

Karl Jahnke

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Qualifications & Education

2013 - 16 Clemson University, MFA Digital Production Arts

2000 - 03 Academy of Art University, BFA Computer Art

Related Professional Activity

2018 - Pres Director, Mobile Animation Film Festival (MAFF)

2022 - Pres Associate Professor of Animation, University of South Alabama

2016 - 2022 Assistant Professor of Animation, University of South Alabama

2016 Instructor of record, Visual Foundations II, Clemson University

2014 - 15 GTA Visual Foundations I, Clemson University

2013 GA, Website & mobile development, Digital Production Arts, Clemson University

2006 - 13 Instructor International Academy of Design & Technology Nashville

2005 - 06 Instructor ITT Technical Institute Nashville

Animations & Interactives

2024 Reflections, 2D & 3D animation [TBD]

2022 Good Morning, 2D & 3D animation [0:47]

2021 Travel Expenditure, Experimental [2:29]

2020 USA Virtual Exhibit Hall, Interactive Online Poster and Vendor Sessions

2020 Broken Dryer, 3D Animation [3:23]

2020 Aye, 3D Animation [0:26]

2019 Truckmice, 2D animation [1:17]

2019 ABC Sketchbook, mixed media [2:37]

2019 Design Document, Xerography & 3D animation [1:16]

2017 - 18 Daily GIF, 365 Looping Animations , mixed media [14:35+]

2016 Surveillance: A Professional's Guide to Subjugating the Public, mixed media [2:30]

2015 Look The Other Way, 2D animation [1:30]

2015 Look The Other Way, Interactive game

2015 Rats, 3D animation [0:47]

2015 Save Our Bees, 3D & 2D animation [1:21]

2014 Expectations, Interactive animation

2014 Sustainable Coastal Tourism, Interactive game

Selected Screenings

2022	Animation Interchange	Animation Marathon (international) YellowHammer Film Fest (national)
2022	Good Morning	AltFF Alternative Film Festival (national)
2021	Travel Expenditure	Festival RENUAC (international) EATSA ARTLAB (international)
2020	ABC Sketchbook:	Uno Sguardo Raro International Film Festival (international) Oregon Cinema Arts Film Festival (national)
	Truckmice:	WOIS Film Fest (international)
	Look the Other Way:	International FreDD Green Film Festival (international)
2019	Design Document:	Inshort Film Festival (international) First-time filmmakers session (international) Longwood Animation Film Festival (national) Anny: Animation Nights New York (international)
	ABC Sketchbook:	Latinx21 Shorts Film Festival (international)
2017	Look the Other Way:	Earth Day Film Festival (international) Cross Connections (international)
2016	Look the Other Way:	Blue Plum Animation Festival (national) Film One Fest (international) ANNY - Animation Nights New York (international) ASIFA - South RYO (national) Fairhope Film Festival (regional) Detroit International Festival of Animation (international)
2015	Save Our Bees:	NYC Brooklyn Museum of Art (international) Blue Plum Animation Festival (national) Green Fest (international)
	Rats:	Russian International Film Festival (international) FMA Fest (national) Ozark Shorts (national) UPIKE Film and Media Arts Festival (national)

Committees & Boards

Mobile Animation Film Festival

2018 - present Director

University of South Alabama

2016 - present Curriculum Committee (Co-chair, Departmental)
2016 - present MFA Graduate Faculty (Member, Departmental)
2016 - present Assessment Committee (Member, Departmental)
2024 - present Student Scholarship Committee (Member, Departmental)
2016 - 23 Student Scholarship Committee (Chair, Departmental)
2017 - 23 Student Recruitment/Retention Committee (Chair, Departmental)
2023 Awards A&S College Committee (Member, College)
2023 - 24 Faculty Senate (Member, University)
2017 - 21 Studio Sophomore/Foundation Review (Member, Departmental)
2019 - 22 Grade Grievance A&S College Committee (Member, College)

IADT Nashville

2006 - 13 B.S. Digital Media & Animation Curriculum Development Committee (Chair)
2008 - 13 Honors & Awards Committee (Chair)
2008 - 13 B.S. Graphic Design Curriculum Development Committee (Member)
2008 - 13 A.S. Audio Production Curriculum Development Committee (Member)

Graduate Faculty

University of South Alabama

2024 - 25	Diana Dyer	Projection mapping
2022 - 25	Micah Aull	3D Photorealism & interactive design
2022 - 25	Kandon Kyser	3D Animation & interactive design Projection based installation art
2023 - 24	Fariha Khair	Character animation & digital puppet creation
2020 - 23	Jason Frosthalm	Motion graphics & compositing
2020 - 23	Samual Serrano	Motion graphics & video installation art
2019 - 21	Benjamin Twingley	Digital sculpting & cast/molding making Digital 3D animation & pre-visualization
2019-20	Yvonne LeBrun	Video & animation work related to installation art 3D Projection mapping & video installation art
2019	Fernado Guerard	Digital sculpting & cast/molding making

Industry Experience

2005 - 06 Motion Graphic Designer, Country Music Television
2004 - 05 3D Artist, Motion Graphic Designer, Elara Systems
2003 Character Concept Artist, Modeler & Animator, Roxxor Games

Courses Taught

University of South Alabama

ARS 121 Perceptual Drawing

There will be an emphasis on problem-solving, personal expression, & creativity, but always within the parameters of learning to draw realistically. Special attention will be paid to the art elements & principles of design. Students will be able to demonstrate an understanding & appreciation of artistic endeavors.

ARS 122 Perceptual Drawing II

There will be an emphasis on problem-solving, personal expression, & creativity, but always within the parameters of learning to draw realistically. Special attention will be paid to the art elements & principles of design. Students will be able to demonstrate an understanding & appreciation of artistic endeavors.

ARS 200 Introduction to Animation

An introduction to the skills, techniques, & materials used in the creation of animation. The goal of the course is to develop visual perception, aesthetic awareness, as well as conceptual problem solving as it relates to the creation of animation.

ARS 201 2D Animation I

This course will offer skill development in the use of software to develop storyboards & 2 dimensional animation including creating, importing & sequencing media elements to create interactive motion graphics. Emphasis will be on conceptualization, creativity, & visual aesthetics. This course takes the students through the various aspects of animation using 2 dimensional software. Developing concepts, storyboarding & production of several 2 dimensional animations.

ARS 202 3D Animation I

This course focuses on storytelling techniques through animation & the principles of animation. It covers the fundamentals of scene navigation, modeling, cameras, & lighting. Students will be introduced to 3D technology & how it is used for film, video games, & other media production.

ARS 204 Experimental Animation

This course offers a framework in which students will explore & develop aesthetically progressive concepts & professional practices in their personal animation art-making. The students will develop a unique artistic voice in the creation of visually based animation using experimentation, exploration, traditional & non-traditional mediums.

ARS 225 Conceptual Drawing I

An introduction to the developmental process of drawing as an art form using various subject matter & drawing media.

ARS 301 2D Animation II

This course will continue to develop skills in the use of traditional mediums as well as digital software to create storyboards & 2-dimensional animation including creating, importing & sequencing media elements. Emphasis will be on conceptualization, creativity, & visual aesthetics. This course takes the students through various aspects of animation using 2 dimensional software. Developing concepts, storyboarding & the production of several 2 dimensional animations will be accomplished.

ARS 302 3D Animation II

This course focuses on storytelling techniques through animation & the principles of animation. It will reinforce the fundamentals of scene navigation, modeling, cameras, & lighting. Students will become proficient in the use of 3D technology & how it is used for film & video game production.

ARS 304 Digital Modeling

This course introduces the concepts & techniques used in the creation of three dimensional form in a digital space. Emphasis will be on the practical use & creation of three dimensional models for animation & texturing. The course will also explore how formal choices impact meaning, & discuss contemporary artists who incorporate digital modeling into their work.

ARS 408 Pre-Thesis in Animation

This course focuses on the creation of pre-production materials, concept art, storyboards, animatics, as well as research design documents & supplementals, to be used in ARS 409 Senior Thesis in Animation course.

ARS 409 Thesis in Animation

An independent project of creative work in the area of Animation with the guidance of one to three faculty advisors. The student is required to work at least 18 hours a week in the studio. The thesis must be publicly exhibited.

ARS 500 Graduate Animation

An overview to the skills, techniques, & materials used in the creation of animation. The goal of the course is to develop visual perception, aesthetic awareness, as well as conceptual problem solving as it relates to the creation of graduate level animation.

ARS 591 Graduate Seminar

A detailed examination of selected topics in art. Topics announced prior to registration. This course includes scholarly research, writing, & creative work.

Clemson University

DPA 4030/6030 Visual Foundations II

Extends the foundational visual principles from DPA 4020. Stresses representation of the figure in drawing & the use of cinematography. Involves students in hands-on work & the critique process, utilising the studio method & stressing examples from the history of art, animation, & film.

DPA 4020/6020 Visual Foundations I

Students are introduced to a basic understanding & language of two & three-dimensional design. Covers perspective, observational drawing, color & value, principles of composition & design, & storyboarding. Involves students in hands-on work & the critique process, by incorporating the studio method, & stressing examples from the history of art, animation, & film.

International Academy of Design & Technology Nashville

DESIGN 130 Introduction to Drawing

Students are introduced to the basic principles of drawing. Composition, balance, rhythm, value, line, texture, & light are discussed & practiced in the studio method.

ANMT 205 Movement for Animators

Focusing on figure movement, the course explores acting concepts & traditional animation studies. Visual storytelling & character development is discussed.

ANMT 115 2D Animation I

Teaching introductory principles of animation using Adobe Flash. Students learn about timing & weight. Historical & contemporary animators are showcased & students are tasked with weekly projects.

ANMT 215 2D Animation II

Building from the introductory principles in 2D Animation I, more complex concepts are discussed. Students are tasked with animating short narratives & interactive animation techniques are explored

GAME 225 Texture & Lighting

This course explores lighting in the real world & how to mimic lighting concepts in the virtual space. The students are tasked with the creation of texture assets for props, environments, & characters. The final project consists of primitive modeling & the final rendering of a stylized or realistic scene.

ANMT 225 3D Animation I

The course focuses upon the process of moving objects over time in 3D space. An exploration of the twelve principles of animation as it pertains to key framing of various components in 3D make up the foundation of this class. Modeling & texturing of 3D elements are also discussed.

ANMT 325 3D Animation II

The course explores the elements of introductory rigging for characters. Throughout the course, different types of rigs are explored, including bipeds & quadrupeds. The process of binding geometry to the rigging system is also explained.

ANMT 425 3D Animation III

This course explores complex animation principles. Character posing & dialogue are explored. Group & individual critiques are used to refine & encourage student development of animation skills through weekly exercises.

ANMT 290 Studio Techniques I

Precursory course focusing on the production of short & long form film, audio, & motion graphics. The compositing of various moving images is also covered.

ANMT 390 Studio Techniques II

Building from the concepts covered in Studio Techniques I, the students complete a video compositing project. The project is storyboarded, filmed, composited, & rendered.

DESIGN 215 Storyboarding

Students are introduced to pre-production concepts of moving images. The course develops the students graphic skills & their ability to express cinematic concepts through a visual narrative. Students are required to research, create, & present a final pre-production package showcasing a cinematic vision & visual direction.

DESIGN 230 Interactive Media I

This course explores user interface design theory & its implementation. Students are introduced to graphic design, animation, & the exporting & importing of graphics, audio, & video elements. Web interfaces & stand alone executables are explored.

DESIGN 330 Interactive Media II

This course covers intermediate scripting for interactive interfaces. Designing dynamically loaded interfaces, loading external files as well as scripting to manipulate video & audio is discussed.

DESIGN 360 Interactive Media III

The course explores advanced scripting techniques geared towards designing solutions & an entirely dynamic construction of applications, ranging from interactive portfolios to games.

DESIGN 255 Video Production

This course introduces the basic concepts of video production within a multimedia environment. The use of industry standard hardware & software to capture, convert & edit video is explored. Different shooting techniques of small format distribution are compared & contrast.

DESIGN 355 Video Editing

This course discusses video editing theory, history, & aesthetics as it pertains to post-production. Technology & techniques to deliver professional quality digital video are discussed & practiced. Students capture & edit digital footage using traditional techniques & learn to output & distribute video in a variety of formats.

DESIGN 365 Motion Graphics

This course explores the elements of design, time, & space to convey messages & meaning through type, image, video, 3D, & visual effects for the screen. Individual creativity is stressed as well as the use of industry standard software, such as Adobe After Effects & Maya, for developing motion graphics.

DESIGN 370 Media Production I

This course acts as a precursor before the student's capstone project. Students, individually or as a small group, create a complex multimedia or interactive project. The course explores the total pre-production to post-production process from concept to final deliverable. This project extends to the Media Production II course.

DESIGN 470 Media Production II

A continuation of the Media Production I course, advanced production processes are discussed & final distribution methods are explored. Management of time & real world production environments & workflow are emphasized, while balancing artistic vision with limited resources.

DIGI 400 Special Topics in Digital Media Production

For this course complex visual effect matte paintings are discussed. Using 3D projection technology to create parallax background environment paintings for 2D & 3D animations, students are tasked with the creation of multiple backgrounds utilizing the discussed concepts.

ITT Technical Institute

IT 209 3D Modeling

This is an introductory course exploring the foundational principles of 3D modeling. Vocabulary & navigation of technology are discussed. The course progresses from inorganic modeling to organic modeling & utilizing efficient workflows, minimizing the impact when taking 3D assets to the rigging or animation phase.

IT 309 Animation I

This course explores the fundamental principles of animation in the digital medium. Students are supplied with pre-existing rigs & tasked with animating various cycles, with the intent to export to a game engine. After individual & group critiques, students are expected to refine their work.

IT 311 Animation II

This course builds on the concepts taught in the Animation I course. Students are tasked with animating interstitials imported into a game engine in addition to creating cycles, spawns, idles, & deaths.

GD 360 Advanced Animation

This course explores complex animation principles, including photorealistic lighting, texturing, & rendering concepts. Students are then expected to create a character-based short animation.

GD 310 Managing Game Development

This course explores the fundamental skills required to manage, organize, & implement the creation of an interactive game. Students develop a budget & schedule from an existing game design document.

GD 330 Game Design Process

Students are introduced to the pre-production methods of game design through lecture & practical examples. Students research existing game design genres & styles, then create several game design documents.

