



VITA

Chris 'Topher' Maraffi

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Education/Degrees:

- **2010-2014 – Masters of Computer Science, Games & Playable Media, University of California, Santa Cruz:** Performatology thesis in the Games & Playable Media PhD program at Baskin School of Engineering. Advisor: Arnav Jhala.
- **2008-2010 – Masters of Fine Arts, Digital Arts & New Media, University of California, Santa Cruz:** Mimesis & Mocap thesis in the Performative Technologies cohort. Advisors: Kathy Foley, Chair (Theater), Michael Mateas (Computer Science), and Ted Warburton (Theater).
- **1989-1993 – Bachelors of Creative Arts, Fine Arts Painting, University of North Carolina, Charlotte:** Concentration in figurative painting and drawing. Advisor: Eric Anderson.

Teaching:

- **2014-Current – Assistant Professor of Media Arts, University of South Carolina, Beaufort:** Tenure-track faculty in the Fine Arts department advising and teaching students in the Studio Arts (ARTS) bachelors degree program and Media Arts (MART) concentration.
USCB courses taught: ARTS B101 Studio Arts for Non-Majors, ARTS B145/146 Graphic Design 1 & 2, MART B102 Media Design, MART B145 Digital Imaging, ARTH/MART B201 History of Animation in the US, MART B210/310 Digital Animation 1 & 2, MART B250/350 Broadcast Design 1 & 2, MART B281/381 Video Game Design 1 & 2.
- **Summer 2013-2014 - COSMOS Game Design Instructor, University of California, Santa Cruz:** Taught Game Design summer school to gifted high school students in STEM. Designed curriculum, lectured, and managed one Teaching Assistant.
- **2008-2014 – Teaching Assistant, University of California, Santa Cruz:** Graduate School Teaching Assistant (TA) for classes in the Art, Film, and Computer Science departments.
UCSC TA Courses: 3D Modeling with Blender (CS), Games as Visual Culture (Art), Intro to Game Design (CS), Walt Disney (Theater), Muppet Magic (Theater), Intro to Digital Media (Art & Film), Writing for the Arts (Writing), Methods in Theatre (Theater).
- **2001-2008 – Course Director, Full Sail University, Orlando FL:** Course Director in charge of the technical animation courses in the Animation and Video Game Design degree programs. Duties included weekly 4hr lectures, designing curriculum, and managing two full-time Associate Course Directors with twelve full and part-time lab instructors.
Full Sail courses taught: 3D Character Design and Modeling, Character Rigging, and MEL Coding in Maya.
- **1998-2001 – Adjunct Lecturer & Certified Trainer, SF Bay Area Colleges:** Taught 3D animation classes at The Academy of Art (Bachelors Program), Mesmer Animation Labs (Certified 3D Trainer), and Masters Institute (Associates Program).
- **1996-1998 – Adjunct Lecturer, NYC Area Colleges:** Taught 3D animation classes at Parsons-New School (Professional Program), School of Visual Arts (Bachelors Program), NYU Center for Advanced Digital Applications (Professional Certificate), and NY Institute of Technology (Graduate Program).

Research: Practice-based media arts research on applying fine arts and performative techniques in new media, and pedagogical research for teaching digital technology to fine artists.

Scholarly Activities & Service:

- **2016 Symposium:** Developing the first interdepartmental Digital Media Symposium in Beaufort, approved by the EVCAA, and scheduled to be held as part of the Beaufort International Film Festival on the Historic Beaufort campus, 02/18/2017.
- **2016 OLLI:** *Osher Lifelong Learning Institute* class on “David Hockney’s Photo Collage Technique”, scheduled 2hr class, 10/2016.
- **2016 SCETV:** Developed an interdepartmental partnership with SCETV to teach classes in their Beaufort facility, and currently directing real-world projects in my MART B250 Broadcast Design for an SCETV documentary on climate change, 08/2016.
- **2016 Conference:** *Arts In Society 2016* conference presentation “Reverse STEAM Ahead: Empowering Fine Artists with Technology” in The 21st Century Classroom track, UCLA, 08/2016.
- **2016 Conference:** *Electronic Visualization and the Arts (EVA) 2016* conference, presented the paper “Using New Media for Practice-based Fine Arts Research in the Classroom” organized by the London British Computing Society, 07/2016.
- **2016 Committee:** Served on the *USCB Program Committee for the Strategic Plan*, helping to develop interdisciplinary faculty proposals, chaired by Dr Kasia Pawelek, USCB Hargray, 07/2016.
- **2016 Interview:** *WHHI 843TV* television interview on what is new in Studio Arts, “843TV with USCB Faculty”, available on YouTube, 06/2016.
- **2016 Advisory Board:** Invited member of the *Beaufort International Film Festival 2016* Advisory Board. Other members are Eugene Gearty (Gangs of New York, Life of Pi), Craig McKay (Silence of the Lambs, Philadelphia), Michael O’Keefe (The Great Santini), Blythe Danner (The Great Santini, Prince of Tides) and Andie MacDowell (Groundhog Day). 06/2016.
- **2016 Exhibition and Lecture:** Curated *Digital Media In the Lowcountry* exhibition, with works from Fine Arts and Computational Science, and presented “Teaching Practice-Based Media Arts Research to Artists”, USCB Sea Island Center, 06/2016.
- **2016 Awards:** *USCB Student Scholarship & Research Day*, directed two student group research posters for my classes MART B281-381 and MART B145 that won first and second place in the Arts category. USCB Hargray, 06/2016.
- **2016 Committee:** Served on the faculty search committee for *Assistant Professor of Art (Interdisciplinary) Tenure-Track*, chaired by Dr Lisa Ciresi, USCB Sea Island Center, 05/2016.
- **2016 Judge and Presenter:** *Beaufort International Film Festival 2016* judge and awards presenter for the Animation category, 02/2016.
- **2015 Conference:** *South Carolina Art Education Association (SCAEA) 2015* conference workshop on “Teaching New Media in the Classroom”, USCB Mac Lab, 11/2015.
- **2015 Show:** Produced and performed live 3D animated media for the stage show, “Little Shop of Horrors”, USCB Center for the Arts, 09/2015.
- **2015 Guest Lecture:** *Bolden STEM Career Day 2015* guest lecture on “Video Game Design”, Bolden Middle School in Beaufort, 04/2015.
- **2015 Interview:** *Beaufort Lifestyle* magazine interview featured in the Beaufort Film Festival Feb-March issue, “Topher Maraffi: A Man of Extensive Talents”, 02/2015.
- **2015 Judge and Presenter:** *Beaufort International Film Festival 2015* judge and awards presenter for the Animation category, 02/2015.
- **2014 Keynote:** *Emerging Artists 2014* keynote address, “From Here to There...Applied Studio Arts”, USCB Center for the Arts, 11/2014.
- **2014 Interview:** *USC Times* back page interview, “Q&A with Topher Maraffi”, Vol. 25, No. 9, 10/2014.
- **2013 Conference:** Artificial Intelligence and Interactive Digital Entertainment (*AIIDE 2013 Workshop*), “Inferring Performer Skill from Aesthetic Quality Features in a Dance Game Gesture Corpus”, in the *Games & Aesthetics* track, Maraffi and Jhala, Boston, 10/2013.
- **2013 Technical Report:** *UCSC-SOE*, “Raising the Aesthetic Quality of Character Interaction in Cinematic Videogames”, Maraffi and Jhala, Santa Cruz, 02/2013.

- **2012 Conference:** Intelligent Virtual Agents (IVA) 2012 helped organize the poster sessions and presented at the GALA Video awards, University of California Santa Cruz, 09/2012.
- **2012 Guest Lecturer:** History of Art and Visual Culture (HAVC) 81: Video Games as Visual Culture presentation, "What a Photoshop of AI Will Look Like", University of California Santa Cruz, 03/2012.
- **2011 Conference:** International Conference on Interactive Digital Storytelling (*ICIDS*) 2011 conference poster presentation, "Performatology: A Procedural Acting Approach for Interactive Drama in Cinematic Games", Maraffi and Jhala, Vancouver, 11/2011.
- **2011 Conference:** *Future of Digital Games (FDG) 2011* conference doctoral consortium presentation, "Performatology: An Arts Approach to Designing PEAs for Procedural Character Animation", Bordeaux, 06/2011.
- **2011 Conference:** *Digital Humanities 2011* conference poster presentation, "Roots of Performatology: From Craig's Uber-Marionette to Performative Embodied Agents", Stanford, 06/2011.
- **2010 Award:** *Graduate Dean's Award* for "Mimesis & Mocap", UCSC 2010 Graduate Research Symposium, Santa Cruz 05/2010.
- **2008 Book:** *MEL Scripting a Character Rig in Maya*, New Riders, 2008.
- **2008 Guest Lecturer:** *UNM Arts Lab*, "MEL Scripting a Character Rig", University of New Mexico, Albuquerque, 07/2008.
- **2008 Conference:** *Red Stick Animation Festival* workshop, "MEL Scripting a Character Rig", Louisiana State University, Baton Rouge, 04/2008.
- **2008 Conference:** *Animex Animation Festival* workshop, "MEL Scripting a Character Rig", University of Teeside, UK, 02/2008.
- **2008 Guest Artist:** *Northumberland Rising Creative Labs* series of lectures, "3D Computer Graphics and Art", Chollerford, UK, 02/2008.
- **2003 Book:** *Maya Character Creation: Modeling & Animation Controls*, New Riders, 2003.
- **2001 Conference:** *SIGGRAPH conference workshop*, "Tips and Tricks Maya Master Class", Los Angeles, 08/2001.
- **2000 Book:** *Softimage XSI Character Animation FX & Design*, Coriolis, 2000.
- **1999 Article:** *Softimage 3D Tutorials*, 3D Artist Magazine, 1998-99.
- **1999 Conference:** *3D Design (GDC) conference workshop*, "Softimage Particles Demo", San Jose, 06/1999.

Professional Background:

- **1996-1998 – Freelance Graphic Artist & 3D Animator:** Freelance artist for broadcast television, independent film, and Internet clients in the New York City area, including NBC (3D Trainer), The GT Group (HBO, ESPN, ESPN2, Nickelodeon), Balsmeyer & Everett (Woody Allen's Everyone Says I Love You, First Wives Club), So! (3D character animation), MediaServ (NBC Intranet design), and Chelsea Post (Maury Povich Show).
- **1993-1996- Broadcast Artist & 3D Animator:** Staff artist and animator for NBC owned and operated networks, including NBC Newschannel (Charlotte), CNBC, MSNBC, America's Talking (Fort Lee NJ), and NBC (New York, NY).

Applications: Adobe Creative Suite, Blender 3D, Unity Game Engine, Monodevelop Editor (using C# & Javascript), Processing, GIMP, Audacity, Game Maker, Microsoft Kinect SDK, Autodesk Maya & Motion Builder, MEL Scripting, and Organic Motion Capture Stage.