

University of Alabama in Huntsville

LOUIS

RCEU Project Proposals

Faculty Scholarship

1-1-2017

"Collaborate with Art and Theatre Faculty to Conceptualize and Produce Projections for UAH's Fall 2017 Theater Production of Neighborhood 3: Requisition of Doom"

Vinny Argentina
University of Alabama in Huntsville

Follow this and additional works at: <https://louis.uah.edu/rceu-proposals>

Recommended Citation

Argentina, Vinny, ""Collaborate with Art and Theatre Faculty to Conceptualize and Produce Projections for UAH's Fall 2017 Theater Production of Neighborhood 3: Requisition of Doom"" (2017). *RCEU Project Proposals*. 224.

<https://louis.uah.edu/rceu-proposals/224>

This Proposal is brought to you for free and open access by the Faculty Scholarship at LOUIS. It has been accepted for inclusion in RCEU Project Proposals by an authorized administrator of LOUIS.

Faculty or Research Mentor

Vinny Argentina
College of Arts, Humanities, & Social Sciences
Dept. of Art, Art History, & Design
vinny.argentina@uah.edu
256.824.6521
162 Wilson Hall

Project Summary – Collaborate with Art and Theatre faculty to conceptualize and produce projections for UAH's Fall 2017 theater production of *Neighborhood 3: Requisition of Doom*. This ambitious production will blend video games with live performance and be both technically and creatively demanding.

Student Prerequisites – Students interested in this position need to have a solid understanding of 3D CGI modeling, texturing, animation, lighting, and rendering, as well as production processes such as storyboarding, animatics, audio production, and editing. Experience in video game, theatre, or video production is a plus. ARS 220: Animation Introduction or equivalent experience is required, and additional intermediate to advanced 3D experience, ARS 32x or 42x, is preferred. Students will be evaluated based on their letter and portfolio materials.

Student Duties – The selected student will work directly with faculty to conceptualize, visually develop, and produce the projections needed for the production. This will be an intense schedule, but is an outstanding opportunity to learn and develop artistic and technical skills, gain a better understanding of industry best practices, as well as produce portfolio work. The student will be exposed to planning, creating mood boards, look development, character design, environment design, storyboarding, digital cinematography, modeling, texturing, rigging, animating, lighting, rendering, using version control software, compositing, and editing over the course of the production. A positive attitude, good organizational skills, strong communication, and self-motivation are important traits the successful student will need for this role. The projections will be completed at the end of this program, and will be used in the Fall production of the play.

Mentor Supervision and Interaction – The student will work on site with faculty member in Wilson Hall. Working hours will be flexible. Faculty member will not just be supervising & mentoring, but will also be working on the production, so regular contact will be vital to the success of the collaboration. Direct interaction will occur daily to assess progress, talk about issues or potential roadblocks, and to evaluate technical and artistic work completed. Thoughtful, detailed feedback will be provided, and is expected in return. Help will always be available, but a good deal of independent troubleshooting and problem solving is expected.