

EDUCATION & EXPERIENCE

Education

- 2005 MFA, University of Pennsylvania Stuart Weitzman School of Design
Philadelphia, Pennsylvania
Master of Fine Arts in Painting
- 2000 BFA, Massachusetts College of Art & Design
Boston, Massachusetts
Bachelor of Fine Arts in Painting
Graduation with Distinction

Teaching Experience

- 2015-present Assistant Professor, 2D Animation Program
Rochester Institute of Technology (RIT)
School of Film and Animation, College of Art and Design
Rochester, New York
- 2014-2017 Faculty, 2D Animation
School of Visual Arts (SVA)
BFA Animation
New York, New York
- 2014-2015 Visiting Instructor, 2D Animation
Pratt Institute
Digital Arts and Animation
Brooklyn, New York
- 2012-2014 Lecturer
University of Pennsylvania Stuart Weitzman School of Design
Undergraduate Fine Arts & Design
Philadelphia, Pennsylvania

Related Experience

- 2005-present Independent Animator
New York City/Rochester, New York
Independently responsible for every element of the production pipeline for 2D animated films including, design, direction, storyboarding, layout, animation, color, clean-up and compositing as well as writing lyrics for animated children's songs, I create short animations for companies such as Sesame Workshop (*Elmo at the Zoo, Lonely Eleven, Twelve Little Chicks, Thirteen's Not So Lucky, Not Yet*), Sesame International (*Use It Again, Everyone Needs Water*), MTV (Virgin Territory Promos: *Snooki, Nev, Jamie Lee, Chet*), Comedy Central (Trip Tank: *Sunday Funday*) New York Foundation for the Arts and Cartuna Production Studio.
- 2002-2014 Regional Artist/Muralist
Trader Joe's Corporation
Boston, Massachusetts/Brooklyn, New York
Part of a two-person team, I worked directly with regional vice-presidents and store managers to research, design and produce by hand interior murals for over fifty stores in the Eastern US, including all five flagship New York City locations.
- 2007 Artist Abroad Facilitator-Ecuador
MYX: Multicultural Youth eXchange
Philadelphia, Pennsylvania
Taught, in English and Spanish, mural production over the course of a two-week collaboration between American high school students and South American elementary school students.
- 2005 Program Director
Mystic Mural Program
Somerville, Massachusetts
Working directly with an environmental educator, instructed crew of Somerville teenagers in mural production with an emphasis on exploring the local environment.
- 2003 Instructor
Mural Arts
Philadelphia, Pennsylvania
Designed and taught painting curriculum focused on fifth through seventh graders

TEACHING

COURSES TAUGHT

Rochester Institute of Technology

2017-present **Principles of Animation-SOFA 107**

Spring. First Year Students. Introduction to the concepts and mechanics of movement for animation, focused on, but not limited to, character based movement applied using hand-drawn methods.

2017- present **Animation Scriptwriting and Storyboarding-SOFA 228**

Fall. Second Year Students. An exploration of story structure, visual composition and temporal organization in animated productions.

2016- present **Drawing for Animation-SOFA 108**

Spring. First Year Students. Working directly from a live model, and also employing visualization techniques, students develop figure-drawing skills along with gesture drawing, focusing on the correct representation of weight, energy and force in sequential poses.

2016-present **Animation Production Workshop II-SOFA 317**

Fall. Second Year Students. Animation student's second experience in producing an animated film individually or in collaboration with a classmate. Provides practice in all phases of single-frame film production.

2015-present **2D Animation I-SOFA 203** (previously Dynamics)

Fall. Second Year Students. Focusing on the principles and processes of hand-drawn, 2D digital animation, students develop a short animated scene, including audio/dialogue, that ultimately conveys an emotional performance through timing, staging, solid drawing and acting.

2016-2019 **Animation Writing and Visual Storytelling-SOFA 628**

Spring. First Year Graduate Students. Through a series of rigorous exercises, students hone the skills and techniques utilized in the animation pre-production pipeline including storyboarding and script development.

2018 **Study Abroad Animation-SOFA 355**

BASE Camp Balkan Animated Storytelling Exploration

Fall. All Students. Consisting of a summer travel experience to Kosovo and a fall studio class, students create visual travel journals which contribute to the production of an animated project during the fall semester.

2016 **Animation II: Mechanics-SOFA 604**
Spring. Second Year Graduate Students. Through multi-week assignments that build on skills gained in foundation animation courses, course allows students to fully grasp the production process involved in hand-drawn animation as well as a deeper understanding of character interaction, emotion and timing.

2015 **Graduate Seminar-SOFA 610**
First Year Graduate Students. A forum to establish among a diverse student group a common vocabulary for discussing film language and structure, collaborative relationships and a sense of community while exploring issues related to the film making process.

2015 **Animation Pre-Production-SOFA 227**
First Year Students. Introduction to the storytelling pipeline including, writing, pitching, storyboarding, layout, character design, timing to audio, and creating animatics.

Capstone and Thesis

2015-present **Senior Capstone I/II-SOFA 406/407** (17 Students to date)
Weekly one-on-one meetings focused on the entire film making production pipeline for capstone films.

2015-present **Research and Thesis I/II-SOFA 790/890** (9 Students to date)
Weekly one-on-one meetings focused on the entire film making production pipeline for Thesis films and paper.

2015-present **Thesis Committees** (8 to date)
Meeting a minimum of once a semester, thesis committee members convene to discuss the progress of the MFA Thesis film and advise the progress as necessary.

Courses Created

2018 **Delayed Film Completion-SOFA 011**
Allows third year students to extended time to complete Workshop Films.

2018 **Study Abroad Animation-SOFA 355**
Open to All Undergraduate Students. An opportunity to study cultural, social and/or environmental issues based on location. Students will work individually or as a collaborative team through the concept, planning design and building of an animated film project.

School of Visual Arts

2015-2017 **Pre-College Program: Animation-ANP 0201**
High School Students. Two-week portion of the summer program acting an introduction to Animation principles and production concepts as well as opportunity for students to create their own short films.

- 2015 **TVPaint Animation-AND 2259**
Open to all students. While completing a series of traditional animation exercises, students will gain proficiency in the 2D digital animation software TVPaint.
- 2015 **Animation Workshop II-AND 2015**
Second Year Students. Students continue to be immersed in the animation production pipeline covered in Animation Workshop I, completing animation on their short film.
- 2014 **Animation Workshop I-AND 2010**
Second Year Students. Immersion in the basic animation principles and the animation production pipeline. Along with in-class skill building exercises, students are responsible for conceptualizing, designing, story-boarding and animating a short film.
- 2014 -2015 **TVPaint Animation-ANC 2259**
Continuing Education. Introduction to the 2D bitmap-based program TVPaint taking students through a series of skill-specific exercises incorporating basic animation principles.

Pratt

- 2015 **Storyboarding and Storytelling-DDA 514**
Open to All Students. This course targets all areas of pre-production and focuses on the fundamental skills of design for film and animation beginning with basic conceptual scripting and storyboarding techniques.
- 2014 **Animation II-DDA 384**
Third Year Students. Students are required to create individual short films in a technique of their own. They also learn to work on a group assignment and handle responsibility of producer, director, and/or animator.

University of Pennsylvania School of Design

- 2012-2014 **Hand-Drawn 2D Digital Animation-FNAR 241/541**
Open to All Students. Through careful study of natural movements, precedents in the history of animation, and a series of hand-drawn animation projects, students develop strategies for representing naturalistic movement and storytelling.
- 2012 **Mixed Media Animation -FNAR 289/401**(co-taught with Erinn Hagerty)
Open to All Students. Students use digital SLR cameras, scanners and digital compositing software to produce works in hand-drawn animation, puppet and clay animation, sand animation, and multi-plane collage animation.
- 2012 **Computer Animation -FNAR 267** (co-taught with Erinn Hagerty)
Through a series of studio projects this course introduces techniques of 2D and 3D computer animation. Emphasis is placed on time-based design and storytelling.

SCHOLARSHIP

Grants

- 2019 RIT Provost Learning Innovation Grant (PLIG)
Rochester Institute of Technology, Rochester, New York
SOFA Slow-Mo: Movement Research Through Active Learning
- 2019 ADVANCE: Connect Grant
Rochester Institute of Technology, Rochester, New York
Developing Spatialized & Volumetric Audio in VR Storytelling
- 2018 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
3D Character Design: Swing
- 2017 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
Exploratory Trip to Kosovo
- 2016 RIT Faculty Education and Development (FEAD) Grant
Rochester Institute of Technology, Rochester, New York
Labor of Love: Mutoscope
- 2016 ADVANCE: Connect Grant (recommended for funding)
Rochester Institute of Technology, Rochester, New York
Animated Poetry Project
- 2012 NYFA Gregory Millard Fellowship
New York Foundation for the Arts, Brooklyn, New York
Film/Video
- 2007 Urban Artist Initiative/New York City Fellowship
Asian American Arts Alliance, Brooklyn, New York

Grant Applications (unfunded)

- 2020 Epic Mega Grant
Cary, North Carolina
- 2018 Creative Capital
New York, New York
- 2018 ASIFA Animation Educators Forum Grant
Los Angeles, California
- 2017 Buffalo Creative Arts Initiative
Buffalo, New York

Awards and Honors

- 2020 Demetera International Film Festival
Paris, France
Best VR Short (Swing)
- 2015 LoopdeLoop RITUAL
New York, New York
New York Winner
- 2011 Animation Block Party
Brooklyn, New York
Audience Award
- 2010 Aniboom Sesame Street Contest
New York, New York
Finalist
- 2003-2005 University of Pennsylvania Stuart Weitzman School of Design
Philadelphia, Pennsylvania
Audrey Robinson Award, 2005
Alumni Association Award, 2004
Stuart Egnal Scholarship Award, 2004
Chair's Merit Scholarship, 2003-2005
- 2006 Winnipeg Mural Festival
Winnipeg, Manitoba
Finalist
- 2000 Massachusetts College of Art & Design
Boston, Massachusetts
Lawrence Kupferman Memorial Award, 2000
Travel Scholarship: Printmaking in China, 2000

Residencies

- 2018 The 3rd Annual ILSSA Group Residency
North Mountain, Hedgesville, West Virginia

Selected Films

- 2020 *Swing*
Six-minute Virtual Reality film incorporating 2D and 3D animation techniques
- 2019 *Labor of Love* (Mutoscope)
Sculptural animation

- 2016 *Every Single Inch of Ground*
Two-minute pixilation animation
- 2016 *Tired Tongues*
One-minute animated poem
- 2016 *Family Camp Anijam III*
Animated two segments of collaborative animation
- 2012 *Bullets for Breakfast*
Three-minute, hand-drawn 2D animation
- 2011 *Craft*
Five and a half-minute hand-drawn 2D animation

Selected Commissioned Films

- 2020 Anibar Animation Festival
Peja, Kosovo
Anibar Trailer: *Humans*
One-minute, hand-drawn 2D animated film
- 2012-2019 New York Foundation for the Arts
Brooklyn, New York
NYFA Annual Appeal, 2019
May the Spirit of the Season Move You (Zoetrope), 2018
Light-filled New Year (Light-painting), 2017
Transformative New Year (Time-lapse), 2016
Hope Your Holidays are Sweet (Stop-motion), 2015
Let It Snow, 2014
Warm Wishes (Phenakistoscope), 2013
Make the Season Bright, 2012

Juried Festivals (Peer Reviewed)

- 2021 Anibar Animation Festival
Peja, Kosovo (VR program postponed until 2021)
- 2020 Montreal International Animation Festival (Animaze)
Montreal, Quebec, Canada (festival moved online)
- Bucheon International Fantastic Film Festival (BIFAN)
Bucheon/Seoul, South Korea (festival moved online)
- Open World Animation Festival
Allentown, Pennsylvania (festival moved online)

UFVA New Media Exhibition
(conference moved online)

Cybershorts: A VR Film Festival
Las Vegas, Nevada

Demetera International Film Festival
Paris, France (festival moved online)

2017 Frankly Film Festival
Piqua, Ohio

2016 Borderless: In Perspective
Lite-Haus Galerie, Berlin, Germany

Borderless: In Time
Museum Van Loon, Amsterdam, Netherlands

2015 Animation Block Party
BAM Cinemas, Brooklyn, New York

Animation Block Party Sesame Slam: A Retrospective on Sesame Street Animations
BAM Cinemas, Brooklyn, New York

2014 Northwest Animation Festival
Portland, Oregon

Animix International Animation
Comics, Caricature Festival, Israel

2013 Annecy International Animation Festival
Annecy, France

2013 Melbourne International Animation
Melbourne, Australia

Australian International Animation Festival
Wagga Wagga, New South Wales, Australia

Talking Transition- NYFA New Video Compilation
New York, New York

2012 Philadelphia Film & Animation Festival
Philadelphia, Pennsylvania

Animation Block Party
Brooklyn, New York

Glomation-Parer Place Project at the Creative Industries Precinct
Queensland University of Technology Brisbane, Australia

- 2011 Philadelphia Film & Animation Festival
Philadelphia, Pennsylvania
- Animation Block Party
BAM Cinemas, Brooklyn, New York
- Northside Festival: Animation Block Party Short Films
Brooklyn, New York

- 2010 Animation Block Party
BAM Cinemas, Brooklyn, New York
- Rooftop Film Summer Series
Brooklyn, New York

- 2007 Philadelphia Film Festival
Philadelphia, Pennsylvania

- 2005 SPEMA Conference Video Festival
Fairfax, Virginia

Exhibitions

- 2020 Disegno-in-Motion, Peer Reviewed Group Show
Marymount Manhattan College (exhibition rescheduled for fall 2020)
- 2019 ILSSA: Frameworks, Group Show
Unrequited Leisure, Nashville, Tennessee, September
- Tin Ceilings and Other Specifics, Peer Reviewed Group Show
The Magenta Suite, Exeter, New Hampshire, June
- ILSSA, Group Show
Cummings Arts Center Galleries, Connecticut College, New London, Connecticut, February
- 2018 ILSSA, Group Show
Cecile R. Hunt Gallery, Webster University, St. Louis Missouri, November
- Made on the Mountain: A North Mountain Residency Retrospective
Phaze II Gallery, Shepherd University, Shepherdstown, West Virginia, September
- 2016 Decensortized: A Safe Space, Peer Reviewed Group Show
Westbeth Gallery, New York, New York

CIAS Faculty Show
RIT Rochester, New York

- 2015 Cartuna's Art Basel Animation Showcase
Miami, Florida
- 2010 7 Body Language Mistakes by Kira Blazek
Dixon Place, New York, New York
- 2009 Wild Things, Peer Reviewed Group Show
AnnMarie Garden & Sculpture Park, Dowell, Maryland
- 2008 Action.Stop.Action, Group Show Juried by Joshua Mosley
Vox Populi, Philadelphia, Pennsylvania
- Penn Alumni Show
Louis K. Meisel Gallery, New York, New York
- 2007 Jersey City Museum Screening, Curated by Delmira Valladares
Jersey City, New Jersey
- 2006 Proof, Curated by Colette Copeland
Vox Populi, Philadelphia, Pennsylvania

Invited Presentations

- 2019 "Line of Action: Two-Dimensional Animation in a Three-Dimensional Space"
Hybridity and Mixed Media in Animation, Panelist
University Film & Video Association Conference, Minneapolis, Minnesota. July 31.
- "The Animated Line in VR"
2D Animation in VR Workshop, Presenter
Anibar Animation Festival, Peja, Kosovo. July 15-21.
- 2015 Sesame Slam: A Retrospective on Sesame Street Animations
Animation Block Party, Panelist
Brooklyn Academy of Music (BAM) Brooklyn, New York. August 2.

Campus Presentations

- 2020 Frameless Fast Forward, Rochester Institute of Technology, Presenter
Rochester, New York, February 26.
- 2018 FRAM Applied Critical Thinking: Critical Thinking in Motion, Presenter
Rochester Institute of Technology, Rochester, New York. October 25.
- 2017 "Looking Forward by Looking Back", 20/20 Research in Focus Colloquium: Perception,
Panelist, Rochester Institute of Technology, Rochester, New York. March 22.

Artist Talks

- 2020 “Making the Switch from Traditional Animator to VR”
IEEE VR Birds of a Feather Program (conference moved online)
Atlanta, Georgia. March 25.
- 2018 mari jaye blanchard: Recent Work (online)
Professional Practices for Animators (Instructor: Erinn Hagerty)
Maryland Institute College of Art (MICA), Baltimore, Maryland. November 14.
- 2017 mari jaye blanchard: Recent Work
Art Talk Series, SUNY Geneseo, Geneseo, New York. October 23.
- 2013 Collaborative phenakistoscope workshop
Visual Communication (Instructor: Bobby Genalo)
Pratt, Brooklyn, New York

Print Media

- 2012 “What I Wore Today”, Spruce, 2011: Gemma Corell, 2012. Illustration on p.60.
- 2007 “Winter of our Discontent”, Stan Hochman, Philadelphia Daily News, January 17.
- 2005 “School’s Clout”, Roberta Fallon, Philadelphia Weekly, Friday, May 18.
“A Tribute to an Art Lover”, Edward J. Sozanski, Philadelphia Inquirer, Friday May 27.
“First Friday Focus”, Lori Hill, City Paper, May 5-11.
- 2003 GQ magazine “Destination: Boston” (Photograph of mural included in article), July.

Website Publications

- 2019 Patrick Vincent, “ILSSA: Creative Practice Call and Response”, Number:inc. September.
- 2019 Anibar. “Towards the Future with VR Animation”. July 20.
- 2012 Animation Magazine online interview. “Animation Block Party Spotlight on Mari Jaye Blanchard” Casey Safron, posted by Thomas J. McLean. April 3.
- 2010 Tim Donnelly “How Do you Get To Sesame Street? Practice, Practice, Practice”
Inverted Soapbox, May 4.
- 2002 Lindsey E. McCormack, Contributing Writer Harvard Crimson “New Kids on the Block”. April 19.

SERVICE

Rochester Institute of Technology

Institute Committees

2020 Institute Writing Committee

College Committees

2015-2018 CIAS/CAD Awards Committee (Co-Chair with Professor Don Arday in 2018)
2018 CAD FRAM Committee
2017,2018 CIAS/CAD Retreat Planning Committee (organized by Interim Dean Robin Cass)

School Committees

2020 School of Film and Animation Captioning Committee
Search Committee, SOFA School Director
2018 Search Committee, SOFA Tenure Track Animation Professor
2018 CILECT Review Committee (Animation)
2017 MFA Portfolio Review Committee
2016 Search Committee, SOFA Lecturer Animation

Professional Committees

2016-2019 Advisory Committee, (NYFA) New York Foundation for the Arts (three year term)

Service to School of Film and Animation

2015-present Curator, High Falls Film Festival, Women of SOFA Program

2015-2019 Faculty Assistant to Assistant Professor Mark Reisch
SOFA Anijam 24-Hour Animation Production

2018-2019 Reviewer, National Portfolio Day (Chicago, New York City, Rochester)

2019 Workshop Facilitator
Art Libraries Society of North America (ARLIS/NA) Upstate New York Chapter

Workshop Facilitator, Brick by Brick Diversity & Inclusion Trustees Workshop with President Dr. Munson

Faculty Advisor, NarRITives Project

2017, 2018 Facilitator & Organizer , SOFA New York City Trip

2017 Storyboard Artist, Dr. Long & Dr. Figueroa's film for the Future of Cinema confernece at NAB

Service to Profession

2014-2018 Northwest Animation Festival, Portland, Oregon, Juror
2012-2013 SVA Dusty Awards, School of Visual Arts, New York, New York, Juror
2009 Asian American Arts Alliance/Urban Artist Initiative, New York, New York, Grant Panelist
2008 New York Foundation for the Arts, New York, New York, Grant Panelist

Community Outreach

2019 Hipocampo Bookstore, Rochester, New York, Muralist
2016-present Rochester Prep High School, Rochester, New York, Workshop Leader
2015-present Center For Youth, Rochester, New York, Volunteer

Organizations

ASCAP (American Society of Composers, Authors and Publishers), Member
ASIFA East (l'Association Internationale du Film d'Animation), Member
Family Camp Animation Collective, Co-Founder
ILSSA (Impractical Labor in Service of the Speculative Arts), Member