

MICHAEL R. CAPELL — CURRICULUM VITAE

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EDUCATION

Master of Fine Arts 2007
Utah State University (USU)
Emphasis: Graphic Design and Animation

Bachelor of Fine Arts 2002
Utah State University
Magna Cum Laude
Emphasis: Graphic Design and Interactive Design

Associates of Arts and Sciences 1999
Ricks College
Emphasis: Graphic Design/Illustration

Areas of Specialization: graphic design, 3D animation, web design, video, illustration, and stop-motion

TEACHING APPOINTMENTS

The College of Idaho: Instructor 2011–2014

- Taught classes of 20–26 students
- Developed and gained approval for six new classes to create a graphic design/visual communication curriculum

INTRODUCTION TO WEB DESIGN

- Basics of interface and interactive design
- HTML and CSS

DIGITAL VIDEO

- Took concepts from storyboard to finished shorts
- A focus on storytelling, editing, and compositing/VFX

DIGITAL IMAGING

- Basic to intermediate Photoshop skills
- Conceptual illustration

VISUAL COMMUNICATION I

- Practical use of the principles and elements of design
- Began building students' print portfolios

VISUAL COMMUNICATION II

- Focus on branding and packaging
- 3D modeling for package design/illustration introduced

GRAPHIC DESIGN STUDIO

- An adaptive class to build portfolios and expand student's experience in visual communication
- A capstone course for design-related minors
- Critique-based class with student submitted proposals

Utah State University: Adjunct and Teaching Assistant 2001–2006

- Taught and supervised 16–30 students per class
- Created lesson plans, syllabi, and supporting materials
- Critiqued and graded student projects
- Provided technical and creative instruction

ADVANCED ANIMATION

- Narrative animation
- Storyboards and motion compositions
- Advanced modeling and animation techniques

INTERMEDIATE ANIMATION

- The principles of animation and character development
- Character design
- Polygon and nurbs modeling

ADVANCED COMPUTERS AND ART

- Introduction to web design
- Dreamweaver and Flash used
- Introduction to 3D animation
- Modeling, animation, texturing, audio, and rendering

INTERMEDIATE COMPUTERS AND ART

- Advanced use of Photoshop and Illustrator as tools of visual communication
- Magazine and web design explored

COMPUTERS AND ART

- An introductory course, dealing with visual communication using the computer as a creative medium
- Adobe Illustrator, Photoshop, and InDesign used

WORKSHOPS

Digital Video Workshop (USU) Summer 2008

A condensed workshop teaching digital video to Korean students from the Sunhwa Fine Arts High School. Students shot and edited a short film, working in groups, in a one-week workshop.

Introduction to Animation (USU) Summer 2001–2002, 2004–2005

An introduction to 3D animation, modeling, texturing, and basic editing taught in a summer workshop.

Stop-Motion Animation Workshop for the Alliance for Varied Arts (AVA) Summer 2004

An introduction to animation using stop motion with hand-drawn, paper cutout, and sculpting techniques.

Photoshop Workshop (USU) 2001–2002

An introduction to the use of Photoshop as a design/creative tool, taught on a series of Saturdays during the Spring Semester.

GUEST LECTURES & PRESENTATIONS

Art Department, Cameron University, Lawton Oklahoma, *Multi-media for Today's Designer* 2014

WACLEA Conference with Campus Safety, University of Portland, *How Marketing & Branding Can Help You* 2013

Boise Photography Group, Digital Lunch Presentation, *The Fusion of Digital Photography & Illustration* 2012

Design I Class (Art 105), College of Western Idaho, *Presentation on Design and Visual Communication*, 2012
Professional Practices Class (Art 415), The College of Idaho, *Web Design Concepts for the Fine Artist*, 2011
Art Department, USU, Communication Arts Seminar *Presenting on Technology in Pedagogy* 2009
Instructional Technology Department, USU, Fall Lunch Box Lecture Presentation: *Why Design?* 2004
Instructional Technology Department, USU, Spring Lunch Box Lecture Presentation: *Speaking on Animation* 2004
Art Department, USU, Communication Arts Seminar Presenter *Is 3D for Me?* 2004
Art Department, USU, Communication Arts Seminar Presenter, *My work so Far* 2003

EXPERIENCE & EMPLOYMENT

The College of Idaho 2011–2014:

Lead Designer for the Office of Marketing and Communications. Supervised or directly produced most major projects including web animations, advertisements, Quest magazine, college banners, maps, brochures, postcards, etc. Supervised student employees, interns, and collaborated with faculty and staff to produce materials for the college.

Hazard Emergency and Accident Training (HEAT) 2006–2010:

Supervised student employees, refined and optimized 3D models, texture maps, characters, interface components, DVD design, and art direction while collaborating with Instructional technology and Computer Science students.

Center for Research on Engaging Advanced Technology for Education (CREATE) Group 2005–2007, 2008:

Worked as a graduate assistant responsible for various Pedagogical Agents as Learning companions (PALs) (Interactive 3D characters used to teach math concepts), design of trademarks, application interface, and web site.

Aerospect Precision Imaging (USU Research Foundation) 2001–2003:

Designed and animated 3D simulations, interactive media, presentations, brochures, technical illustrations for patent documents, logos, and trademarks.

Rocky Mountain Range Company 2000–2001:

Designed packages, publications, leaflets, and various images for print and web delivery.

FREELANCE CLIENTELE

Institute for Prevention of Relationship Violence, Voices of Hope 2011–2017

Designed and supervised the illustration of "Breaking the Silence of Relationship Violence", "Before the Boil", and "Those Who Will Not Break" book covers. I supervised the design of their identity systems and growing web presence.

Caldwell Fine Arts (CFA) 2011–2017

Designed new logo, identity system, website interface, annual reports, season brochures and Facebook presence for CFA. The first season brochure I designed resulted in a 257% increase in pre-sale tickets over the previous season.

FKC Screw Press (industrial equipment) 2001–2017:

Was responsible for web design, animation, magazine advertisements, leaflets, and trade show posters. Web site traffic increased 500% after redesign, and it now appears in the first page of most industry related searches.

USU Energy Dynamics Lab 2011

Created pre-visualization of a proposed new wireless power transfer process. These were used in presentations that garnered sufficient government and private investor interest to fund the project and see it to fruition. More info here: <http://www.usu.edu/ust/index.cfm?article=52006>

NBA teams (Jazz, Trailblazers, and Rockets) 2005, 2008:

Art directed and produced a series of character designs, storyboards, and animations (stop-motion, flash, and 3D) to be played on arena scoreboards during time outs and halftime.

The 501st and Rebel Legion (RL) Trading Card Design and PR Teams 2010–2017:

Designed a variety of logos, trading cards, posters and other PR materials to help with various charity fund-raising events, promotions and to help children in need smile.

Wear Ease® Inc 2014–2015

Designed a variety of magazine ads, trade show materials, flyers, and packaging inserts.

Photoshop Digital Painting Magazine 2009:

Served as a consultant on preliminary designs for the magazine's cover color and nameplate.

Aristotle's Assassins (a collaborative Learning Game project) 2007–2009:

Created cut scene movies, logos, character designs, interface components, package designs, and directed voice acting.

Dario Art 2009:

Created pre-visualization 3D renders and digital paintings of a variety of proposed sculptures for the 2009 World's Fair and Dalin Apartment Complex in China.

USU Energy Lab 2008–2009

Created pre-visualization 3D render of a proposed new facility presented to US Senate, renderings of proposed algae panels concept designs and poster for a USTAR Presentation.

Hale Centre Theatre, West Valley City, UT 2005, 2008

Created projection designs and looping animations for performances of the Civil War and Ragtime Productions.

Northern Utah Spine and Posture Rehabilitation Center 2007–2008:

Developed an Identity system and animated logo for web site and video presentations.

C3 Carpets 2006–2008:

Designed logo, business card, letterhead, leaflets, and original website.

Light-a-Sign, Solar Powered Signs, US and Australia 2005–2008:

Created 3D animated promotional video, encoding, logo, & DVD designs.

Kay Homan—Western Artist 2004–2014:

Designed logotype, business card, web design, and e-commerce solutions.

ifrogz iPod Covers 2006:

Created pre-visualization, rendering, and 3D illustrations of their product. They were used in ads that appeared in Rolling Stone, Photoshop User, and MacWorld. It was written about here: www.planit3d.com/source/review_files/ifrogz/ifrogz1.html

Eileen Doktorski—Domestic Arsenal 2005–2006:

Modeled, textured, and rendered pre-visualizations for environmental sculptures raising awareness about domestic abuse.

Interactive Rides, Inc. 2005:

Created 3D modeling and compositing for on-site pre-visualization illustrations of rides for the Mall of America.

USU Theatre, Jacques Brel is Alive and Well 2004–2005:

Designed and trained others in design and editing of video projections, DVD designs, and other animations.

Mobilitat Software 2001–2004:

Worked on an animated trademark, web site development, and other print designs.

Kiwe Publishing Limited 2001–2003, 2008–2009:

Created various book cover designs and cover and interior illustrations.

Silicon Graphics Inc. (SGI) for Sci-Quest, the North Alabama Science Center 2002:

Created storyboards, design, and motion compositions for interactive museum experiences working with Shaun Oborn of Pixar.

Utah State Magazine, USU Quarterly Alumni Publication 2001–2002:

Designed and produced two digital spot illustrations for stories printed in the magazine.

Utah Plastics Group 2001:

Developed package designs, trademarks, and various 3D illustrations.

PUBLICATIONS

JOURNAL ARTICLES

Shelton, B. E., Stowell, T., Scoresby, J., Alvarez, M., **Capell, M.** & Coates, C. (2010). *A Frankenstein approach to open-source: The construction of a 3D game engine as meaningful educational process.* IEEE Transactions on Learning Technologies, 3(2), 85-90. 03 Feb. 2010. IEEE computer Society Digital Library. IEEE Computer Society, <<http://doi.ieeecomputersociety.org/10.1109/TLT.2010.3>>

Stowell, T., Scoresby, J., **Capell, M.**, & Shelton, B. E. (2009). *A process for using readily available software libraries to create a 3D simulation game.* International Journal of Gaming and Computer-Mediated Simulations. Vol.1 No.4, 20–49.

REFEREED PROCEEDINGS

Shelton, B. E., Alvarez, M. A., **Capell, M.**, Coats, C., Scoresby, J., & Stowell, T. (2008). *Iterations of an open-source 3D game engine: Multiplayer environments for learners.* Paper presented at Meaningful Play, East Lansing, MI.

Shelton, B. E., Alvarez, M. A., **Capell, M.**, Coats, C., Scoresby, J., & Stowell, T. (2008). *The HEAT engine: A demonstration of sustainable design from an open-source 3D game engine.* Paper presented at the Open Education Conference 2008: Celebrating Ten Years of Open Content, Logan, UT.

Shelton, B. E., Scoresby, J., Stowell, T., Coats, C. & **Capell, M.** (2008). *A Frankenstein approach to open-source: The construction of a 3D game engine as meaningful educational process.* Paper presented at the American Education Research Association (AERA) 2008, New York, NY.

OTHER PUBLICATIONS

Capell, Michael (2011). *Normal Maps on a Budget.* Digital Video Magazine.

Stowell, T., Scoresby, J., Coates, C., **M. Capell**, & Shelton, B. E. (2011). *Leveraging open source technology for 3D game engine development.* In R. Ferdig (ed.), Discoveries in Gaming and Computer-Mediated Simulations: New Interdisciplinary Applications. IGI Global: Hershey, PA, 78–109.

Capell, Michael *Review of Zevrix Solutions Link Optimizer.* PSD Photoshop, German Edition

Capell, Brita & **Capell, Michael** (2009) *Peyo, the Original Papa of the Smurfs.* GOmotion Vol.2 No.1.

CONFERENCES

National Association of Graduate-Professional Students (NAGPS) Western Regional Conf., BYU, Provo, UT 2007
Tenth Annual Intermountain Graduate Research Symposium Poster Session, Utah State University, Logan, UT, 2007
NAGPS Western Regional Conference, University of Colorado, Boulder, CO, 2006
Ninth Annual Intermountain Graduate Research Symposium Poster Session, Utah State University, Logan, UT, 2006

LEADERSHIP AND SERVICE

3D Printing and Design Volunteer at the Caldwell Public Library 2015–Current
Board Member, and Marketing Committee co-chair, for Caldwell Fine Arts 2013–2016
Planning Committee & Entertainment co-chair, for the JDRF Walk to Cure Diabetes 2014–Current
Team Leader, Juvenile Diabetes Research Foundation (JDRF) International Walk to Cure Diabetes 2005–Current
Advisor/Mentor to The College of Idaho Art Club 2012–2014
Advisor/Coach for The College of Idaho International Soccer Club 2012–2014
Judge for the Fall College of Idaho Chalk Art Festival, Homecoming 2013
Featured Artist in the RL Sketch Card Series; original artwork auctioned benefiting the Make-A-Wish Foundation 2012
Coordinator for several charity events including Make-A-Wish, Relay for Life, and Light the Night 2008–Current
Pro Bono Graphic Designer, Juvenile Diabetes Research Foundation Utah chapter 2008–2009
Idea Moderator and Beta Tester, PSD Photoshop Magazine Online Forum 2008–2009
Global Moderator and Beta Tester, GOMotion Magazine and Online Forum, 2008–2009
State Representative (Utah) for the National Association of Graduate-Professional Students (NAGPS) 2006–2007
Executive Council Member and Webmaster, USU Graduate Student Senate 2005–2007
USU Graduate Student Senator (GSS), College of Humanities, Art, and Social Sciences and Department of Art 2003–2005
Student Organizer and Designer of the USU Visual Communication Exhibition 2001
President of Art Department Club, Ricks College 1998–2009

AWARDS

Rebel of the Year: Voted by membership on who most exemplifies what it means to be an RL member 2016–2017
1st place and People's Choice Award, Adult Category, Indian Creek Chalk Art Competition 2017
1st place and People's Choice Award, Adult Category, Indian Creek Chalk Art Competition 2016

1st place Award, Adult Category, Idaho Statesman Chalk Art Festival 2014
1st place Award, Adult Category, Idaho Statesman Chalk Art Festival 2013
Employee of the Month, The College of Idaho Staff Association, April 2013
People's Choice Award (group), The College of Idaho Community Chalk Art Competition 2012
Festival Favorite: People's Choice Award, Idaho Statesman Chalk Art Festival 2012
Winning Design, JDRF Greeting Card, two designs chosen for publication for their fundraiser 2009
1st Place, GOmotion Magazine Home Page Animated Banner Design Contest 2008
Golden Eight Award KUTA-TV Short Film Festival, Claymation, Richmond, UT 2007
3rd Place poster design, 10th Annual Intermountain Poster and Paper Symposium, Logan, UT 2007
2nd Place, Ageia PhysX Rocks, Independent company promotion for innovative and useful applications awarded to HEAT project \$750 unrestricted award 2007
Accepted into Phi Kappa Phi honor society, Utah State University 2006
Distinguished Service Award for USU GSS from the Associated Students of USU 2004–2005

SOFTWARE/PROGRAMMING SKILLS

Photoshop	Flash/Edge Animate	Poser
Illustrator	Vegas Pro	HTML
Cinema 4D	InDesign	CSS
Dreamweaver	Premiere	MS Office
After Effects	Muse	Acrobat

PROFESSIONAL ORGANIZATIONS

Creative Learning Environments (CLE)
Learning Games Initiative (LGI)
Interdisciplinary Media Research Consortium (IMRC)
American Institute of Graphic Arts (AIGA)
College Art Association (CAA)
Council for Advancement and Support of Education (CASE)