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Education

2012	MFA	University of Chicago Department of Visual Arts (Co-Sponsored by the Computational Institute)
2006	BFA	School of the Art Institute of Chicago Department of Art and Technology Studies Focus on New Media Studies in programming, 3D modeling / animation, data visualization, and physical computing

Exhibitions

Machinations: Kinetic Sculpture in the Age of Open-source (2012)
 Glass Curtain Gallery, Columbia College Chicago
 Pencil Studios (Travis Saul & Sabrina Raaf)

,even (2012)
 Reva and David Logan Center for the Arts Gallery
 Group Exhibition (Eric Watts, Shane Ward, & Travis Saul)

MDW Fair (2011)
 Chicago, IL

Echos of the Past: The Buddhist Cave Temples of Xiangtangshan (2008 - 2011)
 Partnership between:
 SMART Museum of Art, University of Chicago
 Freer and Sackler Galleries, Smithsonian

taxis (2009)
 ACADIA 2009: reForm() exhibition, Sullivan Galleries SAIC
 Site Chair: Douglas Pancoast
 Exhibition Chair: Mary Jane Jacob

skyzome (2007 - 2008) unfinished project
 A collaboration with: Douglas Pancoast, John Manning, Ben Chang, Sylvia Ruzanka, Robb Drinkwater

letters v2 (2006)
 Gallery 2, BFA Thesis Exhibition

waterShed (2006)
 Salone Satellite, Milan Italy (*Design Report Award nominee*)

ICFF (2005)
 New York (*Editor's Award for Best Design School*)

text (2005)
 Drawn To Drawing, Betty Rymer Gallery, School of the Art Institute of Chicago

Professional Activity

Teaching

present (2013)	Adjunct Faculty University of Illinois at Chicago, School of Art & Design Electronic Visualization <i>Course: 3D Space II: Animation</i> (Maya, Modo, Modo Render, ZBrush, Alembic, Deadline) <i>Course: Interactive 3D</i> (Unity, Maya, Modo, Photoshop) Adjunct Faculty School of the Art Institute of Chicago <i>Course: Web Art</i> (Unity, Maya, Modo, Photoshop) <i>Course: Advanced 3D Modeling</i> (Maya, Mental Ray, Maxwell, Modo, ZBrush, Photoshop)
2010 to 2011	Adjunct Faculty School of the Art Institute of Chicago <i>Department: Art & Technology Studies</i> <i>Course: Advanced 3D Modeling</i> (Maya, Mental Ray, Maxwell, ZBrush, Photoshop) <i>Department: Film, Video, New Media, & Animation</i> <i>Course: Introduction to 3D Animation</i> (Maya, Mental Ray, After Effects, Maxwell, ZBrush, Photoshop)
2009 to 2011	Instructor Digital Bootcamp <i>Courses: Adobe Flash, Web Development, JavaScript</i>
2008 to 2009	Adjunct Faculty University of Illinois at Chicago, School of Art & Design Electronic Visualization <i>Course: 3D Modeling in Maya for Interactive Applications</i> (Maya, Mental Ray, Render Man, ZBrush, Photoshop)
2007 to 2009	Adjunct Faculty Columbia College Chicago <i>Department: Art + Design</i> <i>Course: Interaction Design</i> (Adobe Flash, Processing, NodeBox, OSCillator) <i>Department: Art + Design</i> <i>Course: Technical Illustration</i> (Adobe Photoshop, Adobe Illustrator)
2005	TA for Advanced Design Studio at The School of the Art Institute of Chicago

Freelance - Studio Arts

University of Chicago - Oriental Institute

- Remembering Katamuwa** (2013 - Present)
 - Digital reconstruction of Turkish Stele
 - Digital reconstruction of ancient city Sam'al
 - Production of 8 min diptych video *Remembering Katamuwa* (ZBrush, Modo, Maya, After Effects, Final Cut Pro X)

University of Chicago - Computational Institute

- Eureka** (2010 - Present)
 - Development of interactive online tools for gathering weighted opinions on complex layered networks (JavaScript,HTML,CSS,MySQL,python,django)

Tiffany Holmes (artist) <http://tiffanyholmes.com/>

- 7000 oaks and counting** (2006 - 2009)
 - Development of realtime visualization & form for submitting promises (Adobe Flash)
 - Permanent Installation: National Center for Supercomputing Applications at the University of Illinois in Urbana, IL

- darkSky** (2009)
 - Creation of screen based visualization & animation algorithm (Adobe Flash)
 - Exhibited: Museum of Contemporary Art Chicago, 12x12

Jason Salavon (artist) <http://salavon.com/>

- A Seamlessness Between Things (Parametric Activity Center)** (2013)
 - Modeling / Texturing / Correction of 3D real-time models (Modo, OpenFrameworks, C++)
- Still Life (Vanitas)** (2009)
 - modeling, rigging, rendering (Maya, Modo, ZBrush)
- American Varietal** (2006 - 2009)
 - early stage, 3D informative fly-through modeling, animation, rendering (Maya, Mental Ray)
- The Loop, Chicago, 1848-2007** (2007)
 - 3D Modeling, programming, texturing. Placement of virtual buildings (Maya, MEL)
- Catalogue to the Sun and Moon** (2007)
 - 3D modeling of furniture and room effects. Maya material tests and setup. Animation of various morphing effects (Maya, ZBrush)
- Form Study #1** (2004)
 - Creation of interactive playback of *online "toy" version* (Adobe Flash)

Sabrina Raaf (artist) <http://www.raaf.org/>

- (n)fold** (2009)
 - Modeling & animation of *(n)fold* concept, fly-through (Modo, After Effects)

Todd Pavlisko (artist) <http://toddpavlisko.com/>

- Center Piece** (2009)
 - Video documentation & sound recording
 - Video & Sound editing
 - Installation proposal virtual fly-throughs - 3D modeling, animation, & rendering (Modo & After Effects)
- On and On** (2008)
 - Retouching and manipulation of original photo used as the source image for the final painting
- Apple & the Fourth Summer of Love** (2008 - 2009)
 - Created an interactive Flash template application to generate the stripe patterns for the paintings
- chocolate** (2009)
 - digital photo retouching

Carl Ray Miller (architect)

- Created software used in producing walls of a house which regulate the transmittance of sunlight as it changes direction and intensity over a day. (Maya, Flash, PHP, XML)

Software Development

Lakonic Partners, Inc. (**Head Flash Developer**) (2007 - 2008)

Technology Skills

Software

Maya Modeling/Scripting/Animation/Rendering (Mental Ray, Maxwell rendering software)
 Modo Modeling/Scripting/Animation/Rendering/Sculpting/Retopology
 ZBrush
 TopoGun
 Flash animation & programming
 Box2D
 Photoshop
 Illustrator
 After Effects
 Processing
 OpenFrameworks
 NodeBox
 Final Cut Pro (7 & X)
 DVD Studio Pro

Programming / Scripting / Toolkits

Python
 Django
 XCode 4, InterfaceBuilder, Objective-C, C++, C
 VTK (Visualization Toolkit)
 MEL (Maya Embedded Language)
 Processing
 OpenFrameworks
 ActionScript 2.0 & 3.0
 PHP 5.x
 XHTML / HTML4 / HTML5 /, CSS, MySQL / SQLITE
 JavaScript
 CSS2 / CSS3

Interfaces

X-Box Kinect

Physical Computing

Arduino
 Raspberry Pi
 Basic Electronics

Digital Fabrication

EMC 2
 Sherline 4axis Mill
 ZCorp 3D printers

Conceptual Interests

Emergent Phenomena / Stochastic Systems
 Genetic & Evolutionary Algorithms
 Neural networks & artificial intelligence
 Photo-real rendering
 Data visualization