

# DR JASON KENNEDY

## Curriculum Vitae

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### Senior Lecturer Above the Bar, School of Art & Design

Department of Animation, Visual Effects & Game Design (AVG)  
Auckland University of Technology



Research Focus 1: Interdisciplinary Animated Performance  
Research Focus 2: Multidisciplinary Scientific Visualisation

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Demo reel: <https://www.drjasonkennedy.com/demo-reel/>  
Student work: <https://www.drjasonkennedy.com/student-work/>

## EDUCATION

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January 2021 Auckland, NZ	AUCKLAND UNIVERSITY OF TECHNOLOGY <i>Doctorate of Philosophy (Creative Practice)</i> <ul style="list-style-type: none"><li>Thesis: 'Acting and its double: A practice-led investigation of the nature of acting within performance capture'</li></ul>
August 2007 Cincinnati, Ohio, USA	UNIVERSITY OF CINCINNATI <i>Master of Fine Art (Electronic Art)</i> <ul style="list-style-type: none"><li>GPA: 3.82/4.0 (summa cum laude)</li><li>Thesis: 'Anew: Memento immortis'</li></ul>
December 2004 Albion, Michigan, USA	ALBION COLLEGE <i>Bachelor of Art in Fine Art (with Honours)</i> <i>Minors in Palaeontology and Mathematics</i> <ul style="list-style-type: none"><li>GPA: 3.78/4.0 (magna cum laude)</li><li>Honours thesis: 'Irenaeus: The musical'</li></ul>

## EMPLOYMENT HISTORY

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	AUCKLAND UNIVERSITY OF TECHNOLOGY School of Art & Design, Auckland, New Zealand
2023 - Present	• Senior Lecturer Above the Bar
2021-2023	• Curriculum Leader
2014-2023	• Animation Pathway Leader
2016-2022	• Senior Lecturer
2014-2016	• Programme Leader
2008-2016	• Lecturer
2014-2015	• Acting Head of Department

2021 MEERKAT ANIMATION, LTD  
3D Animation and Visual Effects Company, Auckland, New Zealand

- Visual Effects Lead
- “Holding South” (2021), Wild Greens Productions

2011-2019 K. AMANI FINE JEWELLER  
Manufacturing Jewellery Company, Auckland, New Zealand

- Managing Director
- Sculptural and organic jewellery designer
- Product 3D printing and rendering
- Marketing and visual communications

2009-2010 FINA DESIGN  
Digital Design Company, Auckland, New Zealand

- Animation Lead
- “... And Again”
- “Megazone Briefing”

2007-2008 THE ART INSTITUTE OF OHIO-CINCINNATI  
Cinematography, Interactive Design, and Motion Graphics  
Cincinnati, OH, USA

- Lead Instructor of Technical Programs

## AWARDS

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2023

- Eco Astronomy, Inc., Colombo, Sri Lanka
- Recipient of award for Best Research Project International: 3D Reconstruction
- <https://ecoastronomy.edu.lk/best-research-project-awards-2023/>

## KEY LEADERSHIP POSITIONS

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2021-2023 Curriculum Leader for Digital Design / AVG  
Auckland University of Technology, Auckland, New Zealand

- Mentor department staff in teaching and research
- Convene and lead weekly department meetings with staff
- Assist with yearly staff timetabling
- Review all the departments’s handbooks, briefs, and papers for consistency
- Moderate assessments
- Manage student applications to the major
- Lead student communication, promotion, and outreach for the department
- Oversee peer mentors for students in our major
- Support students and alumni with applications to film festivals/ exhibitions

- 2014-2023 Animation Pathway Leader for Digital Design / AVG  
Auckland University of Technology, Auckland, New Zealand
- Research, develop, and maintain animation curricula for Digital Design / AVG
  - Lead and mentor animation staff in their teaching and research
  - Coordinate with other pathway leaders to produce consistent paper outcomes
  - Coordinate department visits with animation industry guests
- 2014-2016 Programme Leader for Digital Design  
Auckland University of Technology, Auckland, New Zealand
- Manage and respond to all student matters within Digital Design, including pastoral care
  - Lead the development of curricula within Digital Design
  - Oversee student representatives and manage feedback
  - Manage student applications to the major
- 2014-2015 Acting Head of Department for Digital Design  
Auckland University of Technology, Auckland, New Zealand
- Line manager to all Digital Design staff
  - Manage process of hiring of new staff
  - Facilitate yearly staff timetabling
  - Digital Design Representative to the Art & Design Senior Leadership Team
  - Digital Design Representative to the Exam Board and Board of Studies
  - Conduct school visits
- 2007-2008 Lead Instructor of Technical Programmes  
The Art Institute of Ohio-Cincinnati, Cincinnati, Ohio, USA
- Lead curriculum delivery across all technical papers

## **TEACHING EXPERIENCE**

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I was responsible for the curriculum design and delivery of all undergraduate papers listed below:

- 2008-2024 AUCKLAND UNIVERSITY OF TECHNOLOGY
- Design Practice 1 (Animation)
  - Design Practice 2 (Animation)
  - Design Practice 4 (Animation)
  - Making and Media
  - Motion Capture 1 (MoCap Foundations)
  - Motion Capture 3 (Performance Capture)
  - Introduction to 3D Animation
  - Digital Design Studio 1 (Animation)
  - Digital Design Studio 2 (Animation)
  - Digital Design Studio 3 (Animation)
  - Digital Design Studio 5 (Animation)
  - Digital Design Studio 6 (Animation)
  - Animation Studies
  - Creative Process
  - Core Studio
  - Core Theory Art & Design
  - History, Culture & Context 1
  - History, Culture & Context 2
  - Broadcast Design & Motion Graphics
  - Interactivity & Game Production
  - Pictorial Studies

2007-2008	THE ART INSTITUTE OF OHIO-CINCINNATI
	<ul style="list-style-type: none"><li>• Cinematography</li><li>• Intro to Motion Graphics</li><li>• Media Compositing</li><li>• Fundamentals of Audio</li><li>• Scriptwriting and Storytelling</li><li>• Writing for Interactive Media</li><li>• Survey of Design &amp; Media Arts</li><li>• Studio Production</li><li>• Intro to the World Wide Web</li><li>• Web Scripting</li><li>• Fundamentals of Authoring</li><li>• Interactive Authoring</li><li>• Interactive Design</li><li>• Portfolio for Interactive Media</li></ul>

## RECOGNITION OF STUDENT WORK

2023	<ul style="list-style-type: none"><li>• Solovyeva, Varvara. <i>USO</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Silver).</li><li>• Melbourne International Animation Festival - International Program</li><li>• Official Selection of the Piterkit International Student Film Festival, VGIK International Student Festival, and Animur International Animation Film Festival.</li></ul></li></ul>
2023	<ul style="list-style-type: none"><li>• Seck, Jannisa, &amp; Tiyyagura, Hansika. <i>Labels</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Bronze).</li></ul></li></ul>
2022	<ul style="list-style-type: none"><li>• Burk, Jaimee, &amp; Johnston, Sarah. <i>Mellow</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Finalist).</li></ul></li></ul>
2020-2021	<ul style="list-style-type: none"><li>• Martin-Babin, Lily, &amp; Greally, Briana. <i>Miro Wine</i> [Animated short film].<ul style="list-style-type: none"><li>• Show Me Shorts Festival - Best New Zealand Film (Winner).</li><li>• Best Awards - Student Moving Image (Silver).</li><li>• Official Selection of Animafest Zagreb.</li><li>• Eligible to compete for Best Animated Short at the 95th Academy Awards.</li></ul></li></ul>
2020	<ul style="list-style-type: none"><li>• Staines, Marco. <i>Voyager</i> [Animated short film].<ul style="list-style-type: none"><li>• Semi-Finalist at the New York Animation Film Awards.</li><li>• Best Awards - Student Moving Image (Bronze).</li><li>• Official Selection of San Diego Comic Con Independent Film Festival, BAM! Festival, and New Zealand Vision Feast Film Festival.</li></ul></li></ul>
2019	<ul style="list-style-type: none"><li>• Shortland, Reuben. <i>Paradise Isle</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Silver).</li></ul></li></ul>
2019	<ul style="list-style-type: none"><li>• Hu, Enid, &amp; Nuanmangso, Pae. <i>Colourless</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Bronze).</li></ul></li></ul>
2018	<ul style="list-style-type: none"><li>• Chan, Kathy, &amp; Tjandra, Naomi. <i>Blob</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Silver).</li></ul></li></ul>
2017	<ul style="list-style-type: none"><li>• Yoon, Wei Kit. <i>Me Him Her</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Silver).</li></ul></li></ul>
2017	<ul style="list-style-type: none"><li>• Patel, Hasmita, &amp; Lopez, Jolene. <i>Migration</i> [Animated short film].<ul style="list-style-type: none"><li>• Best Awards - Student Moving Image (Bronze).</li></ul></li></ul>

## CURRICULUM DESIGN & TEACHING COMMITTEES

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2022-2024	AVG representative for Art & Design curriculum restructure (Undergraduate)
2023	External post-moderator for Australian Technical and Manual College (ATMC) New Zealand <ul style="list-style-type: none"><li>• Bachelor of Applied Arts (Digital Media)</li></ul>
2021-2023	Curriculum Leader for Digital Design/AVG (Undergraduate)
2020-2023	Developer of minors in 2D Drawing and Extended Reality (Undergraduate)
2014-2023	Animation Pathway Leader (Undergraduate)
2014-2016	Digital Design Programme Leader (Undergraduate)

## POSTGRADUATE SUPERVISIONS

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2025 (expected)	Wen, Zheyin. Master's thesis. (Co-supervision with Dr Chen Chen) <ul style="list-style-type: none"><li>• <i>Digital painted skin: Virtual ghosts as contemporary cultural artefacts.</i></li></ul>
2024	Solovyeva, Varvara. Master's thesis. (Co-supervision with Dr Marcos Steagall) <ul style="list-style-type: none"><li>• <i>Animated narratives: Articulating environmental crises through anthropomorphic storytelling and animation.</i></li><li>• Awarded First-Class Honours</li></ul>
2023	Wilburn, James. Master's thesis. (Co-supervision with Dr Miriam Harris) <ul style="list-style-type: none"><li>• <i>Going out of bounds: Expanding physical space and movement in virtual reality.</i></li></ul>
2022	Glassie-Walker, Mitchell. Master's thesis. (Co-supervision with Gregory Bennett) <ul style="list-style-type: none"><li>• <i>Jack of all animation: master of hybrid practices through experimentation with 2D and 3D aesthetics.</i></li></ul>
2022	Giles, Kate. Master's thesis. (Co-supervision with Elliot Collis) <ul style="list-style-type: none"><li>• <i>In time: an exploration into the 2D and 3D aesthetic potential in video games.</i></li></ul>
2022	Liang, Yunqi. Master's thesis. (Co-supervision with Dr Anna Jackson) <ul style="list-style-type: none"><li>• <i>Bitter tea: a journey of nostalgia.</i></li></ul>
2020	Stanton, Jed. Master's thesis. <ul style="list-style-type: none"><li>• <i>Ambedic actions: definition and taxonomy of a new game mechanics category.</i></li><li>• Awarded First-Class Honours</li></ul>
2018	Fromont, Sophia. Honours thesis. <ul style="list-style-type: none"><li>• <i>Motion capture as an aid for keyframe character animation.</i></li></ul>

- 2017 Kagaoan, L. Von. Honours thesis.  
• *Translating acted performance between an actor and a synthespian of differing physiology.*  
• Awarded First-Class Honours
- 2016 Sydow, Varina. Master's thesis. (Co-supervision with Gregory Bennett)  
• *Valley of the cyborgs: a posthuman re-imagining of the surrealist representation of the female form.*  
• Awarded First-Class Honours

## RESEARCH FUNDING

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- 2022 **Kennedy, J.,** Solovyeva, V. *3D Asset Production for Pleistocene Visualisation.*  
• AUT Competitive Summer Research Scholarship - \$6,000 NZD
- 2021-2022 **Kennedy, J.,** Solovyeva, V. *Reference Performance Strategies for 3D Character Animation.*  
• AUT Strategic Project Fund - \$2,450 NZD  
• AUT Competitive Summer Research Scholarship - \$6,000 NZD
- 2018 **Kennedy, J.,** Ramsay, E. *Cataloguing Vectors in Films (2017-2018)*  
• AUT Competitive Summer Research Scholarship - \$6,000 NZD
- 2018 **Kennedy, J.** *Defining and Cataloguing Synthespian Performances in Film*  
• AUT Contestable Research Funding - \$3,268 NZD
- 2017 **Kennedy, J.,** Kagaoan, L. V. *Reconstructing Synthespian Doubles of Hollywood Legends for Posthumous Performance Analysis*  
• AUT Competitive Summer Research Scholarship - \$6,000 NZD
- 2017 **Kennedy, J.** *The Protean Double: Critiquing the Screen Performance of Synthespian Counterparts*  
• Emru Townsend Award. \$500 USD
- 2015 **Kennedy, J.** *Automation Versus Animation: A Case for the Affective Potential of CG Animation*  
• AUT Research Cluster Funding - \$5,000 NZD
- 2015 **Kennedy, J.** *Embracing the Tall Poppy: Overcoming Tradition in Customer Jewellery Design Preference*  
• AUT Contestable Research Funding - \$600 NZD
- 2015 **Kennedy, J.** *Actor - Love*  
• AUT Quick Response Research Funding - \$1,000 NZD
- 2015 **Kennedy, J.** *Gauging Meaningful Reference Performance in Animation and Motion Capture*  
• AUT Contestable Research Funding - \$5,000 NZD

- 2015 Inder, S., **Kennedy, J.** *Prototype for a Residential Compressed Air Energy Storage Solution.*  
• Connovation, Ltd. - \$5,000
- 2014 **Kennedy, J.** *Meek the Meerkat, Ph.D Research Project*  
• AUT Contestable Research Funding - \$8,148 NZD
- 2014 **Kennedy, J.** *Honesty & Exaggeration: Best Practices When Acting for Animation Reference*  
• AUT Contestable Conference Travel Funding - \$575 NZD
- 2013 **Kennedy, J.** *Character Acting: A Case for Better Animation Research.*  
• AUT Contestable Conference Travel Funding - \$2,062 NZD

## RESEARCH LEADERSHIP

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### POSTGRADUATE THESIS EXAMINER

- 2023 McClean, Genevieve. Master's thesis. AUT, Auckland, New Zealand  
• *The third order: A necessary holism in approaches to narrative continuity in situated cinematic virtual reality storytelling.*
- 2021 Ye, Xiaoying. Master's thesis. AUT, Auckland, New Zealand  
• *Applying intertextuality to Chinese traditional animation making in a global context: using Jingwei Reclamation as an example.*
- 2020 Kim, Do-Yeon. Master's thesis. AUT, Auckland, New Zealand  
• *Hybrid mythology and personal nostalgia.*
- 2020 Park, Monique. Master's thesis. AUT, Auckland, New Zealand  
• *The scent of blue memories: multisensory exploration in animated autoethnography.*
- 2020 Haryadi, Timothy. Master's thesis. AUT, Auckland, New Zealand  
• *Journey to faith: a creative exploration of a personal journey to the Christian faith.*
- 2020 Li, Peggy. Master's thesis. AUT, Auckland, New Zealand  
• *Using surrealist aesthetics to explore a personal visual narrative about air pollution.*

### PEER REVIEWER

- 2024 • *M/C Journal*
- 2024 • *Virtual Production: What is Real?* (Edited book)



- 2023 • *SIGGRAPH Asia Educator's Forum*
- 2023 • *SIGGRAPH Asia Computer Animation Festival*
- 2023 • *International Journal of Performance Arts and Digital Media*
- 2022 • *Animation: Practice, Process & Production Journal*
- 2015 • *Design for Business: Research Conference*
- 2011 • *Journal: Creative Technologies*

#### EXAMINATION MODERATOR

- 2021 Raveendran, Ranju. Master's thesis. AUT, Auckland, New Zealand
  - *Personal augmented reality design assistant (PARIDA)*

#### CONFERENCE SESSION CHAIR

- 2024 35th Annual Conference of the Society for Animation Studies
  - Session: *War & Propaganda*

#### SERVICE ENGAGEMENT

- 2024 • Faculty Representative for AUT Early Career Academics (ECA) Network
- 2024 • ECA Representative for AUT Faculty Research Committee
- 2024 • Symposium: *Animation Under the Lens: Embracing Diverse Perspectives*
  - Lead organiser
  - Auckland, New Zealand
- 2024 • DCT Faculty Board Representative for AUT School of Art & Design
- 2022-2024 • AVG Representative for AUT Art & Design Curriculum Restructure
- 2019-2024 • AVG Department Alumni Communications Lead
- 2022-2023 • AUT Art & Design Research Representative for Digital Design/AVG



## RESEARCH SOCIETIES

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- 2016-2024 • Society for Animation Studies, Sacramento, California, USA
- 2022-2024 • Eco Astronomy Sri Lanka, Colombo, Sri Lanka
- 2022-2024 • The Mars Society, Golden, Colorado, USA
- 2022-2024 • International Animation and Motion Capture Group (IAMCG), Sydney, NSW, Australia
- 2021-2024 • VFX Research Network, Wellington, New Zealand

## EXHIBITIONS / PRODUCTIONS / NON-TRADITIONAL OUTPUTS

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- 2024 • *Palaeoloxodon namadicus sinhaleyus, Rhinoceros kagavena, Rhinoceros sinhaleyus, Hexaprotodon sinhaleyus* (Palaeoart installed in the Sri Lanka Natural History and Science Museum).
  - Visual Effects Supervisor
- 2021 •  *Holding South* (Film).
  - Visual Effects Lead
  - Supporting actor (character: Joe)
  - Exhibited at 40+ international film festivals with multiple awards
  - <https://www.imdb.com/title/tt15233602/>
- 2021 •  *PhD Dramatic Performance - Treplev from Chekhov's 'The Seagull'* (Animation).
  - Performance capture animator
  - Actor (character: Treplev)
- 2015 •  *Actor - Love* (Animation).
  - Visual Effects Lead
  - Exhibited at Image Power Project: 'The Familiar and the Surreal' - Beijing, China
  - Exhibited at Pop Culture Association of Australia & New Zealand (PopCAANZ): 'Virtually POP' - Wellington, New Zealand
- 2015 •  *Compressed Air Energy Storage* (Promotional video)
  - Director
  - Visual demonstration to support external funding applications
- 2012 •  *Plan B* (Film).
  - Visual Effects
  - <https://www.imdb.com/title/tt2391964>
- 2012 •  *8* (Stage Play).
  - Actor (character: Dr Segurra)
  - Production at The Maidment Theatre - Auckland, New Zealand

- 2011
  - Artaud (Stage Play).
    - Media Designer
    - Production at Unitec Theatre - Auckland, New Zealand
- 2010
  - ... *And Again* (Music Video for Kiwi band Mile High).
    - Animation Lead
    - Aired on broadcast station C4 - New Zealand
- 2010
  - *Megazone Briefing* (Animation)
    - Animation Lead
    - Instructional video for laser tag company
- 2010
  - *Rapid Prototyped 3D Model of an iPod and Human Ear* (Sculpture)
    - 3D Artist
    - Large-scale sculpture to support 'Awareness Week' for the National Foundation for Deaf & Hard of Hearing - Auckland, New Zealand
- 2007
  - *Anew: Memento Immorti* (Video Projection/Installation).
    - Visual Effects Artist
    - Philip M. Meyer, Jr Memorial Gallery: 'Fin' - Cincinnati, Ohio, USA
- 2007
  - *Androgyny* (3D Printed Sculpture).
    - Artist
    - 'The Little Art Show That Could' - International travelling exhibition
- 2006
  - *Stored Consciousness A42-336F2 OX6A Dennis Maxwell Gibarian Pat. No. 10,062,844,721* (Digital Print).
    - Artist
    - Manifest Gallery: 'Something From Nothing' - Cincinnati, Ohio, USA
- 2006
  - *Jack/Enola* (Film).
    - Visual Effects Artist
- 2006
  - *Androgyny 2050* (Digital Print).
    - Artist
    - Southgate House: 'Gloss Me Up' - Cincinnati, Ohio, USA

## **MEDIA OPPORTUNITIES**

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- 2023
  - Newshub Late (NZ television news programme) (1 December 2023)
    - Interviewed by Janika ter Ellen
    - re: *Unity Lays Off 265 Wētā Digital Engineers*

- 2023
- Stuff (NZ national newspaper) (7 August 2023)
    - Interviewed by Serena Solomon
    - re: *What Does Paw Patrol Do to My Kid's Brain?*
    - <https://www.stuff.co.nz/life-style/wellbeing/parenting/300943448/what-does-paw-patrol-do-to-my-kids-brain>
- 2016
- The Huffington Post (12 August 2016)
    - Interviewed by Dr Francesca Zampollo
    - re: *In Search of Meaningful Food Design*
    - [http://www.huffingtonpost.co.uk/dr-francesca-zampollo/in-search-of-meaningful-f\\_b\\_13462638.html](http://www.huffingtonpost.co.uk/dr-francesca-zampollo/in-search-of-meaningful-f_b_13462638.html)
- 2015
- Performance Consultation
    - Director Leanne Pooley consulted with me regarding best practices for directing actors engaging with performance capture during the production of her award-winning animated feature film *25 April*.
- 2014
- 3D World Magazine (August 2014, Issue 184, pp. 18-19)
    - re: *A Spark of Genius?*, edited by Ian Dean
    - Quoted re: 3D printing expertise
- 2014
- 3D World Magazine (July 2014, Issue 183, pp. 68-71)
    - Wrote article *Create a Detailed Model for 3D Printing*

## INVITED LECTURES & DISCUSSIONS

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- 2024
- Eco Astronomy Sri Lanka - Eheliyagoda, Sri Lanka
    - Astrobiological Investigation and Outreach Programme in Sri Lanka
    - Virtual lecture 'Palaeontology and Palaeoart in Sri Lanka'
- 2024
- British Animation, Film, and Screen Studies (BAFTSS) Performance & Stardom Special Interest Group - Liverpool, UK
    - Online roundtable: 'Actor Training, Practice-Led Research and Pathways to Screen Performance'
- 2022
- University of New South Wales - Sydney, NSW, Australia
    - Practice-based workshop 'Digital Bodies in Motion: Strategies for Visualising Motion Capture Data'
- 2022
- Eco Astronomy Sri Lanka - Hedigalla, Sri Lanka
    - Workshop: 'Multidisciplinary in Paleontology & Geology'
    - Virtual lecture: 'Using Scientific Visualisation to Support Palaeontological Research'
- 2022
- Eco Astronomy Sri Lanka - Rathnapura, Sri Lanka
    - Online certificate course in astrobiology and paleontology
    - Virtual lecture: 'Practice-Based Strategies to Support Scientific Visualisation'

## PROFESSIONAL DEVELOPMENT

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- 2024
  - Te Pumaomao Nation Building Seminar - Auckland, NZ
    - Two-day Māori worldview workshop
- 2024
  - Michael Chekhov Technique (Advanced) - Auckland, NZ
    - Elena Stejko Actors Studio
    - Screen acting classes
- 2022
  - Wānanga: Our Values in Action - Tika, Pono, and Aroha - Auckland, NZ
    - Two-day mātauranga Māori curriculum workshop
- 2022
  - Acting from the Core (Advanced) - Auckland, NZ
    - Kacie Stetson Studio
    - Screen acting classes
- 2019-2021
  - Acting from the Core (Intermediate) - Auckland, NZ
    - Kacie Stetson Studio
    - Screen acting classes
- 2021
  - Enrich Your Supervision Strategies - Auckland, NZ
    - Postgraduate supervision workshop
- 2020
  - Identifying and Managing Students of Concern - Auckland, NZ
    - Postgraduate supervision workshop
- 2019
  - Understanding TurnItIn - Auckland, NZ
    - Postgraduate supervision workshop
- 2017
  - Supervision Forum - Supervising Masters Students - Auckland, NZ
    - Postgraduate supervision workshop
- 2014
  - Supervising Students from Diverse Cultural Backgrounds - Auckland, NZ
    - Postgraduate supervision workshop
- 2011-2014
  - Acting from the Core (Introductory) - Auckland, NZ
    - Kacie Stetson Studio
    - Screen acting classes
- 2013
  - Examining a Thesis - Auckland, NZ
    - Postgraduate supervision workshop
- 2011-2012
  - Level 1 Presenting Class - Auckland, NZ
    - The Presenters' Platform
    - Presenting workshops for live and filmed events
- 2011
  - Being a Supervisor at AUT - Auckland, NZ
    - Postgraduate supervision workshop
- 2010-2011
  - Levels 1 & 2 Screen Acting Training - Auckland, NZ
    - Studio 111

## PUBLICATIONS

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- 2024 • Najafi, H., **Kennedy, J.**, Ramsay, E., Todoroki, M., & Bennett G. A pedagogical workflow for interconnected learning for animation, visual effects, and game design students. *Proceedings of SIGGRAPH Asia 2024*. (Accepted, awaiting publication December 2024)
- 2024 • **Kennedy, J.** Epiphanic resolution: The effects of video compression on the believability of computer-generated characters. *Animation: Practice, Process & Production*. (Submitted, awaiting decision)
- 2024 • D'Angelo P., Severino, F. N., Severino, A., Ravibhanu, A., Aouititen, M., **Kennedy, J.**, Abyewardhna, K., Adassuriya, J., Dasunpriya, S., & Nimnadi, B. *Umbilicus Siciliae et Trinakriae - La Torre Ottagonale di Enna: Storia, Archeologia, Topografia e Archeoastronomia*. Collana Libri Storie di Sicilia, Enna, Italy.
- 2024 • **Kennedy, J.** Cross-disciplinary communication strategies to support scientifically accurate animation: Reconstructing Pleistocene megafauna in Sri Lanka. In *Animating Change: 35th Annual Conference of the Society for Animation Studies* (pp. 65-66). Sydney: Society for Animation Studies.
- 2022 • Sumanarathna, A. R., Aouititen, M., **Kennedy, J.**, & Lagnaoui, A. A feasibility study of space tourism using augmented reality. In *25th Annual International Mars Society Convention*. Phoenix, Arizona, USA.
- 2022 • **Kennedy, J.** Vactor ontologies: Framing acting within a motion capture context. *International Journal of Performance Arts and Digital Media*, 18(3), 341-356.
- 2021 • **Kennedy, J.** The animator's sensorium: The impact of acting and animation experience on creating reference performances. *Animation: Practice, Process & Production*, 10(1), 95-116.
- 2021 • **Kennedy, J.** Cataloguing vactors by performance style and genre in films from 2010-2013. In C. Ferreira (Ed.), *Proceedings of the 9th International Conference on Illustration & Animation (CONFIA)* (pp. 555-563). Aveiro: Instituto Politécnico do Cávado e do Ave.
- 2021 • **Kennedy, J.** *Acting and its double: a practice-led investigation of the nature of acting within performance capture* [doctoral thesis] (Auckland University of Technology, Auckland, New Zealand).
- 2020 • **Kennedy, J.** Cataloguing vactors by performance style in films from 2010. In Instituto Politécnico do Cávado e do Ave (Ed.), *Proceedings of the 8th International Conference on Illustration & Animation (CONFIA)* (pp. 147-158). Barcelos: Instituto Politécnico do Cávado e do Ave.
- 2019 • **Kennedy, J.** Critiquing the screen presence of synthespian counterparts. In C. Ferreira (Ed.), *Proceedings of the 7th International Conference on Illustration & Animation (CONFIA)* (pp. 190-202). Viana do Castelo: Instituto Politécnico do Cávado e do Ave.

- 2019 • **Kennedy, J.** Acting-centred definitions of vectors, synthespians, and digital doubles. In J. Park, J. Nam, & J. W. Park (Eds.), *ISEA: Proceedings of the 25th International Symposium on Electronic Art 2019* (pp. 297-305). Gwangju, South Korea.
- 2017 • **Kennedy, J.** Defining and cataloguing synthespian performances in film. In E. Borjan, & N. Gilić (Eds.), *Hrvatski Filmski Ljetopis, 95* (pp. 67-68). Zagreb, Croatia.
- 2017 • **Kennedy, J.** The protean double: Critiquing the screen presence of synthespian counterparts. In *29th Annual Conference of The Society for Animation Studies: And Yet It Moves!*. Padova: Society for Animation Studies.
- 2017 • **Kennedy, J.** The animator's (missing) hand: How practice informs seeing in 3D animation. *Proceedings of the 5th International Conference on Illustration & Animation (CONFIA)* (pp. 298-309). Guimarães: Instituto Politecnico do Cavado e do Ave.
- 2016 • **Kennedy, J.** Automation versus animation: a case for the affective potential of CG animation. In *The Cosmos of Animation: 28th Annual Conference of the Society for Animation Studies* (p. 98). Singapore: Society for Animation Studies.
- 2015 • **Kennedy, J.** Embracing the tall poppy: Overcoming tradition in customer jewellery design preference. In *Design for Business: Research Conference 2015*. Melbourne: ideasondesign.
- 2015 • **Kennedy, J.** Beyond the mirror: Producing emotionally-authentic facial performance for animation reference. *Proceedings of the 3rd International Conference on Illustration & Animation (CONFIA)* (pp. 101-114). Braga: Instituto Politécnico do Cávado e do Ave.
- 2015 • **Kennedy, J.** Gauging meaningful reference performance in animation and motion capture. In *Proceedings of the Cumulus Conference, Milano 2015* (pp. 941-948). Milan: McGraw-Hill Ed.
- 2013 • **Kennedy, J.** Character Acting: A Case For Better Animation Reference. In *Peer Reviewed Proceedings of the 4th Annual Conference, Popular Culture Association of Australia and New Zealand (PopCAANZ)* (pp. 11-20). Brisbane: Popular Culture Association of Australia and New Zealand (PopCAANZ).
- 2011 • **Kennedy, J.** Triggering Core Emotional Responses from Interactive Narratives. *Journal: Creative Technologies, (2)*. Originally published at <http://journal.colab.org.nz/article/13>

## CONFERENCE SPEAKING

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- 2024 • **Kennedy, J.** Animation-directed embodied performance technique (ADEPT): A framework for creating better animation video reference. Poster presentation. *LINK 2024 Conference Proceedings*, 5(1). São Paulo, Brazil. (Forthcoming, December 2024)
- 2024 • **Kennedy, J.** Muscular headband or sexual display: A practice-oriented case-study for producing scientifically informed palaeoart of *Palaeoloxodon namadicus sinhaleyus*. Poster presentation. *LINK 2024 Conference Proceedings*, 5(1). Valparaiso, Chile. (Forthcoming, November 2024)
- 2024 • **Kennedy, J.** The role of AI in reshaping our understanding of narrative performance. *Artificial Intelligence and Communication Symposium: AI in Professional Practice: Tool, Threat, or Teammate?* Auckland University of Technology, Auckland, New Zealand.
- 2024 • **Kennedy, J.** Palaeoart reconstruction within a cross-cultural context. *Art and Design Research Forum*. Auckland University of Technology, Auckland, New Zealand.
- 2024 • **Kennedy, J.** Visualising prehistory in Sri Lanka. *Animation Under the Lens: Embracing Diverse Perspectives* (Symposium). Auckland, New Zealand.
- 2014 • **Kennedy, J.** Honesty & exaggeration: Best practices when acting for animation reference. In *Aotearoa New Zealand Association of Art Educators (ANZAAE) Conference 2014*. Auckland, New Zealand.
- 2014 • **Kennedy, J.** Into the void: preparing actors and directors for motion capture. *Animation Revelations Conference 2014*. Auckland, New Zealand.
- 2010 • **Kennedy, J.** Mirroring students' progress in developing photorealistic 3D models and textures of a human head. In *Conversations on Research: 6th Annual AUT School of Education Conference*. Auckland, New Zealand.

## SOFTWARE EXPERTISE

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- Adobe Creative Suite
- Autodesk Maya
- Autodesk MotionBuilder
- Maxon ZBrush
- Unreal Engine
- Marvelous Designer
- R3DS Wrap
- RealityCapture
- Dragonframe
- The Foundry Mari
- The Foundry Nuke
- Substance Painter
- Faceware Analyzer
- Faceware Retargeter
- Arnold Renderer
- Redshift Renderer
- V-Ray Renderer
- Maxwell Renderer