

Professional Development 2013

[ongoing] Published works gallery

Several of my published works appear in the galleries of my online portfolio.

[ongoing] Complete list of published works

A complete list of my published works appears in my curriculum vitae, available in the teaching section of my online portfolio.

[December 2013] Laura Hohmann artist presentation on Nickelodeon's Teenage Mutant Ninja Turtles

AiM animation alum Laura Hohmann came back to her alma mater to give an in-depth, behind-the-scenes presentation of Nickelodeon's work on Season 1 of their CG series Teenage Mutant Ninja Turtles. We were privileged to see a spectrum of concept art for the show as well as the resulting 3D assets. Laura also discussed the production pipeline at Nickelodeon and gave us her take on her role in the process of producing episodic animation. Perhaps most useful was Laura's insistence on the importance of networking in the industry. It was a highlight of the quarter to see how a former student is actively contributing to such a high-profile project. For intellectual property reasons, photos weren't allowed at the presentation, but here's a promotional still from the production ...



A promotional still from Nickelodeon's TMNT series

[December 2013] Minnesota Electronic Theater

The Twin Cities SIGGRAPH chapter's annual showcase of regional work was as always an impressive body of work. The theater event is a great opportunity to catch up on what the many studios, artists, and students from the region have been up to in the past year. It is also a social occasion to keep network connections active and an educational forum via the keynote speaker. This year's presentation came from Asylum VFX Supervisor Joe Lawson, who provided insight into the effects-on-a-budget mentality of direct-to-TV schlockbusters like *Sharknado*. The guerilla tactics and lean, problem-solving approach is not only interesting but also a good lesson for the Midwest market where many studios strive to exceed client expectations without large budgets, big teams, or padded schedules.

Minnesota Electronic Theater 2013

NOVEMBER 7, 2013 4:32 AM \ ADINCAU



Minnesota Electronic Theater 2013

Thursday, December, 5th 2013

The Crooked Pint Ale House
501 Washington Avenue South
in Downtown Minneapolis.

Joe has worked in Hollywood for almost 14 years as technical director, effects supervisor, storyboardist, compositor, and director. Joe has recently become infamous for being the VFX supervisor for this summer's guilty pleasure; "Sharknado". Joe will talk about the joys and challenges for artists in modern Hollywood, and translating VFX skills into being a director. In addition to working for a time in Minneapolis, he is also the animator who killed Peter Jackson (by compositing an arrow into him) for the 3rd Lord of the Rings film.

Joe Lawson will be giving two presentations on Thursday, December 5th 2013: One at 1:30 in the afternoon at the Minneapolis College of Art and Design, and another in the evening at the 2013 Minnesota Electronic Theater at The Crooked Pint Ale House in Downtown Minneapolis. The talks are free and open to the public. We look forward to seeing you at both of these talks.

Visit [The MET Website](#) for more information.

POSTED IN: [EVENTS](#)

The announcement of the 2013 MET

[January-December 2013] MFA thesis research and production

I spent hundreds of hours in 2013 researching and producing my MFA thesis work, which limited time that I could dedicate to professional development. You can view my MFA animation and read my thesis in my online gallery.