

Todd Kesterson

310 Santiam Pointe Ct. NE • Mill City, OR 97360

(541) 602-3232 • Kesterson@oregonstate.edu

<http://liberalarts.oregonstate.edu/users/todd-kesterson>

EDUCATION

- 2008 M.F.A. Interdisciplinary Arts, Goddard College
- 1999 M.S. Environmental Education, Southern Oregon University
- 1990 B.F.A. Visual Design, University of Oregon

PROFESSIONAL EMPLOYMENT: *ACADEMIC*

- 2009-present Senior Instructor I, New Media Communications
Oregon State University, Corvallis, OR
- 2004-2008 Instructor / Media Visualization Specialist, New Media Communications
Oregon State University, Corvallis, OR
- 2000-2004 Visiting Assistant Professor of Multimedia Design, Department of Art
University of Oregon, Eugene, OR
- 1999-2000 Multimedia Educational Designer, Extension and Experiment Station
Communications, Oregon State University, Corvallis, OR
- 1999 Visiting Instructor, Department of Art, University of Oregon, Eugene, OR

PROFESSIONAL EMPLOYMENT: *COMMERCIAL PRODUCTION*

- 2003 Director of Digital Media, Northwest Media Inc., Eugene OR
- 2000 Production Designer / Computer Animator, Legerdemain, Eugene OR
- 1998-1999 Director of Programming, Vivid Computer Training, Corvallis, OR
- 1992-1996 Project Manager, Computer Animator & Co-Owner, Digital Artworks,
Eugene, OR

TEACHING, ADVISING AND OTHER ASSIGNMENTS

Course design and instruction

Course #	Course Title	Designed	Taught	Implemented
NMC 183	Intro to Media Production	√	√	F06
NMC 255	Applied Sound Design		√	F19
NMC 260	New Media Futures	√	√	F04
NMC 322	Landmarks in Media	√	√	SP13
NMC 351	New Media Visualization	√	√	SP05
NMC 351	New Media Visualization - <i>redesign</i>	√	√	F19
NMC E351	New Media Visualization - <i>online</i>	√	√	F21
NMC 380	Pre-Production	√	√	W05
NMC 399	Experimental Animation	√	√	SU13
NMC 399	Virtual Worlds Fundamentals	√	√	F17
NMC 383	Field Production		√	SU09
NMC 433	New Media Storytelling	√	√	SP07
NMC 483	New Media 3-D	√	√	F04
NMC 484	New Media Animation	√	√	SU06
NMC E484	New Media Animation - <i>online</i>	√	√	F22
NMC 487	Virtual Media	√	√	W05
NMC 487	Virtual Worlds – <i>redesigned</i>	√	√	Sp22
NMC 498	Advanced Collaborative Experience	√	√	SP13
NMC 499	Video Game Creation	√	√	SU12

Other Assignments

- Ongoing Research and practice
- Research and training on advanced 3D modeling, animation, and game development software, as well as Virtual Reality tools to support course curriculum and collaborative projects with other departments.
- Ongoing Director, SNELL Visualization / VR lab
- Ongoing Advising
- Assist students in curriculum and career planning.
- 2005-2009 Motion Capture Lab Design and Management
- Designed layout for motion capture facility.
 - Set up, upgraded and maintained lab software and hardware.
 - Trained students in motion capture system operation.
 - Regular supervision of student employees and lab operations.
- 2007-2013 New Media Game Lab Setup and Supervision
- Recruited students to assist in video game lab setup.
 - Organized and oversaw setup of the lab (January 2007).
 - Established protocol for evaluating game structure and aesthetics.
 - Regular supervision of student employees and lab operations.
- 2004-2009 Story Pouch Animation Project Direction and Mentoring

SCHOLARSHIP AND CREATIVE ACTIVITY

Research in Progress

- *Student Interaction and Collaboration in Virtual Reality*
Funding agency: E-Campus Research Fellows Program

Professional meetings, symposia, and conferences

a. Papers Selected for Presentation

Kesterson, T. and Loges, W.E. (2009, August). Relationships Between Mood and Aesthetics in Video Game Design. Presented to the 15th International Symposium on Electronic Art, Belfast, UK.

b. Invited Presentations

Visualization Projects from the New Media Communications Program at Oregon State University, Stuttgart Media University, Stuttgart, Germany, November 27, 2018

Collaborative Student VR Projects from the New Media Communications Program at Oregon State University, Stuttgart Media University, Stuttgart, Germany, November 27, 2018

Bringing Research to the General Public Through Narrative Visualization, FORCE2016 Conference, Portland Oregon, April 17, 2016

Current Programs in Filmmaking Education in Oregon, Oregon State Capitol, Salem, OR, February 23, 2007

The Story Pouch Production Process, Eugene DIVA (Downtown Initiative for the Visual Arts), Eugene, OR, March 2005

Computer Animation Trends, China Art University, Shanghai, China, March 20, 2004

Computer Graphics Today, Summit College of Nanjing Arts Institute, Nanjing, China, March 21, 2004

Computer Animation Production Workshop, Summit College of Nanjing Arts Institute, Nanjing, China, March 22-26, 2004

The Art of Storyboarding, da Vinci Days Film & Video Festival, Corvallis, OR, July 21, 2002

Digital Crossroads: The Convergence of 3D Animation and Digital Video, Western Oregon University, Monmouth, OR, March 8, 2002

Publications

a. Articles

Kagaya, M., Brendel, W., Deng, Q., Kesterson, T., Todorovic, S., Neill, P.J., Zhang, E. Video Painting with Space-Time-Varying Style Parameters. *IEEE Transactions on Visualization and Computer Graphics*, 17(1): 74-87, 2011 Jan.

b. Book Chapters

Kesterson, T. (2004) in Ryan, W. and Conover, T. (Eds.), *Graphic Communications Today, 4th Edition* (pp. 630-635). Thomson Delmar.

c. Film Festival Selections

- 2014 Creative Arts Film Festival
The Story Pouch: A Journey Remembered
- 2014 Blue Plum Animation Festival, East Tennessee State University,
The Story Pouch: A Journey Remembered
- 2014 California International Animation Festival
The Story Pouch: A Journey Remembered
- 2009 Eugene International Film Festival. Eugene, OR.
Woodlands Seasons 1
- 2009 Landlocked Film Festival. Iowa City, Iowa. *Root Explorations*
- 2009 Washougal International Film Festival. Washougal, WA.
Particle Vortex; Return to French Pete Creek;
Root Explorations; Woodlands Seasons 1
- 2007 Eugene Celebration: The Future is Now Film Festival. Eugene, OR.
Particle Vortex and Return to French Pete Creek
- 2007 Mid-Valley Video Festival. Salem, OR.
Selected entry: *Particle Vortex and Return to French Pete Creek*
- 2007 OpenLens Film Festival. Eugene, OR. *Particle Vortex*
- 1993 SIGGRAPH Electronic Theater film and video show. Los Angeles, CA.
Manatees: the Last Generation?

Professional Development

Conferences attended

- Unity for Humanity Summit (virtual conference) 2021, 2020
- VR Days Europe (virtual conference) 2020
- VIEW VFX Computer Graphics Conference (virtual conference) 2020
- Immersed conference, sponsored by Design Reality. Portland, OR, 2018
- The Nature and Challenges of Immersive Storytelling, sponsored by Design Reality. Portland, OR, 2018
- Immersive Education Summit, Boston, MA, 2012
- SIGGRAPH conference, San Diego, CA, 2007
- Sandbox video game development conference, San Diego, CA 2007
- Platform International Animation Festival, Portland, OR, 2007
- Society of Animation Studies conference, Portland, OR 2007
- Montreal International Gaming Summit, 2004

SERVICE

University Service

2021-2022	School of Communications Equipment Committee
2020-2021	School of Communications Budget Committee
2018-2021	College of Liberal Arts Awards Committee
2015-2016	Search Committee: Assistant/Associate Prof. of Visualization
2014-2015	Search Committee: Assistant Prof. of Visualization
2013-2014	NMC relocation planning committee
2013	Position description research/creation for Assistant Prof. of Visualization
2011-2012	School of Arts and Comm. New Building ("Space") Committee
2011-2012	Search Committee: Assistant Prof of Digital Photography/Videography
2011-2012	Search Committee: Assistant/Associate Prof. of Social Media
2011	Search Committee: Coordinator of Music Performance and Technology
2010-2011	Search Committee: Assistant/Associate Prof. of Media and Cultural Studies
2010	Search Committee: Vice Provost for Information Services
2010	Search Committee: Transitional Director of the School of Arts & Comm.
2007-2009	University Instructional Technology Committee
2009	NMC Game Lab DOE Compliance Committee
2008	Planning and participation with <i>Oregon Institute for Synthetic 3D</i> (Mike Bailey, lead)
2007	Search Committee: Director of Web Communications

OSU Guest presentations

Ecampus Faculty Forum panel: *Shaping Online Education Through the Research Fellows Program*, Oregon State University, Corvallis, OR May 4, 2021

OSU Foundation quarterly meeting, presentation on NMC program overview & gaming curriculum plus *The Story Pouch* animation project as collaborative learning. April 7, 2009

OSU philosophy club presentation with Prof. Bill Loges: *Relationships Between Mood & Aesthetics in Video Games*. Nov 14, 2008

University Advancement group visit to NMC labs, presentation with Jeff Hale: Overview of NMC program, objectives, relationships among classes, integration of technology, student portfolios, student involvement in *The Story Pouch* project. Nov 10, 2008

Numerous presentations in NMC classes including:
NMC 101: Intro to New Media Communications
NMC 490 Media Ethics

GRANTS

2020 Ecampus Research Fellows Program (\$19,900)
2019 OSU Learning Innovation Grant: VR headsets for remote learning (\$9,900)
2016 OSU Learning Innovation Grant: Snell Visualization Lab (\$99,500)

AWARDS

2012 L.L. Stewart Faculty Development Grant
2004 L.L. Stewart Faculty Development Grant