

Brian C. Morris
2d and 3d Computer Graphics
Artist/Animator/Instructor

Thessaloniki, Greece

Tel: 2310272524

E-mail: bcmorris@the.forthnet.gr

Web page: <http://www.brianmorris3d.com>

EDUCATION

University of the Arts London at Camberwell

Graduated Fall 2009

London, United Kingdom.

The Masters of Digital Arts program (MA degree) Focus: 3d Animation

The School of the Art Institute of Chicago

Graduated Spring 1989

Chicago, Illinois, USA.

*Bachelor of Fine Arts (BFA degree) Majors: Painting, Art & Technology
(computer graphics)*

Illinois Central College

1983 to 1985

East Peoria, Illinois, USA.

Major: Computer Processing

Moraine Valley Community College

Summer 1997

Palos Hills, Illinois, USA.

*I completed specialized courses in the use of 3D Studio Max for professional 3D
Modeling and animation.*

PROFESSIONAL EXPERIENCE (see last section for exhibitions)

American College of Thessaloniki (ACT)-a division of Anatolia College

Spring 2003 to present

Thessaloniki, Greece

Instructor for the Computer Science Department

Classes taught:

cs107 (Introduction to Digital Media)

cs209 (3d Computer Modeling/Animation)

cs309 (Advanced/3d Computer Modeling/Animation)

cs219 (Video Game Design with Unity 3d)

Subjects taught: 3d Modeling, Texturing and Animation. 3d Theory, Digital Media Theory, Digital Camera, Digital Video, Video Editing, Scanning, Video game Design

Software taught: 3ds Max, Photoshop, Premiere Pro2, PanuVue, Unity 3d

I was also the developer and coordinator of the ACT Game Design Club.

AAS (Applied Arts Studies)

Partner Institute of University of Central Lancashire

Spring 2008 to present

Thessaloniki, Greece

Animation Course Leader and Video Game instructor

Class taught:

Ax1001, Ax2001, XB2002, (3d Studio Max)

Subjects taught: 3d Modeling, Texturing and Animation, 3d Theory, 3d content creation for the Unity3d Game Engine

Software taught: 3ds Max, Mudbox, Photoshop, Unity GameEngine

Hellenic Shopping Center

Central Bookstore

March 2015

Thessaloniki, Greece

A online 3d virtual bookstore authored in the Unity Game Engine

Unity Level Designer and Developer - Script implementation and creation of all interactive elements, lighting, material rebuild, 3d quality control and UI design.

National Bank of Greece

I-Bank commercial

December 2010

Thessaloniki, Greece

A TV commercial broadcast on Greek television advertising the Greek National Bank's Internet Banking service

Creating 3D content and animation for video game sections

Directed by Harry Patramanis, produced by Fay Katsari for STEFI A.E.

Theatre Athenaion

Spring 2008

Thessaloniki, Greece

Orpheus and Eurydice

Created 3d content for projected theatre backdrops

Play Directed by Pantelis Karagiannis, content produced by Yannis Angelakis for "Fractal Productions"

New York College (Empire State College)

Spring 2007 to Fall 2008

Thessaloniki, Greece

Instructor for the Computer Science Department

Class taught:

3d Computer Graphics

Subjects taught: 3d Modeling, Texturing and Animation. 3d Theory,

Software taught: 3ds Max 8

Anatolia College Rainbow Summer Camp

June 19-30, 2006 and 2007, 2008

Thessaloniki, Greece

Special Teacher - Computers

Class taught:

Cosmic Blobs - 3D Computer Animation for Kids

Subjects taught: 3d Modeling, Texturing and Animation.

Software taught: Cosmic Blobs

"Sponge Bob Computer Model"

January 2007

Thessaloniki, Greece

An advertisement played on Greece Television,

RGB Spot introducing the new Sponge Bob Computer for young children

Directed by Christos Konstantinidis, Animated by Tasos Papazoglou

3D Model by Brian C Morris.

Software used: 3D Studio Max8, After Affects, Photoshop,

"Cretan Cinema Project"

February 2004

Thessaloniki, Greece

An advertisement played at the following cinemas,

Bitsentzo Kornaro, and Cine Studio which introducing the new Multiplex

Cinema and Entertainment park of Heraklion Crete

Conceived and Directed by Brian C. Morris

Computer Animation by Brian C Morris: All design modeling and animation.

Software used: 3D Studio Max5.1, After Affects4, Photoshop,

"What's the Hurry!?"

Spring 2003

Thessaloniki, Greece

A Collaborative Teacher/Student 3d Animated Short movie Designed for the 209 computer science class at The American College of Thessaloniki.

Conceived and Directed by Brian C. Morris (Teacher)Computer Animation by

Brian C Morris: 90% design, modeling and animation.

Software used: 3D Studio Max5.1, After Affects4, Photoshop,

N-Orasis Film and Video

February 2002

Thessaloniki, Greece

A Seven Video TV Commercial.

Produced by N-Orasis Film and Video

Directed by Christos Nikoleris

Story-Board Artist. Prepared story board drawings for promotional booklet

Tools used: Hand draw, Poser4 Pro-Pack, Photoshop,

"Pepsi Summer,"

June 2001

Nicosia, Cyprus

A Pepsi advertisement broadcast on Cyprus television, introducing the new Pepsi bottle.

Produced by Green Olive Films

Directed by Simos Manganis

Computer Animation by Brian C Morris: 3D characters design and 3D character animation

Software used: 3D Studio Max3.5, After Affects4, Photoshop,

"Broadway in Concert,"

March 2001

Nicosia, Cyprus

A television advertisement broadcast on Cyprus television.

Produced by Green Olive Films

Directed by Simos Manganis

Computer Animation by Brian C Morris: 2D Animation of characters and background elements

Software used: Flash5, After Affects4, Photoshop,

"Labyrinth,"

March 1999 to 2000

Thessaloniki, Greece

A film for ERT3 (Hellenic Radio & TV) which was premiered at "Cine Television Festival,"

Thessaloniki Museum of Cinema, November 23, 2001

Aired on ERT3 February 5, 2002

Produced by Faye Katsari

Directed by Dimitri Pantelias

Computer Artist/Animator -3D & 2D Animation for Video Game Sequences, Opening Scene, and Computer Environments

Software used: 3dStudio Max3, After Affects4, Photoshop, etc_

Midway Games Inc.
Chicago, Illinois, USA

July 1997 to June 1998

Video Game Artist/Animator - 3D Design, Modeling, Texturing and Animation for the Arcade Video Game "HYPERDRIVE"

(Release date: June 31, 1998)

Software used: Alias /Wavefront PowerAnimator 8.5 (SGI), 3D Studio MAX 2, Photoshop, etc...

Williams/Bally Electronic Games
Chicago, Illinois, USA

September 1994 to July 1997

Computer Artist/Animator - 2D dot-matrix animation for the following Arcade Pinball Games:

- | | |
|-----------------------------------|--------------------------------------|
| 1. Dirty Harry 3/95 | 9. Attack From Mars 12/95 |
| 2. Theatre of Magic 3/95 | 10. Safe Cracker 3/96 |
| 3. No Fear: Dangerous Sports 5/95 | 11. Tales of the Arabian Nights 5/96 |
| 4. Indianapolis 500 6/95 | 12. Scared Stiff 9/96 |
| 5. Johnny Mnemonic 8/95 | 13. Junkyard 12/96 |
| 6. Whodunnit 9/95 | 14. NBA Fastbreak 3/97 |
| 7. Jackbot 10/95 | 15. Medieval Madness 6/97 |
| 8. Congo 11/95 | 16. Circus Voltaire 10/97 |

Colman Communications Corp.
Chicago, Illinois, USA.

August 1995 to 1999

Freelance Computer Artist/Animator

3D & 2D Animation for the following Educational Videos:

The Trouble with Tobacco, Everyday Etiquette, Minding Your Manners at School, All About Neighborhoods, Anger (Part 1 & 2), and Hygiene (Part 1 & 2).

Gallery 37

June 1994 to August 1994

Chicago, Illinois, USA
Department of Cultural Affairs
Chicago Cultural Center

Teaching Artist: My duties included; Teaching and supervising the work of Teaching Assistants, Teaching and supervising the Senior Apprentice Artists, Teaching and supervising the work of Apprentice Artists, And Evaluation of the artistic progress of all Senior & regular Apprentice Artists

Marwen Foundation
Chicago, Illinois, USA

September 1993 to February 1994

Painting Instructor - Duties included supervising teenagers, instruction on mixing color, painting techniques, use of line and form, composition, painting from observation, and color theory

Chicago Public Arts Group
Chicago, Illinois, USA

June 1993 to September 1994

Mural Assistant for: The Spray Mural Collaboration (a 3-mural project)
Duties included supervising youth team, preparing painting surfaces, doing final rendering, drawing, and transferring line drawings to wall.
Supervisors: Olivia Gude, Dzine

Arthur Andersen & Co.
Chicago, Illinois, USA
(International Consulting Corporation)

periodically from August 1988 to
November 1993

Computer Graphic Artist- Free-lance computer art/graphics work.

H-Gun Labs/Mad Science
Chicago, Illinois, USA.
(Video Production Company)

May 1993

Computer Graphic Artist - Mad Science (Film project directed by Dave Murray & John Schnepf)
Created images for data transmission projections.

Arnstein and Associates
Chicago, Illinois, USA.

February 1990 to May 1990

Mural Assistant- Duties included preparing painting surfaces, drafting grids, drawing and transferring line drawings for Marquette and final painting on final canvas (9 ft. x 60 ft.).
Supervisor: Sylvia Arnstein

Filmack Studios
Chicago, Illinois, USA.

October 1989 to December 1989

Production Artist/ Free-lance paste up - Duties included manual paste up and touch up of logos and text, using percentage wheel for enlargement and reduction of logos for stat machine.
Supervisor: Robert Mack

AWARDS

Play Meter Magazine

Awards of Excellence

Best Pinball Game of the Year

[Attack from Mars]

1996

Best Pinball Game of the Year

[Theater of Magic]

1995

The School of the Art Institute of Chicago

Chicago, Illinois, USA.

Fellowship Recipient

1989

Un-endowed Scholarship Recipient

1986

PUBLICATIONS

Εφημερίδα <<ΘΕΣΣΑΛΟΝΙΚΗ>>

Photos of artwork and full-page interview with Brian C. Morris entitled

«Visual Explorations in Virtual Mode»

Interviewed by the journalist Chrisa Polimeni

Friday July 3, 1998

EGM2 magazine

A 4-page review and strategy guide on "Hyperdrive."

"Is Hyperdrive Wipeout? Nope, better."

July 1998

Summer Gaming

Electronic Gaming Monthly's Player's Guide

"Hyperdrive Ranked No 2 of the 10 Best Arcade Games of the Summer Season!"

July 1998

GamePro magazine

World's Largest Multi-platform Gaming Magazine

Volume 10, Nr. 4., Issue 115

April 1998

"Hot at the Arcades. GamePro Exclusive. HYPERDRIVE" by Major Mike (p. 64)

"Hyperdrive's stellar visuals and unique controls could propel it to the top of the arcade charts."

3rd Word

1994

Volume 2, Nr. 4., Issue 2

"Featured Artwork by Brian C. Morris."

In Portfolio Page (p. 62)

Chicago Tribune

September 1992

"'Coyote' offers a panorama of the arts " by Allan Johnson.

Photographed and captioned "Artwork by Brian C. Morris"

Chicago For Chicago Invitational.

June 1991

Art Catalogue published by *Chicago Magazine* in cooperation with Art Dealers Association and Independent Galleries

"Artwork by Brian C. Morris" (p.45)

Chicago Film Coalition

March 1989

"Featured Artwork by Brian C. Morris"

LETTER X. Poetry Newsletter

October 1989

"Featured Artwork by Brian C. Morris"

EXHIBITIONS

**University of the Arts London at
Camberwell**

July 14, 2009

London, United Kingdom.

MA Graduating Exhibition

**University of the Arts London at
Camberwell**

May 25, 2009

London, United Kingdom.

2009 Digital Arts Symposium

North Side Cafe

Chicago, Illinois, USA.

March 5-24, 1994

Gallery Walk

Wild Cherry Club

Chicago, Illinois, USA.

September, 1993

Opening Night

West Side Gallery

Chicago, Illinois, USA.

December 12, 1992

Gallery Walk

- Around The Coyote**
Chicago, Illinois, USA.
Studio Walk *September, 1992*
- CRUX Gallery**
Chicago, Illinois, USA.
One Man Show *March -April, 1992*
- World Tattoo Gallery**
Chicago, Illinois, USA.
Chicago for Chicago Invitational *June, 1991*
- Bucktown Fine Arts, Urban Intersections, and Garage Theater**
Chicago, Illinois, USA.
The Foreign Policy Show *March, 1991*
- Around The Coyote**
Chicago, Illinois, USA.
Studio Walk *September, 1990*
- Bucktown Fine Arts**
Chicago, Illinois, USA.
The Woolworth Show *June, 1990*
- Gallery Great Lakes**
Chicago, Illinois, USA.
One Man Show *May -June, 1990*
- Café Voltaire 2**
Chicago, Illinois, USA.
Evolution *March -May, 1990*
- Edge Gallery**
Chicago, Illinois, USA.
Group Show *February -March, 1990*
- Central Washington University**
Chicago, Illinois, USA.
Drawing Invitational *February -March, 1990*
- School of the Art Institute of Chicago**
Chicago, Illinois, USA.
Traveling Fellowship Exhibition Part1 *August-September, 1989*

School of the Art Institute of Chicago
Ethnic American Student Union
Chicago, Illinois, USA.
A/Part of The Whole

February -March, 1990