students' progress in developing photorealistic 3D models and textures of a human head

Conversations on Research: 6th Annual AUT School of Education Conference. Auckland, New Zealand.

SOFTWARE EXPERTISE

- Adobe Creative Suite
- Arnold Renderer
- Autodesk Maya
- Autodesk MotionBuilder
- Dragonframe
- Faceware Analyzer
- Faceware Retargeter
- Foundry Mari
- Foundry Nuke
- Marvelous Designer
- Maxwell Renderer
- Maxon Redshift Renderer
- Maxon ZBrush
- RealityCapture
- R3DS Wrap

☒ SOFTWARE EXPERTISE

- Substance Painter
- Unreal Engine
- V-Ray Renderer