



CHARLES WESLEY PRICE MS, CMI

Medical Illustration, Education & Design

Professional Experience

- 2018-present** **Director**, Center for BioMedical Visualization, St. George's University School of Medicine
- 2011- present** **Board Certified Medical Illustrator**
- 1996-present** **Principal Designer and Owner**, Wes Price Illustration
- 2001-2002** **Medical Animator**, Visible Productions LLC, Fort Collins, CO
- 2001** **Museum Preparator**, High Museum of Art, Atlanta, GA
- 1999-2000** **Video Game Artist**, Engineering Animation Inc., Salt Lake City, UT
- 1996-1999** **Medical Artist**, Engineering Animation Inc., Ames, IA
- 1996** **Medical Illustration Intern**, Educational Resources Center, University of Georgia, School of Veterinary Medicine, Athens, GA

Academic Experience

- 2016-present** **Instructor**, St. George's University School of Medicine, Grenada, West Indies
Department of Anatomical Sciences. Faculty in charge of implementing curriculum in the gross anatomy wet lab and Post Graduate Certification in Medical Education
- 2003-2016** **Associate Professor of Media Arts**, The Art Institute of Colorado, Denver, CO
Media Arts & Animation, Visual Effects & Motion Graphics, and Game Art & Design.
Faculty in charge of instruction, advising, assessment and curriculum development
- 2010-2016** **Graphic Design Instructor**, Boulder Digital Arts, Boulder, CO
Instructor in charge of developing and delivering software and graphic design courses to working professionals in Boulder's leading community-powered resource organization

Education

- 1996** **MS in Medical Illustration**, Medical College of Georgia, Augusta, GA
- 1993** **BFA in Scientific Illustration**, University of Georgia, Athens, GA

Memberships

- 2018-present** **Professional Member, American Association of Clinical Anatomists**
- 1996-present** **Professional Member, Association of Medical Illustrators**
- 2001-present** Professional Member, Guild of Natural Science Illustrators
- 2011-2016** Membership and Educational Director, ASIFA-Colorado

Strengths



Proficient in:

- Curriculum design and instruction
- Project management and team leadership
- 3D modeling and digital sculpting using Pixologic ZBrush and Autodesk Maya
- Full color digital illustration techniques with Adobe Photoshop and Illustrator
- Drawing and painting in traditional media such as graphite, marker, watercolor
- Producing and managing art assets for large, interactive projects and textbooks

Increasing skills in:

- MRI/CT DICOM volumetric rendering, Photogrammetry, and Artec 3D Scanning
- Producing 3D prints and maintaining FDM and SLA 3D printers
- Lighting, texturing and animating in 3D
- 2D animation, kinetic text
- Video editing using Adobe After Effects and Adobe Premiere
- Desktop Publishing and page layout with Adobe InDesign

whatsapp: 1.473.459.4453
skype: 1.303.800.8623
 mail.wes.price@gmail.com
 cprice@sgu.edu
 cwprice.com

2017-
present

Department of Anatomical Sciences

Teaching load: Three courses, two terms per year plus extracurricular instruction

Courses:

Bio460: Human Biology, School of Arts & Sciences Wet Lab

BPM500: Basics Principles of Medicine 1 Wet Lab

BPM501: Basics of Principles of Medicine 2 Wet Lab

SCSK 570: Medical Animation Techniques for Patient Education Selective

PGCME: Co-developed visual communication content for the Post Graduate Certification in Medical Education

Facilitating anatomical study on prosected donors for the pre-medical, first and second year medical students.

Institutional Service:

Overseeing the development and management of the Center for BioMedical Visualization, Fellowship in BioMedical Visualization, and BioMedical Visualization Internship program; Direct supervisor and mentor, for day-to-day activities for all medical illustrators, including faculty development, scheduling, project management; Organizing onboarding and basic training of new medical illustrator hires (Teaching and Lab responsibilities, illustration and production workflows, Adobe Software, ZBrush Software, Microsoft Teams and OneDrive file management, acclimatization to office culture, including remote working strategies)

Ensuring the creation of illustrations, animations and other major graphic media support for all Departments, faculty and students in the School of Medicine, with minor graphic media support provided to School of Veterinary Medicine, School of Arts and Sciences (Marine Biology) and minor graphic media support provided to Department of Educational Services and Psychological Services as needed

Final quality control and approval for all SGU produced Directed Learning Activities and all research illustrations delivered for publications delivered to SOM faculty

Co-Chair DLA Focus Group and Member, Institutional Learning Focus Group Committee

2003-2016

Department of Media Arts & Animation, Game Art & Design, Visual Effects & Motion Graphics

Teaching load: Four undergraduate courses per quarter, four quarters per year

Courses:

Foundations: traditional media (includes graphite, charcoal, gouache, acrylic)

CC1309: Fundamentals of Design

CC1303: Color Theory

CC1312: Fundamentals of Drawing

CC1311: Life Drawing for Animators

CA2363: Drawing and Anatomy

RS1321: Proportion and Perspective

CC1311: Life Drawing for Animators

Foundations: software (includes Photoshop, Illustrator, InDesign, After Effects)

GA1101: Intro to Game Development

CA1305: Language of Animation and Film

CC1306: Computer Applications

RS1309: Digital Image Manipulation

RS1320: Digital Illustration

CC1318: Digital Typography

RS2362: Principles of Digital Photography

Intermediate: software (includes 3Ds Max, Maya, ZBrush, Photoshop, Illustrator)
CA3340: Character Modeling
CA2387: Materials and Lighting
RS2330: Three-Dimensional Modeling
RS2323: Storyboards

Intermediate: non-media based, RS3365: Conceptual Storytelling

Advanced: software (includes 3Ds Max, Maya, ZBrush, Photoshop, After Effects)
CA4391: Animation Studio
CA3376: Pre-Production Team
CA4380: Production Team
CA4392: Animation Portfolio Fundamentals
CA4393: Animation Portfolio Production
FX4323: Portfolio Presentation for Visual Effects and Motion Graphics
CA4394: Animation Portfolio Presentation
MAA363: Advanced Drawing for Animation

Advanced: non-media based
RS4390: Career Development
RS4385: Externship

Institutional Service:

Member, Admissions Committee
Member, Scholarship Committee
Member, Assessment Committee, HLC Accreditation
Chaperone, Educational Tour of Southern Japan
Chaperone, Educational Tour of Italy and Southern France
Faculty Lead and Mentor, ZBrush Club
Faculty Lead and Mentor, Pre-Portfolio Application
Faculty Sponsor, The Recording Arts Club
Faculty Editor and Judge, The REEL Thing Student Animation Festival
Faculty Lead and Sponsor, Saturday Life Drawing Sessions

Resident Instruction at Boulder Digital Arts

2010-2016 Center for Postgraduate Design Professionals

Teaching load: One eight hour workshop per month, Two (2) forty hour workshops per year

Courses:
Influential Infographics
Adobe Illustrator Hands-on
Adobe Photoshop Hands-on
Graphic Design Certificate Program

- 2018 **Award of Merit, Association of Medical Illustrators Salon.** “Equine Phalanges: A Comparison of 3D Capture Methods” Collaboration with medical illustrators to present a research poster, infographic, and 3D-printed haptic display.
- 2018 **SIMIC-GRAU-Award, Excellence in Oral Presentation.** “Photogrammetry, as Applied to the Equine Phalanges for 3D Printing” 32nd Congress of the European Association of Veterinary Anatomists, Dr. Melania Crisan, et. al.
- 2011 **Faculty of the Year, Art Institute of Colorado.** Nominated and awarded this honor for distinguished service to the Art Institute and student body.
- 1998 **Award of Excellence, The Association of Medical Illustrators Annual Salon.** Member of a team of 2D and 3D artists to complete “Dynamic Human II,” an interactive atlas of anatomy and physiology.
- 1995 **3rd Place Award, “Extensors of the Forearm.”** Lamar Dodd School of Art, Athens, GA. The Annual Scientific and Medical Illustration Exhibit. A joint exhibit sponsored by The University of Georgia Scientific Illustration Program and The Medical College of Georgia’s Graduate Program in Medical Illustration.
- 1995 **Recipient, Vesalius Trust Research Grant,** Medical College of Georgia. Awarded funding for research within the Developmental Biology Program. Results include the creation of my 1996 Graduate Thesis, “Introduction to Looping: A 3-Dimensional Interactive Tutorial of the Developing Heart.”

Collaboration, Consultation and Published Work

- 2019 **Clinical Photographic Dissector of the Human Body, 2nd Edition** eds. Marios Loukas, PhD, MD, et al. (Elsevier Publishing). ~800 orientation images in collaboration with the medical illustration team.
- 2018 **Clinical Ultrasound Anatomy,** eds. Marios Loukas, PhD, MD, et al. (Wolters Kluwer Publishing). ~200 illustrated plates in collaboration with the medical illustration team.
- 2018 **Photogrammetry, as Applied to the Equine Phalanges for 3D Printing,** Collaboration with Dr. Melania Crisan and Dr. Eugene Rennie, research Poster for the 32nd Congress of the European Association of Veterinary Anatomists
- 2018 **“Anterior Thigh Flap Phalloplasty.”** *Journal of Clinical Anatomy* v31:2, Mark Terrell, MD, Wallisa Roberts, MD, Charles Wesley Price, Justine Schober, MD. Cover and 5 inside illustrations of the *Special Edition of Clinical Anatomy of Transgender Surgery.*
- 2016 **Malignancies of the Groin: Surgical and Anatomic Considerations,** eds. Keith A. Delman and Viraj Master (Springer Publishing). 4 illustrations
- 2014 **“Floyds Bariatric Services,”** Floyd Medical Center, Rome, GA. Web Patient Education Infographic. Brandsavvy, Inc. 4 illustrations including a hybrid photoshop and ZBrush digital sculpt of common bariatric surgery techniques such as AGB, BPD, Roux-En-Y and Gastric Sleeve
- 2014 **“Artopsy.”** *Birdy Magazine* issue 1, Johnny DeStefano, Christy Thacker, et al. Created an anatomical, autopsy-themed logo using ZBrush for the magazine’s section that “dissects” featured artist’s life and work.
- 2013 **“Neurogenic Thoracic Outlet and Pectoralis Minor Syndromes in Children.”** *Vascular and Endovascular Surgery* v47:5, Stephen Annest, MD, Richard Sanders, MD and Edward Goldson, MD . Inside illustrations
- 2013 **Special Make-up Effects for Stage and Screen** 2nd Edition, ed. Todd Debrececi (Focal Press, New York). 3 illustrations
- 2013 **Krames Staywell,** South San Francisco
Developed a two-day basics course on Autodesk Maya that covers interface navigation, polygonal and NURBS modeling customized specifically for patient education illustration. Delivered this intensive training to the medical illustration team.

- 2011 **Diagnostic Imaging: Oral and Maxillofacial**, eds. Lisa Koenig, BChD, DDS, MS, et al. (Amirsys Publishing, Salt Lake City, Utah). 22 illustrations
- 2011 **QiG, Inc.**, Broomfield, CO
Completed preliminary UI/UX design on a hand held wireless device that interacts with a spinal implant to reduce pain. In March of 2011 the prototype was successfully demonstrated to the FDA.
- 2010 **"Peripheral Artery Disease,"** Floyd Medical Center, Rome, GA. Billboard Advertisement. Brandsavvy, Inc. 2 illustrations
- 2009 **Diagnostic Imaging: Abdomen** 2nd Edition, eds. Michael P. Federle, MD, FACR, et al. (Amirsys Publishing, Salt Lake City, Utah). 20 illustrations
- 2009 **"Lower Extremity Compartment Syndrome in the Acute Care Surgery Paradigm: Safety Lessons Learned."** *Patient Safety in Surgery* v3:11, Jeffrey L. Kashuk, Ernest E. Moore, Sarah Pinski, Jeffrey L. Johnson, John B. Moore, Steven Morgan, Clay C. Cothren, Wade Smith. Inside illustrations
- 2007 **Diagnostic Imaging: Cardiovascular**, eds. Suhny Abbara, MD, et al. (Amirsys Publishing, Salt Lake City, Utah). 17 illustrations
- 2007 **Realize® Gastric Band 3D Interactive Teaching Module.** eTrinsic, Inc. Storyboard illustrations
- 2006 **Diagnostic Imaging: Obstetrics** 2nd Edition, eds. Paula J. Woodward, MD, et al. (Amirsys Publishing, Salt Lake City, Utah). 6 illustrations
- 2005 **Buena Vista Games**
Created conceptual storyboard art for *Herbie Fully Loaded*, a Nintendo Game Boy Advance racing game inspired by the Disney Motion Picture release. My storyboards contributed to the initial GUI design.
- 2003 **Bryce Canyon National Park, UT**
Collaborated with Park Rangers at the Bryce Canyon National Park Visitors Center in Utah to devise an animation, modeling and compositing pipeline for **GeoDetectives**, an Interpretive website that teaches geology to children.
- 2002 **Taut™ Inc. ADAPT™ Port System One Common Bile Duct Exploration Kit.** Visible Productions, LLC. 3D animation
- 2002 **Acupuncture**, Dr. Narda G. Robinson, DO, DVM, MS, DABMA, FAAMA (Director, CSU Center for Comparative and Integrative Pain Medicine). Created animation for an interactive presentation on the anatomy associated with acupuncture theory for a teaching CD-ROM. Visible Productions, LLC.
- 2002 **National Geographic: The Incredible Human Body.** Dir. Karen Goodman, Kirk Simon. Perf. P.J. Brown, Kate Burton, Donald Coffey. National Geographic. Member of a team of medical illustrators who were responsible for lighting, texturing and animating a 3D brain model from the Visible Human digital cadaver data set.
- 2001 **"Interactive Regional Anesthesia."** Interactive CD-ROM 2nd Edition, Dr. Oscar Fernandez, MD. Harcourt Health Sciences. 10 illustrations
- 2001 **"Scar Tissue After Vaginal Surgery,"** ALPS Evidence and Photo, Atlanta, GA. Medical Legal illustration
- 1999 **"Dukes of Hazzard: Racing for Home."** Sony PlayStation 1. I was part of a team that delivered the original playable levels to the Electronic Entertainment Expo in Los Angeles, CA.
- 1999 **"Field & Stream Trophy Hunting."** PC CD-ROM. Sierra Sports. Member, game art production team

- 1999 **“Championship Bass.”** PC CD-ROM. EA Sports. Member, game art production team
- 1999 **“Animaniacs: Gigantic Adventure.”** PC CD-ROM. SouthPeak Interactive. Member, game art production team
- 1999 **“Crazy Paint.”** PC CD-ROM. SouthPeak Interactive. Member, game art production team
- 1999 **“K’nex: Lost Mines of K’nexor.”** PC CD-ROM. K’nex Inc. Art lead, UI design and game art
- 1998 **Blade.** Dir. Stephen Norrington. Perf. Wesley Snipes, Stephen Dorf, Kris Kristofferson. New Line Cinema. Member of a team of medical illustrators who were responsible for creating several special effects shots of vampires bursting into ash.
- 1998 **Dynamic Human II,** McGraw Hill. Engineering Animation Inc. Member, medical illustration and animation team [Award of Excellence, Association of Medical Illustrators Annual Salon]
- 1996 **“Introduction to Looping: A 3-Dimensional Interactive Tutorial of the Developing Heart,”** published within Embryo: CD Color Atlas for Developmental Biology, ed. Dr. Gary C. Schoenwolf (Prentice Hall, NJ). Graduate Thesis
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- Convention Presentations as an Instructor*
- 2020 **“Lasers in the Jungle,”** The South East Medical Illustration Meeting, University of Georgia, Athens, GA
Presentation of the 3D Scanning capabilities and its uses at St. George’s University in Grenada
- 2019 **“Technology Test Kitchen,”** The Commonwealth Education Conference, St. George’s University, Grenada, WI
Collaboration with medical illustrators to showcase our development of 3D printing in the classroom at SGU
- 2018 **“Zed for your Head: ZBrush Workflows for Didactic Illustration,”** Association of Medical Illustrators Annual Meeting, Newton, MA
- 2018 **“Spiders from Space: Processing Scan Data from Artec Studio in ZBrush ,”** Association of Medical Illustrators Annual Meeting Techniques Showcase, Newton, MA
- 2017 **“ZBrush for Beginners,”** Association of Medical Illustrators Annual Meeting, Austin, TX
- 2015 **“Photogrammetry for 3D printing,”** 4th Annual Denver Comic Con, Denver CO
- 2014 **“ZBrush for Beginners,”** International Anaplastology Association Annual Meeting, Denver, CO
Crafted and delivered a beginning digital sculpting course to international attendees.
Also collaborated with Professor Juan Garcia of Johns Hopkins, Professor Amanda Behr of Augusta University and Paul Gaboury, 3D Product Development Manager at Pixologic, to model and 3D print a proof-of-concept eye prosthetic. The result proved the viability of digital sculpting methods for the modern anaplastologist.
- 2013 **“ZBrush for Beginners.”** Association of Medical Illustrators Annual Meeting, Salt Lake City, UT
- 2013 **“Fabrication for Stop Motion Animation.”** Panel Presenter, 2nd Annual Denver Comic Con, Denver, CO
- 2002 **“Stop the Madness: Adventures in Medical Stop Motion Animation.”** Association of Medical Illustrators Annual Meeting, Portland, OR
- 1998 **“Mattes, Masks and Materials in 3Ds Max.”** Association of Medical Illustrators Annual Meeting, Austin, TX
- 1997 **“Color Issues in Design.”** Association of Medical Illustrators Annual Meeting, Toronto, CAN

- 2015 **“Mastering Human Anatomy in ZBrush”** The Gnomon School of Visual Effects, Los Angeles, California
(40 hour intensive with Andrew Cawrse and Kris Costa)
- “3D Printing for ZBrush Artists”** Mold3D Academy, Los Angeles, California
- “Advanced 3D printing Techniques in ZBrush”** The Gnomon School of Visual Effects, Los Angeles, California
- “Digital Sculpting for Artists”** The Gnomon School of Visual Effects, Los Angeles, California (with Eric Keller)
- “Preparing Ornithological Specimens for the Future of Science and Natural History Museums”** The Association of Medical Illustrators Annual Meeting, Cleveland Clinic, Cleveland, Ohio
- 2014 **“Comparative Avian and Mammalian Osteology”** Guild of Natural Science Illustrators Annual Meeting, Boulder, Colorado (full day at Denver Museum of Nature and Science studying with Dr. Sue Ware)
- “Mastering Human Anatomy in ZBrush.”** The Association of Medical Illustrators Annual Meeting, Mayo Clinic, Rochester MN (full day sculpting with Andrew Cawrse)
- 2013 **“From Passion to Profits.”** The Association of Medical Illustrators Annual Meeting, Salt Lake City, UT
Full day with business coach Peleg Top.
- 2012 **“Clinical Anatomy of the Hand: Serial Dissection and Illustration.”** The Association of Medical Illustrators Annual Meeting, Toronto, CAN (an afternoon refresher course in anatomy as well as sketching from life during a live dissection of a freshly gathered cadaver hand)
- 2011 **“Abdominal Vascular and AAA Repair.”** The Association of Medical Illustrators Annual Meeting, Baltimore, MD (an afternoon refresher course in the anatomy of the abdomen as well as sketching from life during a live simulated Abdominal Aortic Aneurysm surgical repair on a human cadaver)
- 2010 **“2 Day Autodesk Maya Basics by Sandeep Kulkarni.”** The Art Institute of Colorado Continuing Education Department, Denver, CO
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- Volunteer Service*
- 2017-
present *Member, Online Learning Committee, Association of Medical Illustrators*
Facilitating a collaborative effort to ensure our membership receive CEU credits for viewing AMI webinars
- 2016 *Workshop Chair, Association of Medical Illustrators Annual Meeting, Atlanta, GA*
- 2009-2014 *Judge, “ASIFA-Colorado Best Animated Short.” 33rd - 37th Starz Denver Film Festivals, Denver, CO*
- 2009-2014 *Presenter, “Animation Station.” 33rd - 37th Starz Denver Film Festivals, ASIFA-Colorado, Denver, CO Animation workshop for middle school, high school and adult festival participants*
- 2009-2014 *Judge, “ASIFA-Colorado Animation Competition.” 33rd - 37th Starz Denver Film Festivals, Denver, CO*
- 2013 *ANIMATE48 Competition/Graduation Animation Screening and Soirée, Denver, CO*
I co-designed this event to give recent Colorado animation graduates the chance to compete for cash prizes, recognition and internship opportunities
- Tech Showcase Chair, Association of Medical Illustrators Annual Meeting, Salt Lake City*
- 2012 *Salon Judge, Association of Medical Illustrators Annual Meeting, Toronto*
Supervisor, 1st Annual Denver ComiCon. ASIFA-Colorado, Denver, CO

- 2011 *Presenter, “Lego’s Brick Flick Animation Workshop.”* ASIFA-Colorado, Broomfield, CO
Presenter, “Bill Plympton IN YOUR FACE!” ASIFA-Colorado, Denver, CO
Presenter, “Using Your Light box, 2D Animation Principles.” ASIFA-Colorado, Denver, CO
Presenter, “Building a 2D Animation Light box.” ASIFA-Colorado, Denver, CO
Presenter, “GI Joe Stop Motion Workshop.” ASIFA-Colorado, Denver, CO
 Animation workshop for GI Joe Stop Motion Film Festival participants
- 2010 *Presenter, “16 mm Extravaganza.”* ASIFA-Colorado, Denver, CO
Presenter, “Stop the Madness!” 826NYC Writing Center, Brooklyn, NY
 Three week stop motion animation workshop for local youth.
- 2008 *Presenter, “MESA Murder Mysteries, Experiments in Stop Motion Crime Scene Animation.”*
 Mapleton Expeditionary School of the Arts, Denver, CO
 Stop motion animation workshop for 11th and 12th grade trigonometry class.
- Volunteer, “The Procession of the River Species.”* Fort Collins, CO
 An environmental art project led by artist Lynne Hull.
- 2003 *Volunteer, Museum Preparator,* Fort Collins Museum of Contemporary Art, Fort Collins, CO
- 2002 *Volunteer, KRFC 88.9FM Fort Collins Public Radio*
 Graphic designer for fundraising efforts to put the radio station back on the air after fourteen years.
- Volunteer, World Music & Dance Center, Fort Collins, CO*
Promotional graphic designer, Association of Medical Illustrators Annual Meeting, Annual Meeting, Asilomar
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- Juried Group Exhibitions*
- 2019 **Association of Medical Illustrators Annual Salon,** Milwaukee, WI
- 2017 **Association of Medical Illustrators Annual Salon,** Atlanta, GA
- 2016 **“Hey Diddle, Diddle..Artists Visual Interpretations of Nursery Rhymes”** *Niza Knoll Gallery,* Denver CO
- 2015 **“Digital Dimensions”** *Niza Knoll Gallery,* Denver CO. A Juried Exhibition of artists who use digital fabrication methods such as 3D printing, Laser cutting/etching, plasma cutting or CNC routing
- 2014 **“The Cutting Edge: Contemporary Surgical Illustration,”** *Fulginiti Center for BioEthics and Humanities,* University of Colorado, Denver, CO
- 2013 **“Art in Education: Select Works of the Faculty & Staff Show,”** Art Institute of Colorado Denver, CO
- 2011 **“Art in Education: Select Works of the Faculty & Staff Show,”** Art Institute of Colorado Denver, CO
The Association of Medical Illustrators Annual Salon, Montana State University, Bozeman, MT.
- 2011 **“i3 Japan; Faculty and Student Exhibit of the Educational Tour.”** The Art Institute of Colorado, Aurora, CO. A juried exhibition of illustrations inspired by impressions of Southern Japan.
- 2000 **“Faculty Art Show,”** The Art Institute of Colorado, Denver, CO.
- 1998 **“Dynamic Human II.”** *The Association of Medical Illustrators Annual Salon,* Toronto, CAN [Award of Excellence]
- 1995 **“Extensors of the Forearm.”** *The Annual Scientific and Medical Illustration Exhibit,* The Lamar Dodd School of Art, Athens, GA [3rd Place Award]

- 2011 **"HD Net Movies Kid Scene Promo, ASIFA-Colorado."** I performed in this thirty-second promotional spot during the Starz Denver Film Festival which aired nationally on HD Net Movies.
- 2010 **"Force Quit, But Never Surrender."** *GI Joe Stop Motion Animation Film Festival*, Bug Theater, Denver, CO. I created and screened an original stop motion animation.
- 2009 **"Circles of Confusion."** *48 Hour Film Project*, Denver, CO. I worked with a team of filmmakers to create an original film in two days. I acted in front of the camera as well as edited sound for the final piece.
- 2007 **"Stop the Madness: Student Films."** *Erasers for Breakfast: 826NYC 2nd Annual Film Festival*, Brooklyn Academy of Music, Brooklyn, NY. A screening of the student stop motion animations I edited during my three-week animation workshop with local youth.
- 2006 **"Just One of Those Things."** *The REEL Thing*, The Art Institute of Colorado, Denver, CO. I organized a team of photographers and animators to create and screen an original stop motion short based on the classic motion studies of Edward Muybridge.

Professional Meetings & Conventions Attended

- 2020 The South East Medical Illustration Meeting, University of Georgia, Athens, GA
- 2019 The Commonwealth Education Conference, St. George's University, Grenada, WI
- 2018 Association of Medical Illustrators, Newton, MA
- 2017 Association of Medical Illustrators, Austin, TX
- 2016 Association of Medical Illustrators, Atlanta, GA
- 2015 Association of Medical Illustrators, Cleveland Clinic, Cleveland, OH
- 2015 ZBrush Summit, The Gnomon School of Visual Effects, Los Angeles, CA
- 2014 Association of Medical Illustrators, Mayo Clinic Rochester, MN
- 2014 Guild of Natural Science Illustrators, Boulder, CO
- 2013 Association of Medical Illustrators, Salt Lake City, UT
- 2013 Denver ComiCon, Denver, CO
- 2012 Association of Medical Illustrators, Toronto, CAN
- 2012 Denver ComiCon, Denver, CO
- 2011 Association of Medical Illustrators, Johns Hopkins University, Baltimore, MD
- 2010 Association of Medical Illustrators, PSU/Pacific Northwest College of Art, Portland, OR
- 2009 826 National 101 Seminar, San Francisco, CA
- 2009 60th Anniversary Medical College of Georgia Medical Illustration Department Homecoming, Augusta, GA
- 2007 Association of Medical Illustrators, Montana State University, Bozeman, MT
- 2006 Association of Medical Illustrators, Boston, MA
- 2006 SIGGRAPH, Boston, MA
- 2005 Association of Medical Illustrators, Thousand Oaks, CA
- 2005 SIGGRAPH, Los Angeles, CA
- 2005 Electronic Entertainment Expo, Los Angeles, CA
- 2002 Association of Medical Illustrators, Austin, TX
- 2002 SIGGRAPH, San Antonio, TX
- 2001 Guild of Natural Science Illustrators, Bar Harbor, ME
- 2001 Association of Medical Illustrators, Asilomar, CA
- 1999 Electronic Entertainment Expo, Los Angeles, CA
- 1999 Association of Medical Illustrators, Atlanta, GA
- 1998 Association of Medical Illustrators, Toronto, CAN
- 1997 Association of Medical Illustrators, Baltimore, MD
- 1995 Association of Medical Illustrators, Phoenix, AZ
- 1995 SIGGRAPH, Los Angeles, CA
- 1994 Association of Medical Illustrators Regional Meeting, Destin, FL