

College of Fine Arts, University of Utah
375 S 1530 E RM 250, Salt Lake City, UT 84112
(801) 585-6974
david.zemmels@utah.edu
www.david.zemmels.net

ACADEMIC EMPLOYMENT

University of Utah, Salt Lake City, Utah

College of Fine Arts

Assistant Dean for Technology, 1998 to Present

Director, Arts Technology Program, 1999 to 2007

Adjunct Associate Professor of Film Studies, 2000 to Present

Technology Coordinator, CIDAT, 2007 to Present

(Center for Interdisciplinary Art & Technology)

Center for High Performance Computing

Research Associate, 2002 - 2005

Academic Outreach and Continuing Education

Curriculum Development Consultant, 2000-2001

Department of Theatre

Head of Design and Production, 1994 to 1998

Assistant Professor in Lighting Design and Technical Direction, 1993 - 2000

George Mason University, Fairfax, Virginia

Institute of the Arts

Adjunct Instructor of Theatre, 1991 - 1993

Bowie State University, Bowie, Maryland

Department of Humanities and Fine Arts

Instructor of Technical Theatre, 1988 to 1990

Middlebury College, Middlebury, Vermont

Department of Theatre, Dance, and Film

Assistant Technical Director, 1986 - 1988

EDUCATION

Ph.D. in Communication, exp. 2008. Competencies in Critical/ Rhetorical Theory, Media, Technology, and Culture.

University of Utah, Salt Lake City, UT

M.F.A. in Theatre Arts, 1986. Emphasis in Lighting Design and Technical Direction.

California State University, Fullerton

B.A. in Theatre Arts, 1983. Concentration in Lighting and Sound Design.

California State University, Fullerton

PROFESSIONAL AFFILIATIONS

Association for Computing Machinery (ACM - SIGGRAPH)

United Scenic Artists, Local 829 - Lighting Designer

United States Institute of Theatre Technology (USITT)

THEATRICAL EMPLOYMENT

Washington Shakespeare Company, Washington, DC

Resident Designer, 1990 to 1996

Theatre of the First Amendment, Fairfax, VA

Resident Lighting Designer, 1991 to 1997

The Studio Theatre, Washington, DC

Technical Director, 1990 - 1991

Production Staff, 1988 - 1990

TEACHING EXPERIENCE - UNIVERSITY OF UTAH**FINE ARTS 2000 – Computers and the Arts**

I created this course as the core course for the Arts Technology Program. This course is an overview of Arts Technology creative processes and software applications. Students learn the basics of digital imaging/illustration, digital video, digital audio, web design, interactive design, and animation. Focus is on how these creative tools intersect in collaborative design processes.

FINE ARTS 3030 – Digital Arts: The Theory and Practice of New Media

I created this newly approved course for the Arts Technology Program. This course explores “the genealogy of the computer as an expressive medium:” past, present, and future. Through the exploration of these realms, new ways of conceptualizing ourselves emerge: our bodies, the spaces we inhabit, and the potential for personal creative expression in global constructions of mediated culture and art.

FINE ARTS 3160/THEATRE 5160 – 3D Computer Imaging

This course was the result of creative research in 3D visualization for Theatre and focused on computer modeling, rendering, and animation. Students learned to create photo-realistic and stylized imagery and high quality short animations.

THEATRE 105/1560 – Production: Lighting and Sound

This is one of the department’s core courses required of all Theatre majors. Originally conceived as a production skills course, I broadened the curriculum to include basic design theory and understanding of role light and sound in Theatre.

THEATRE 4100/5100 – Computer Aided Design & Drafting

This course provides practical and theoretical instruction in digital design and drafting for theatrical designers using VectorWorks.

THEATRE 607 – The Art of Light

I originally conceived this course while at Middlebury College but expanded it for the MFA Design curriculum at the University of Utah. Focused on the aesthetic, historical, cultural and physiological aspects of light in nature and by design.

THEATRE 611 – 3D Imaging for Theatre

This course was the result of creative research in 3D visualization for Theatre and focused on computer modeling, rendering and animation towards visualizing scenery and lighting designs.

ARTS ADMINISTRATION

As **Assistant Dean for Technology**, my primary responsibility is to bring technology to artists and scholars in the College of Fine Arts at the University of Utah by promoting, encouraging, and supporting its use through leadership in and coordination of technology assistance to faculty, staff, and students. I supervise the 5-person Computer Support and Information Systems group, which provides help desk services, desktop engineering and support, some multimedia support, and administrative and office technology to College units. I actively support College technology-related activities by overseeing the design, funding, and maintenance of student computing labs and electronic classrooms, and coordinating with other units on campus, to better integrate digital technology in teaching, learning, and research.

Recently, I proposed to the Assoc. VP of Information Technology (Stephen Hess) that the University of Utah should develop an institutional laptop program. Mobile or portable computing (aka: 1 to 1 computing), and subsequent access to critical computing resources at home as well as school, is becoming increasingly important to contemporary education and pedagogy. The Vice President agreed, and I now sit on the committee that is developing the program. The deadline for full implementation university-wide is Fall semester 2008.

MEDIA PRODUCTION

I am president of a new company called **Angry Duck Productions**, which is an LLC wholly owned by the University of Utah. This is the latest incarnation of an idea where the College of Fine Arts accepts for hire digital media projects from other University units and the community. The projects are staffed by university faculty supervising student employees. With this concept, we have produced numerous large and small projects for various clients over the years. They range from an exhibit for the Alf Engen Ski Museum on Park City, UT to our most recent project: a DVD for BabyJock, LLC to encourage young children to be involved in sports.

I have produced several video documentaries and projects, as well as developed and maintained web sites and other digital media activities. Examples can be found at: <http://david.zemmels.net>

TECHNOLOGY CURRICULUM DEVELOPMENT

Upon becoming Assistant Dean for Technology, I proposed and created the new college-level interdisciplinary **Arts Technology Program** (<http://www.artstech.utah.edu/courses>), which provides computer training to assist students in integrating digital technology into the creative process. The program began in 1999 and now hosts 35+ credit and non-credit courses per year in digital imaging, 3-D modeling and animation, web design, gaming, digital video production, and digital audio. I created and still teach the core course, [Fine Arts 2000 - Computers in the Arts](#).

I founded the **Entertainment Arts and Engineering (EAE)** Program with Robert Kessler (Computer Science) in the summer of 2007. This academic track provides an undergraduate, interdisciplinary academic path for those students interested in careers in the digital entertainment field (video games, digital animation, etc.) The EAE track is a collaboration between Computer Science and Fine Arts and students will finish their degrees as either an artist with a good technical background or a computer scientist with experience in the creative aspects digital production.

Working with Continuing Education, I created and implemented two programs, **Internet Multimedia Design Certificate (IMDC)** and **Sight, Sound, and the Digital Age: A Multimedia Arts Summer Camp**. The IMDC Program focuses on creative professionals who want to apply their creative skills to internet web page design and layout. The multimedia summer camp is for students 13-18 and strongly encouraged diversity among its participants through scholarships and recruitment.

As Department of Theatre faculty member, I helped develop and taught in a pilot **Master of Fine Arts in Directing/Theatre Education** program in collaboration with Sundance Theatre Lab designed specifically for working K12 teachers. Curriculum was delivered primarily 'on-line' although there was a two summer residency component. This 3-year 50 semester-hour program was the only one of its kind in the world.

MEDIA RESEARCH

As a PhD candidate in **Communication**, I am focusing my research on the intersection of aesthetics, culture and technology in contemporary postmodern visual culture. New media and technologies are fundamentally changing the way we communicate, think, produce and distribute knowledge. I suggest that the impact of these new discourses on meaning and knowledge is at least as significant as the way the printing press transformed the Western world from being primarily an oral society to one where knowledge is constructed and preserved through writing. A detailed research profile and other information are available on my web site: <http://david.zemmels.net>

The **Center for Interdisciplinary Art & Technology** (<http://cidat.finearts.utah.edu>) exists to promote, encourage and support the integration of innovative technologies and collaboration within the various visual and performing arts as well as between the arts and the sciences, thereby reframing creative inquiry, artistic practice and pedagogy for the 21st century. As the **Technology Coordinator** for the Center, I am a primary conduit for innovation and collaboration between all participating researchers. Current research projects I support range from interactive video technologies (Isadora, Max/MSP/Jitter) to multi-site collaborations over Internet 2.

As Research Associate for the **Center for High Performance Computing**, I was involved in a number of arts-based technology research projects. Projects included the **Association of Dance and Performance Telematics (ADaPT)**, an inter-university association of artists, technologists and scholars from five educational institutions dedicated to performance and media in 'telematic' space using Internet 2, and the **Symposium on Arts and Technology - Arts of the Virtual: Poetic Inquiries in Time, Space, and Motion** on this campus in October 2004 (<http://www.artstechsymposium.utah.edu>). Guests included Marcos Novak (Transarchitecture), Krzysztof Wodiczko (video/architecture/object), and George Lewis (music, electronics).

As Department of Theatre faculty member, I successfully completed several research projects that focused on integrating digital technology into the theatrical design process. The research resulted in the class, **THEATRE 611 - 3-D Imaging for Theatre**, which emphasized 3-D computer visualization of theatrical design, and adding 3-D drafting to the existing CADD course.

TECHNOLOGY FACILITIES PLANNING

The College of Fine Arts has acquired a 27,000 sq. ft. building for renovation into an **interdisciplinary arts technology center** (<http://www.finearts.utah.edu/techctr>). I was Chair of the renovation committee and deeply involved with the design and fund-raising effort. I consulted with the Marriott Library on their proposed \$43 million renovation which includes nine **state-of-the-art technology classrooms**, both technology-supported (multimedia) and technology-based (computer labs). Through a 9 month process, we developed a lengthy recommendation on the layouts and configurations of 'classrooms of the future.'

CONSULTING2001-02 **Technology Consultant: The Murdock Technology Initiative**

Conducted disciplinary-based workshops for Theatre, Music and Fine Arts faculty as part of a two-year program designed to support the use of technology as a means of enhancing learning at four independent colleges in Washington State. The Initiative was funded by the M. J. Murdock Charitable Trust, sponsored by the Provosts at the four institutions, and administered through the Independent Colleges of Washington.

PUBLICATIONS

Bromberg, E., Birringer, J., Miklavcic, J., Facelli, J. C., & Zemmels, D. (2002). Telemediated Art: The Utah experience with the ADaPT (Association for Dance and Performance Telematics) Collaboration. EDUCAUSE 2002 Annual Conference, Atlanta, Georgia.

Zemmels, D. (2000). Merging Fine and Performing Art with Digital Technology: An Exploration of the University of Utah's Arts Technology Certificate Program. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (pp. 1837-1838). Chesapeake, VA: AACE.

Zemmels, D. (2000). Going the Distance: Offering Design Curriculum in the University of Utah's Distance Learning MFA in Directing/Theatre Education. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (p. 1837). Chesapeake, VA: AACE.

Zemmels, D. (1999). VectorWorks in the Performing Arts. In J. Kent (Ed), WorksManual 8.5, Improbability Press. Contributed a chapter in this user manual on the Theatrical Lighting Toolkit module of Diehl-Graphsoft's VectorWorks 8.x, a popular computer assisted drafting (CADD) software program.

WORKSHOPS/CONFERENCES**United States Institute of Theatre Technology (USITT)**

2000 *Panelist, Feeding the Beast* - Computer Commission

Panel discussion on concepts and strategies for creating and maintaining computer lab facilities for arts integration in higher education.

1999 *Chair, Pilbrow's Showboat: Lighting for the Road* - Lighting Commission

Panel discussion featuring Richard Pilbrow, Dawn Chiang, and Brent Oakley about the revival of *Showboat* on Broadway, and the logistics of designing a show for Broadway and then touring internationally.

Panelist, Flat Field Fixtures - Lighting / Engineering Commissions (Joint Session)

Panel discussion of the optics and issues of flat field lighting fixtures in theatrical design.

1998-99 *Vice-Commissioner, Computer Applications and Research* - Lighting Design Commission

Programming of USITT lighting sessions and research that relates to computer applications in the design and technology of the arts. This includes developing a computerized USITT Graphic Standard, organizing Professional Development Workshops in computer technology, etc.

Chair, Computer Integration into the Design Process - Inter-commission for Computer Applications.

Panel discussion on how computer tools might change the collaborative design process. Presented at the 1998 USITT National Convention in Long Beach, CA.

1997 *Chair, Lighting Designers in Architecture* - Lighting Design Commission.

Panel discussion on theatrically trained lighting designers who have chosen the field of architectural lighting. Presented at the 1997 USITT National Convention in Pittsburgh, PA.

1996 *Chair, Computer Visualization* - Lighting Design Commission.

Presentation of the work of Robert Shakespeare in realistic computer rendering of light. Presented at the 1996 USITT National Convention in Ft. Worth, TX.

VectorWorks Seminar by Improbability Press

1999 *"VectorWorks in the Performing Arts"* - a full-day workshop for theatre faculty and students at Mary Washington College: Fredricksburg, VA.

Utah Theatre Association

1999 *Computers in Theatre* - Salt Lake Community College, SLC, UT

Rocky Mountain Theatre Association

1998 *3-D Computer Modeling for Theatre* - Brigham Young University, Provo, UT

SPECIFIC SOFTWARE PROFICIENCIES

Including, but not limited to, Apple FinalCut Pro Studio, Maxon Cinema 4D XL, Nemetschek VectorWorks, Adobe Photoshop/ Illustrator/ Premiere/ Dreamweaver/ Flash, Lightwright, Microsoft Word/ Excel/ Powerpoint, DigiDesign ProTools, Adobe PageMaker, and various other software programs including e-mail, HTML editing, utilities, and communications software.

GRANTS

- 1998 John R. Park Teachers' Fellowship - \$7500 Award
Awarded to fund expenses and release time to pursue academic research. Research topic was to study the designers of the Federal Theatre Project with the theory that they represent the roots of the modern design aesthetic and practice. The project included interviews with contemporary lighting designers about their current practice and the influence of the past.
- 1997 Dee Council - \$4475 Grant
Awarded for travel expenses in Citizen Ambassador Program/USITT sponsored professional exchange to China of technical theatre professionals.
- 1995 U/U Research Instrumentation Committee - \$15,000 Grant
Developing a Computer Based Lighting Process - This research project focused on computer generated rendering and visualization of light in a performance environment.
- 1995 University Teaching Committee - \$1,833 Grant
Awarded by the U/U Teaching Grant Committee to develop a new course, THE 611 3-D Imaging for Theatre. Course emphasized 3-D computer visualization in theatrical design.

UNIVERSITY SERVICE ACTIVITIES

COMMITTEES (UNIVERSITY OF UTAH):

- 2002-2006 College of Fine Arts Technology Committee, Chair
- 2000-present Chair - CFA Technology Center Renovation Committee
University Student Computing Committee, Robert Kessler, Chair
Center for High Performance Computing Faculty Advisory Board
- 2000-2002 Office of Software Licensing Oversight Committee, Cliff Macintosh, Chair
- 1998-present Information Technology Council, Joyce Mitchell, Chair
- 1998-2002 Sponsored Project Operations Committee, Lynne Chronister, Chair
Chair - College of Fine Arts Technology Committee
- 1997-98 Department of Theatre Appeals Committee
Chair - Departmental Technology Strategy Committee
Fine Arts Museum Renovation Committee, College of Fine Arts
- 1994-96 Faculty Committee on Community and Governmental Relations
- 1993-95 Fine Arts College Council

ADDITIONAL TECHNOLOGY BACKGROUND

- 1998-99 *Vice-Commissioner, Computer Applications and Research*
United States Institute of Theatre Technology - Lighting Design Commission
Programming of USITT lighting sessions and research that relates to computer applications in the design and technology of the arts. This includes developing a computerized USITT Graphic Standard, organizing Professional Development Workshops in computer technology, etc.
- 1998-99 Beta Team - Diehl-Graphsoft VectorWorks 8.x, Lighting Toolkit (Released 1999)
- 1996-97 Beta Team - Strata StudioPro version 2.0 (Released Jan. 1997)

Department of Theatre, University of Utah - Student Computing Lab Supervisor 1993 to 1998
Supervise, maintain, and teach in the Department of Theatre computer lab. Lab consists of Macintosh computers with software and support peripherals for Internet access, word processing, spreadsheets, graphics, CADD and 3-D modeling, rendering, and animation, and more.

All Things Graphic - Proprietor 1989-93
Desktop publishing specializing in theatrical needs, such as play programs, resumes, publicity flyers, etc.

(Alphabetical)

James Anderson
Professor of Communication
255 South Central Campus Dr. RM 2400
Salt Lake City, UT 84112-0491
(801) 581-4619
james.anderson@utah.edu

Ellen Bromberg
Director, Center for Interdisciplinary Arts and Technology
Associate Professor of Modern Dance
University of Utah
370 S 1530 East
Salt Lake City, UT 84112
(801) 585-5339
e.bromberg@m.cc.utah.edu

David Dynak
Dean, College of Arts & Media
Campus Box 162 • P.O Box 1773364
Denver, Colorado 80217-3364
(303) 556-2279
David.Dynak@cudenver.edu
(Formerly Assoc. Dean of Fine Arts and Chair of Theatre at the University of Utah)

Kevin Hanson
Chair of Film Studies
University of Utah
375 S. 1530 E. RM 161
Salt Lake City, UT 84112
(801) 581-7428
Kevin.Hanson@m.cc.utah.edu

Stephen Hess
Associate Vice President for Information Technology
Office of Information Technology
University of Utah
101 Wasatch Drive
Salt Lake City, Utah 84112
(801) 581-3100
Stephen.Hess@utah.edu

Raymond Tymas-Jones
Dean, College of Fine Arts
Associate Vice President of the Arts
University of Utah
375 S. 1530 E. RM 250
Salt Lake City, UT 84112
(801) 581-6764
r.tymasjones@finearts.utah.edu

Cassandra Van Buren
Asst. Professor of Communication
255 South Central Campus Dr. RM 2400
Salt Lake City, UT 84112-0491
(801) 581-7268
cvb@utah.edu