



## Education

<b>2001 -2004</b>	<b>M.F.A. in Computer Art</b> Savannah College of Art and Design	Savannah, Georgia
<b>1994-1999</b>	<b>B.S. in Technology Education</b> North Carolina State University Minor in Graphic Communications	Raleigh, North Carolina
<b>2001</b>	<b>Certificate in Web Development</b> Harcourt Learning	Online program

## Teaching Experience

<b>2004-Current</b>	<b>Living Arts College</b> <b>Program Coordinator and Professor of Animation and Game Design Department</b> <ul style="list-style-type: none"> <li>• Manage the Animation and Game Design Academic department</li> <li>• Schedule Faculty for classes</li> <li>• Manage departmental student issues.</li> </ul>	Raleigh, NC
<b>Spring 2004</b>	<b>Savannah College of Art and Design</b> <b>Teacher's Assistant (Internship)</b> <b>Under Professor Charles Shami</b> <ul style="list-style-type: none"> <li>• Introduced the students to Maya's tool set and pipeline for modeling, lighting, texturing and animation</li> <li>• Introduced the students to MEL scripting</li> <li>• Introduced the students to dynamics</li> </ul>	Savannah, GA

## Classes Taught

### **Classes Taught in a Baccalaureate Degree program**

#### **AM102 Story Development**

##### **Storyboarding**

This course covers the fundamentals of high end, high precision storyboarding and an overview of the storytelling and pitching process. Students gain a knowledge based on shot composition and visual storytelling. Storyboards are produced both through both digital and traditional techniques with emphasis on real world application. Students learn how to create animatics and how to author creative content.

#### **AM203 CG Modeling I**

This content centric course covers a thorough overview of high precision real world application of organic and inorganic modeling, through the development of production standard rules, industry workflow and techniques for topology. Professional models are used as case studies to reiterate industry trends in topology, modeling and texturing.

#### **AM204 Character Setup I**

Course emphasizes a knowledge base of basics through intermediate variations of rigs within the field of character setup. Students learn to problem solve issues through case studies within character setup to create a high precision rig. Rigs are implemented through the development of production specific techniques for various character types.

#### **AM205 CG Modeling II**

##### **Digital sculpting using Mudbox**



This course builds on knowledge base learned in CG Modeling I. Students further their studies through real world examples and case studies of advanced techniques in organic and inorganic modeling and texturing. Homework for this course may include assignments; production based projects, research, and assigned reading.

### **AM 307 Lighting, Shading and Effects I**

#### **Maya Lighting, Rendering, Particle Systems, Effects and Dynamics**

This course covers basic to intermediate concepts in effects, with an emphasis on lighting and shading. Student use scripting languages and render software. Students gain a knowledge base through real world examples and practical content creation. Compositing software is used to combine effects, color correction and HD output.

### **AM308 Character Animation I**

#### **Basic character animation with an emphasis on mechanics and performance**

This course concentrates on the basic through intermediate animation techniques with an emphasis on a foundation of specific principles within professional animation. Students build a beginning knowledge base about animation techniques. Students are encouraged to research and critique various animation case studies to broaden their understanding of the topics. Students learn from examples of professional animated creative content.

### **AM 310 Lighting, Shading and Effects II**

#### **Student creates an animated short from inception to completion. The student is responsible for all aspects of the production and assets needed to complete the short.**

This content centric class builds on the principles learned in Character Animation I. Working with a content producer (class instructor) the student creates a unique high precision production quality animation. Students create a story and pre-production content following a professional workflow. Students focus on critical analysis and emphasis on the audience and specific aspects of the professional animation production pipeline.

### **AM312 Lighting, Shading and Effects II**

#### **Compositing using Nuke, Maya , Hair Simulation, nDynamics, Fluids, Render Layers, and Mental Ray**

This course builds on the knowledge base covered Advanced Lighting, Shading & Effects I. Advanced concepts in effects, lighting and shading are discussed through real world case studies and practical application. Student use scripting languages and render software. Compositing software is used to combine effects, color correction and HD output. Students are encouraged to interchange ideas work with students from other departments.

### **AM404 Animation Production Studio**

#### **Animation Group Project**

This course uses the Real Applications Workflow (RAW) principle. This content centric course builds on the knowledge base covered in the student's previous classes. The students act as content producers working in a production studio in a professional workflow. The instructor of the course acts as a producer guiding the production from beginning to end. Students are encouraged to interchange ideas and work with students from other departments. Compositing software is used to combine effects, color correction and HD output.

### **BU218 Studio Business Practices**

#### **Introductory Group Project Class: The students make a commercial for the school. Sometimes the class will have students from multiple disciplines**

Students will learn the basics of practical studio operations, including marketing, profitability, hiring practices, tax issues, client relations and location.

### **BU415 Portfolio Studio I**

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### **Portfolio Class I**

This course is designed to portray the real world using the resources of all departments to solve a common communication challenge. A student will develop a portfolio based on a defined production roadmap, deadlines, and multiple directions accomplished through a delivery methodology and implementation.

### **BU418 Portfolio Studio II**

This course supports the completion efforts of a Portfolio unique to the goals of the individual student. Through consultation and critique, finished work is assembled for presentation. This course is a compilation of all departments.

### **CSM 100 Computer Applications**

Students will learn the basics of information processing systems using proper terminology, fundamental concepts, and computer icons and functionality. Students can expect to spend a minimum of 8 hours a week 80 hours a quarter on homework for this course.

### **AF114 Character Development**

#### **Concept Development**

Taught students how to visualize, draw, and sculpt form in 3D space. Taught students how to design character and create character packets.

### **DM141 / DM312 Web Animation 1**

#### **Adobe Flash**

This course introduces students to interactivity and applications on the Internet. Students progress to creating more complex web delivered animations. Topics include layer masking, tweening, streaming audio and frame actions.

### **DM122 Internet Technology**

#### **Java Script, HTML, CSS, and PHP**

This course teaches IT workflow and the construction of web applications through scripting techniques using a variety of programming languages. The primary outcome results in the student being positioned to take advantage of many options for using the Internet for efficient and effective delivery, and to do so in a business environment.

### **GM402 Game Engine Technology**

#### **Using a Game Engine**

The process of building a game involving the use of a game engine is implemented in this course. Using efficient resources, the student is able to participate in an accelerated production cycle. The goal is to begin construction of a 2D game structure similar to that used in now popular Internet applications.

### **GM404 Game Level Design**

#### **Level Design**

This course moves game production into the studio as the student team begins construction of an interactive game. While creative skill sets such as animation, environmental design and character modeling are essential, the use of core technology principles is introduced to the creative artist.

### **GM 405 Game Team Production**

#### **Video Game Group Project**

From conceptual work to the final game presentation, students work as a team to provide a game team setting for production. The team as a whole works through the production pipeline to produce elements that include content, interactive events, and story value.

**Classes Taught in a Associates Degree program**

**AF113 Human and Animal Form**

**Human and Animal Anatomy**

Taught students how to visualize, draw, and sculpt form in 3D space. Discussed basic human and animal anatomy. Discussed character design.

**AF114 Character Development**

**Concept Development**

Taught students how to visualize, draw, and sculpt form in 3D space. Taught students how to design character and create character packets.

**AM106 Advanced Digital Animation II**

**CG Modeling**

Instructed the students on Maya's modeling tools to create advanced character models, ready for texturing and character set-up.

**AM107 Advanced Digital Animation III**

**Character Rigging**

The class covers basic character setup theory and techniques. The class introduces the students to MEL scripting and advanced character set-up. The class introduces the students to character animation.

**AM175 Story Development**

**Storyboarding and Story Development**

The class teaches students story structure. The class teaches students how to create production bibles for their stories and characters. The class instructs the students on how to tell a story visually through storyboarding. The class instructs students on basic script creation.

**AM190 Advanced Production Studio I**

**Lighting and Texturing**

Instructed the students on how to use Maya tools for lighting, texturing and camera work. Reiteration of basic color theory and lighting. Taught student techniques for the creation of hard surface models.

**AM191 Animation Production Studio II**

**Animation Group Project**

Instructed the students in how to create an animated short from preproduction to completion in a collaborative environment. (course number changed to AM192)

**AM192 Advanced Digital Animation III**

**Character Animation**

Instructed students in Animation Theory and practical application of those principles with the purpose of having a finished animated short at the end of the quarter. (course number changed to AM191)

**AM200 Animation Production Studio II**

**Demo Reel**

The class emphasis is on how to create content for a demo reel. Instructed the students on how to create a "Work in Progress" reel. The students were given instruction on how to filter and polish content on the demo reel and how to market themselves to potential employers.

**AM202 Animation Production Studio II**

**Self Branding**

The class guides the students through techniques to develop self-promotional materials.

**DF015 FX Production Critique**

VFX and Compositing for Film Students

Instructed students on how to create simple special effects for film and video. Emphasis placed on compositing, masking, rotoscoping, and keying out a green screen from their footage. Students set up various shoots during the quarter and worked as a team to complete various projects.

**MG001 FX Motion Graphics I**

Instructed students on how to use After Effects to create motion graphics. Taught students how to composite and animate different graphical elements together.

**MG002 FX Motion Graphics II**

Taught students advanced digital composition and motion graphics techniques. Students were taught presentation techniques for the creation of their demo reels. Guided students through the completion of their demo reels.

**Related Experience**

**February 9, 2012**     **STEM Video Game Challenge**     Franklinton, NC  
**Franklinton High School**  

- Exhibitor for Living Arts College

**February 7, 2009-2013**     **Carolina Games Summit**     Goldsboro, NC  

- Spoke on panel that discussed getting an education in the gaming field
- Speaker
- Held a one hour seminar on lighting in computer generated environments
- Demonstrated lighting techniques and technology
- Demonstrated a production pipeline between Maya and Unity

**February 20-21, 2009**     **North Carolina Central University**     Durham, NC  
**Speaker**  

- Short introductory seminar and design session with design students about Adobe Flash and basic 2D animation

**September 13, 2008**     **Museum of Life and Science**     Durham, NC  
**Event: Heroes, Villains, and Special Effects**  
**Presenter**  

- Talked to patrons of the museum about the school and the curriculum offered
- Showcased student work



**Production Experience**

<b>2014</b>	<b>Breakiron Animation and Design</b>	<b>Contract Motion Graphic Artist</b> Cree, Inc.	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Created a trade show promotional piece for Cree, Inc.</li> </ul>		
<b>2012-2013</b>	<b>I Creative Network</b>	<b>Contract Motion Graphic Artist</b>	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Built motion graphic elements for a series of advertisements for the law firm of Rue, Ziffra and Caldwell.</li> </ul>		
<b>2012</b>	<b>Breakiron Animation and Design</b>	<b>Contract Composer</b> Unwanted Presence	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Composited movie's VFX shots</li> </ul>		
<b>2012</b>	<b>Breakiron Animation and Design</b>	<b>Contract Motion Graphic Artist</b>	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Created motion graphics for a spec ad for ESPN's SEC Channel</li> </ul>		
<b>2011</b>	<b>Breakiron Animation and Design</b>	<b>Contract Motion Graphic Artist</b>	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Built a motion graphics piece for the website Short Bus Radio</li> </ul>		
<b>2008-2009</b>	<b>Self-Employed</b>	<b>Freelance CGI Artist / Production Manager</b>	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Worked as managing artist on an animated television pilot</li> </ul>		
<b>2007</b>	<b>Center for Justice</b>	<b>Motion Graphic Artist</b>	Raleigh, North Carolina
	<ul style="list-style-type: none"> <li>Created motion graphic pieces for an informational video</li> </ul>		
<b>2001-2004</b>	<b>WSAV</b>	<b>Graphic Artist/Production Tech</b>	Savannah, Georgia
	<ul style="list-style-type: none"> <li>Created on-air graphics for news casts</li> <li>In-studio camera operator</li> <li>In-studio teleprompter operator</li> <li>On-location camera operator, floor director and jib arm grip</li> </ul>		

**Filmography (student, professor and personal post graduation work)**

<b><u>OFFSSS (Orange Flavored Fizzy Sugar Syrup Soda)</u></b> Completed: 2009	<b><u>Grey</u></b> Completed: 2008	<b><u>Saving Shells</u></b> Completed: 2006	<b><u>Flight</u></b> Completed: 2006
<b><u>Bobby's Journey</u></b> Completed: 2006	<b><u>Gramps Turismo</u></b> Completed: 2005	<b><u>Rabid Hare</u></b> Completed: 2004	<b><u>Kung Fu Bunny</u></b> Completed: 2004
<b><u>Gumshoe</u></b> Completed: 2004	<b><u>Don't Touch</u></b> Completed: 2002	<b><u>The Game</u></b> Completed: 2009	<b><u>Into The light</u></b> Completed: 2010
<b><u>Boarder Patrol</u></b> Completed: 2014	<b><u>Don't Touch – student project</u></b> Completed: 2014	<b><u>The Chef – working title</u></b> In production	



**Professional Exhibitions (Juried and Non-juried)**

Feb 2005      The Dirty Show Detroit  
 March 2005    NCA Exhibition Show  
 Nov 2005      NCA Fire and Water Show

**Skills**

Character set-up	Character Animation	Character modeling and Digital Sculpting	Storyboarding	Mobile Gaming, Android
Non-linear editing	Motion Graphics	Maya Dynamics Systems	Experience Mel Scripting	Experience with C#
Experience Java Script	Lighting and Rendering	Compositing	Surfacing Artist	Education and Training
Website Development	HTML	CSS	Curriculum development	PC and Web Gaming
Script Writing	Concept Development	Experience with MEL scripting using C++	Still Photography	Videographer
Match Moving	Stereography	Augment Reality	Virtual Reality	Digital Publishing
Curriculum Development				

**Software**

Maya	Nuke	After Effects	Premier	Lightroom	Photoshop
Flash	Dreamweaver	InDesign	Unreal	Mudbox	Unity