

Brian C. Morris

2d and 3d Computer Graphics

Artist/Animator/Game Design/Instructor

Thessaloniki, Greece

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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.

BOOKMARKS to PROFESSIONAL EXPERIENCE AND SKILLS

>> [GAME DESIGN AND SIMULATIONS EXPERIENCE](#)

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GAME DESIGN AND SIMULATION EXPERIENCE

Appareo Systems -Flight Simulation Assets

Aviation & Aerospace Fargo, N.D. USA (via Upwork)

3d Modeling of Various Aircraft to be used in flight simulator

Feb. 2017 to May 2019

Mil_m17 for Travis Bader

3 Cirrus Aircraft for Ken Paulus

HTT-40 for Ken Paulus

Platform Game Level Designer

Andy Mul, Singapore (via Upwork)

Unity Level Designer for Platform game

Unity Game Engine

Jan. 2018 to July 2018

Jor Games Animation

Jor Games LTD Cardiff, UK (via Upwork)

Animation for Mafia Pinball Game LCD display

April 2017 to May 2017

Team leader Janos Kiss

Low Poly Karate Character Game Asset

Voss Germany (via CGtrader)

3d Model of Karate character to be used in a Unity3D game

Nov to Dec. 2016

Character Design

3d Modeling, Unwrapping and Rigging in 3ds Max for Unity Game Engine

Hellenic Shopping Center - Level Design

Central Bookstore

March 2015

Thessaloniki, Greece

An 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.

Midway Games Inc.

July 1997 to June 1998

Chicago, Illinois, USA

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

September 1994 to July 1997

Chicago, Illinois, USA

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 |

PROFESSIONAL ANIMATION, ART, AND 3D MODELING EXPERIENCE

"Silverman's Egg"

Jon Rafman Studio Montreal Canada (via Upwork)

3d Modeling and Animation of animated short based on script

March 10 to April 20 2019

Directed by Ryan O'Toole

"ARB Selector"

Capital Forensics Inc. Palatine IL. USA (via Upwork)

2d Character design and Animation for advertisement of Arb Selector software

Directed by Vadim Khavinson

Feb. 2018 to June 2018

JDH Genesis Prologue Video

JDH Genesis Korea, (via Upwork)

3d Modeling and Animation of animated short for educational video game demo

Directed by Darius Braswell

Feb. 2017 to May 2019

"Silverman's Dream"

Jon Rafman Studio Montreal Canada (via Guru)

3d Modeling and Animation of animated short based on script

Nov. 28 to Dec. 12, 2016

Directed by Olivia Dreisinger

"USANA GLOBE SketchUp Pro Model "

Oct. 2016

Client: Andy Walmsley (Emmy award-winning set and production designer)

Modeled and UVW Unwrapped in 3ds Max, and Mudbox

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."

"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 Effects, 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, Thessaloniki, Greece.

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.

Story-Board Artist. Prepared story-board drawings for promotional booklet.**Produced by N-Orasis Film and Video****Directed by Christos Nikoleris****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.

Computer Animation by Brian C Morris: 3D characters design and 3D character animation**Produced by Green Olive Films****Directed by Simos Manganis****Software used:** 3D Studio Max3.5, After Affects4, Photoshop,**"Broadway in Concert"**

March 2001

Nicosia, Cyprus

A television advertisement broadcast on Cyprus television.

Computer Animation by Brian C Morris: 2D Animation of characters and background elements**Produced by Green Olive Films****Directed by Simos Manganis****Software used:** Flash5, After Affects4, Photoshop.**"Labyrinth"**

March 1999 to 2000

Thessaloniki, Greece

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

The Thessaloniki Museum of Cinema, Thessaloniki, Greece, November 23, 2001.

Aired on ERT3 February 5, 2002

Computer Art/Animation by Brian Morris: 3D& 2D Animation for Video Game Sequences, Opening
Scene, and Computer Environments**Produced by Faye Katsari****Directed by Dimitri Pantelias****Software used:** 3dStudio Max3, After Affects4, Photoshop, etc_

Colman Communications Corp.

August 1995 to 1999

Chicago, Illinois, USA.

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).

Arthur Andersen & Co.

periodically from August 1988 to
November 1993

Chicago, Illinois, USA

(International Consulting Corporation)

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

H-Gun Labs/Mad Science

May 1993

Chicago, Illinois, USA.

(Video Production Company)

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

Arnstein and Associates

February 1990 to May 1990

Chicago, Illinois, USA.

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

October 1989 to December 1989

Chicago, Illinois, USA.

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

TEACHING EXPERIENCE

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

Spring 2003 to present

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
Thessaloniki, Greece

Spring 2008 to present

Animation Course Leader and Video Game instructor

Classes taught:

Ax1001, Ax2001, XB2002, (Animation Production, Game Design)

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*

New York College (Empire State College)
Thessaloniki, Greece

Spring 2007 to Fall 2008

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
Thessaloniki, Greece

June 19-30, 2006 and 2007, 2008

Special Teacher - Computers

Class taught:

Cosmic Blobs - 3D Computer Animation for Kids

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

Software taught: *Cosmic Blobs*

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,
Evaluation of the artistic progress of all Senior & regular Apprentice Artists.*

Marwen Foundation*September 1993 to February 1994*

Chicago, Illinois, USA

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*June 1993 to September 1994*

Chicago, Illinois, USA

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

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."

July 1998

"Is Hyperdrive Wipeout? Nope, better."

Summer Gaming

July 1998

Electronic Gaming Monthly's Player's Guide

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

GamePro magazine

April 1998

World's Largest Multi-platform Gaming Magazine

Volume 10, Nr. 4., Issue 115

"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."

1994

3rd Word

Volume 2, Nr. 4., Issue 2

"Featured Artwork by Brian C. Morris."

In Portfolio Page (p. 62)

Chicago Tribune

"'Coyote' offers a panorama of the arts" by Allan Johnson. Photographed and captioned "Artwork by Brian C. Morris"

September 1992

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

"Featured Artwork by Brian C. Morris"

March 1989

LETTER X. Poetry Newsletter

"Featured Artwork by Brian C. Morris"

October 1989

EXHIBITIONS (FINE ART PAINTINGS)

University of the Arts London at Camberwell London, United Kingdom. <i>MA Graduating Exhibition</i>	<i>July 14, 2009</i>
University of the Arts London at Camberwell London, United Kingdom. <i>2009 Digital Arts Symposium</i>	<i>May 25, 2009</i>
North Side Cafe Chicago, Illinois, USA. <i>Gallery Walk</i>	<i>March 5-24, 1994</i>
Wild Cherry Club Chicago, Illinois, USA. <i>Opening Night</i>	<i>September, 1993</i>
West Side Gallery Chicago, Illinois, USA. <i>Gallery Walk</i>	<i>December 12, 1992</i>
Around The Coyote Chicago, Illinois, USA. <i>Studio Walk</i>	<i>September, 1992</i>
CRUX Gallery Chicago, Illinois, USA. <i>One Man Show</i>	<i>March -April, 1992</i>
World Tattoo Gallery Chicago, Illinois, USA. <i>Chicago for Chicago Invitational</i>	<i>June, 1991</i>
Bucktown Fine Arts, Urban Intersections, and Garage Theater Chicago, Illinois, USA. <i>The Foreign Policy Show</i>	<i>March, 1991</i>
Around The Coyote Chicago, Illinois, USA. <i>Studio Walk</i>	<i>September, 1990</i>
Bucktown Fine Arts Chicago, Illinois, USA. <i>The Woolworth Show</i>	<i>June, 1990</i>
Gallery Great Lakes Chicago, Illinois, USA. <i>One Man Show</i>	<i>May -June, 1990</i>

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