

Dustin Dennis
dustindennis@vt.edu

EDUCATION

- 2005 MFA Sculpture, Rhode Island School of Design, Providence, RI
Collegiate Teaching Certificate, Sheridan Center for Teaching and Learning Brown University, Providence, RI
- 2003 BFA New Media, Kansas City Art Institute, Kansas City, MO

COLLEGIATE TEACHING EXPERIENCE

- 2023-19 ADJUNCT PROFESSOR
Virginia Tech, School of Visual Arts (SOVA)
Blacksburg, VA
Course Taught: 1604 Principles of 4D Art & Design, Spring 2023 (1 Unit)
Online, Asynchronous
Instructed Foundations 4D course focusing on conceiving motion and time-based Artworks. Primary digital processes are incorporated into 4D Design creations.
Software used: Adobe After Effects, Premiere Pro, Audition, Photoshop, Illustrator
- Course Taught: 1214 Principles of 3D Art & Design, Fall 2021 (2 Units), Spring 2022 (2 Units), Fall 2022 (2 Units)
Designed and Instructed Foundations 3D course focusing on conceiving and creating 3D Artworks. Primary core physical and digital processes are incorporated into 3D Design creations.
Software used: Blender, Autodesk Fusion 360, Ultimaker's Cura
Organized Field Trip to view Trace Elements Exhibition, Blacksburg Museum and Cultural Foundation, Fall 2022.
Gravity Lantern Student Exhibition, Spring 2022, Facilitated exhibition of Gravity Lantern Sculptures open to the public in the Creativity and Innovation District.
- Hosted Virtual Visiting Artist Zoom Lectures for Foundations First-Year Experience
Visiting Artist Lecture Series – Comic Book Artist Kyle Strahm, Sculptor Kate Clark, Interdisciplinary Artist WonJung Choi, Graphic Designer Meena Khalili and Film Visual Effects Artist and Lighting TD for DNEG, Ryan Wing.
- Course Taught: 1004 3D Art for Non-Majors, Fall 2020 (1 Unit), Spring 2021 (2 Units)
Designed and Instructed Introductory Pathways Sculpture course focused on conceiving and creating 3D Artworks. Primary core physical and digital processes are incorporated into 3D Design creations.
Software used: Clara.io
- Course Taught: 2554 Intro to Sculpture, Spring 2020 (1 Unit)
SOVA Studio Arts Program
Studio Majors course focused on introductory sculpture concepts, processes, materials and building techniques. Students built artworks in response to conceptual prompts while exposed to artworks by contemporary international sculptors and installation artists.

Pathways Assessment Mini-Grant – Fall 2021, For new course 1214 Principles of 3D Art & Design, created projects and assessment criteria to align course with Pathways Concepts. Also created a video presentation on the process.

Course Taught: 1604 Principles of New Media, Fall 2020 (2 Units), Fall 2021 (1 Unit)
SOVA Foundations Program

Introduction to digital workflows and processes in art making. Curriculum includes bitmap and vector image creation, video, sound editing, animation and 3D printing. Software used: Adobe Photoshop, Illustrator, Audition, After Effects, Character Animator, Maya, MeshMixer

SOVA Senior Mentor – Serving as faculty mentor for senior student. Mentors are selected by seniors based on goals and disciplines and act as guides as the student prepares projects for their senior exhibition over the course of their final year. Software used: ZBrush, Maya

2017-19

ADJUNCT ASSISTANT PROFESSOR

Indiana University, Eskenazi School of Art, Architecture + Design, Creative Core
Bloomington, IN

Course Taught: Drawing A102 (3 Units)

Drawing studio course with an emphasis on perceptual drawing including anatomical life drawing with the human figure. Curriculum also provides brief transitional introduction to digital drawing processes and stop motion animation.

Course Taught: Studio Art for Non-Majors

3 Week Leave Replacement for IU Professor Dakotah Konicek

A multi-material course that introduces the processes & ideas behind art / design.

Graduate Student Course Mentor:

Directed a team of 4 graduate students to instruct autonomous sections of Art for non-majors. In weekly meetings and workshops, we discussed classroom, instructional / conceptual issues and built curriculum, shared resources and solved problems together. The weekly meeting also served as a professional practice round-table. I also instructed the TAs in using digital software.

2005

INSTRUCTOR OF RECORD

Rhode Island School of Design, Providence, RI

Course taught: "Get to Know Your Neighbor"

Designed and Instructed Sculpture Studio Elective Course in Artists' Social Interventions, Public Artworks and Relational Aesthetics

Organized Field Trip to view "The Interventionists: Art in the Social Sphere" at MASS MoCA in North Adams, MA, Winter Intersession 2005

2003-05

TEACHING ASSISTANT

Rhode Island School of Design, Providence, RI

Assisted Critic Lee Boroson in Sculpture II Course

Assisted Professor Dean Snyder in 3D Printing Course

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PROFESSIONAL / VISITING ARTIST / OTHER RELATED EXPERIENCE

- 2022 EXHIBITION REVIEWER
Future Bodies Exhibition and Symposium for New Media Caucus
Moss Art Center, Virginia Tech, Blacksburg, VA
- 2015-22 POLYGONAL ENCYCLOPEDIA
Founder & Designer, 3D Printed Jewelry Company
<http://www.polygonalencyclopedia.com/>
- 2015 GUEST CRITIC
Graduate Painting Workshop University of Iowa, Iowa City, IA
- 2014-17 SOCIAL MEDIA MANAGER AND ASSISTANT
Linda Moulton Howe, Journalist, TV and Radio Personality, Earthfiles
Social Media Management, Appearance Booking, Albuquerque, NM
- 2013 RESIDENT CRITIC
Wassaic Project, Wassaic, NY
- 2012 VISITING ARTIST / LECTURES
Rhodes College, Memphis, TN
Kansas City Art Institute, Kansas City, MO
- 2012 PRODUCTION ASSISTANT
Onion Sports Network, New York, NY
Freelance PA to Art Director Kaelan Kelly-Sordelet
Prop Construction, Set Dressing for TV Commercial Shoot
- 2011-12 ARTIST'S ASSISTANT
Stephanie Lempert, Digital Artist, New York, NY
Computer Modeling for 3D Printed Solo Sculpture Exhibitions at Claire Oliver Gallery,
NYC
Software Used: ZBrush, Maya, Netfabb
- 2009-12 FOUNDING DIRECTOR
Scheduling Director and Blog Operator
Studio Fuse Blog and Studio Community, New York, NY
Organized Group Studio Visits with Over 100 Artist Participants
www.studiofuse.wordpress.com
- 2003 INTERNSHIP
DXD, Motion Graphics Agency, Kansas City, KS
3D Software Modeling, Texturing, Rigging and Animation for Visual
Effects Company

CURATORIAL AND ORGANIZATIONS

- 2012-13 "In Search Of..." , Co-Curated Traveling Group Exhibition with Amanda Lechner and Christopher Ulivo, Rhodes College, TN, University of Kansas, KS and TSA Gallery, NYC
Organized screenings of original In Search Of... TV series and lecture by Dr. Steven Schlozman, Crosstown Arts, Memphis, TN
- 2009-12 Studio Fuse Blog and Studio Community - Founding Co-Director
Scheduling Director and Blog Operator - organized studio visits for 3 years with over 100 artist participants
www.studiofuse.wordpress.com

SELECTED EXHIBITIONS / FILM PROGRAMS / PROJECTS

- 2022 "Gathering: Faculty Triennial Exhibition", Group Exhibition, Moss Art Center, Virginia Tech, Blacksburg, VA
- 2021 "Phase Change" Vital Spaces, Santa Fe, NM
- 2015 New Short Film Festival, Film Screening, University of North Carolina, Greensboro, NC
- 2014 Wassaic Project, Haunted in the Hamlet, Community Event, Wassaic, NY
Flat Files: Year One, Group Exhibition, TSA Gallery, Brooklyn, NY
- 2013 "In Search Of..." , Group Exhibition, TSA Gallery, Brooklyn, NY
- 2012 "End of Worlds", Film Screening, Vaudeville Park, Brooklyn, NY
"In Search Of..." , Clough-Hanson Gallery, Rhodes College, Memphis TN
The Art and Design Gallery, University of Kansas, Lawrence, KS
- 2009 Related Process, Group Exhibition, Organized by Kelsey Harrington, 579 Broadway New York, NY
- 2007 Turning Points, Group Exhibition, Curated by Andrew Thompson, The Gallery Project, Ann Arbor, MI
- 2006 RISD Alumni Biannual, Exit Art, Group Exhibition, Curated by Robert Storr, New York, NY
Bueno Byes and Frito Pies, Group Exhibition, Curated by AD-Collective, Santa Fe, NM
- 2005 Science Fair, Forum Gallery at Cranbrook Academy, Bloomfield Hills, MI
The Thing Is, Group Exhibition, RKL Gallery, Brooklyn, NY
RISD Thesis Exhibition, RISD Museum, Providence, RI
Tales of Suspense, Group Exhibition, The Space at Alice, Providence, RI
Second Year Graduate Sculpture, Group Exhibition, Sol Koffler Gallery, Providence, RI
- 2004 The Best of the Best, Group Exhibition, Art League of Long Island, Jeanie Tengelsen Gallery, Long Island, NY
Postcards from the Edge: Visual AIDS benefit, Brent Sikkema, New York, NY
Fresh Greens, Group Exhibition, 210 Westminster St, Providence, RI
- 2003 BFA Thesis Show, Group Exhibition, H&R Block Space, Kansas City, MO
Spring Sculpture Exhibition, Group Exhibition, Kansas City Art Institute, Kansas City, MO
Urban Flow, Online Internet Exhibition, Kansas City, MO
- 2002 Sculpture, Group Exhibition, KCAI, Kansas City, MO

AWARDS

2012	Fiscal Sponsorship, Artspire, New York Foundation for the Arts
2003	KCAI Merit Award Charles Gallegher Merit Grant
2002	Alumni Circle Scholarship
2000	CTA Scholarship
1999	Volker Scholarship

PUBLICATIONS

2021	Virginia Tech Featured Video, SOVA Majors and Non Majors come together in 3D art class, Nov. 12 th
2020	New Media Caucus, Member Spotlight, Jan.
2018	NOTCOT.org, Featured Design, Wormhole Ring
2017	Nerdist.com, 2017 Holiday Gift Guide, Wormhole Ring, Nov. 21st Shapeways.com, 2017 Holiday Gift Guide, Wormhole Ring, Nov, 24th STARtorialist, Featured Design, Wormhole Ring, May 3 rd NOTCOUTURE, Featured Design, Wormhole Ring, March 20 th
2016	Shapeways.com, 2016 Holiday Gift Guide, Express Yourself, Honey Bee Ring, Dec. 1st
2015	The Wirecutter - Review, Special Gifts for Your Favorite People, Dec. 10th (Western Honey Bee Ring For Polygonal Encyclopedia) NOTCOT.org, Featured Design, Western Honey Bee Ring, Nov. 15th
2014	Art of Tang, Dustin Dennis on Eric Garduño, Online Interview, July 19th (co-author) Art of Tang, Christopher Ulivo on Dustin Dennis, Online Interview, June 7th (co-author)
2013	"In Search Of..." 82 page Exhibition Catalog, self-published (co-author)
2012	Beige Memphis, Blog - "Beige on In Search Of...", Sept. 24th Memphis Flyer, "At Clough-Hanson, In Search Of... Art for the Sci-fi Nerd", Sept. 6th Biz Journals.com, "Harvard Professor, Author Schlozman Explores Human Condition Through Zombies", Sept. 17th The Zombie Autopsies.com, Dr. Steven Schlozman Blog, "Do You Remember "In Search Of..."?", Sept. Sink Review, Issue 9, Feb.
2006	SF Reporter, "Arroyos After Dark" Santa Fe, New Mexico, July 12-18, P.23 Pasatiempo, Santa Fe, New Mexico, July 14-20, P. 95 Detroit Arts Blogspot, online blog, April 4th
2005	The Thing Is, Exhibition Press Release, Brooklyn, New York, by Julia Bryan-Wilson
2004	News Day.Com, "Showcasing modern art from across the Northeast", by Peter Goodman

SKILLS / PROCESSES / SOFTWARE

DIGITAL SCULPTURE PROCESSES

- 3D Printing
- 3D Scanning
- Photogrammetry
- Laser Cutting

SCULPTURE TOOLS & PROCESSES

- Machine Woodworking Tools: Table Saw, Bandsaw, Planer, Lathe, Drill Press
- Metalworking tools: Metal Bandsaw, Cold Saw, Hot Saw, Stationary Grinder, Angle Grinder, Metal Benders
- MIG Welding, Arc Welding, Plasma Torch Cutting
- Silicon and Plaster Mold-making, Wax, Resin, Plastic Casting, Clay Building
- Vacuum and Pressure Chambers for Casting and Mold Making

DIGITAL SOFTWARE

- ZBrush
- Blender
- Autodesk Fusion 360
- RealityCapture
- Rokoko Studio / Rokoko Motion Capture Suit
- Autodesk Maya - 3D Modeling, Texturing, Lighting, Character Rigging and Animation
- Maya Simulations (Hair, Fur, Cloth and Fluids)
- Mel and Python Scripting
- Unreal Engine
- 3D Studio Max - 3D Modeling, Texturing, Lighting, Character Rigging and Animation
- Cinema 4D
- Substance Painter, Designer, Sampler & Stager
- Marvelous Designer – Digital Clothing Construction
- Solid Angle, Arnold - Rendering
- V-Ray - Rendering
- Mental Ray - Rendering
- Renderman - Rendering
- Rhino
- Adobe Creative Cloud Suite: Photoshop, Illustrator, InDesign, Animate, Audition, Character Animator

FILM / COMPOSITING / VISUAL EFFECTS SOFTWARE

- SideFX Houdini
- The Foundry - Nuke Studio
- AfterEffects CC
- Premiere Pro
- DaVinci Resolve
- Final Cut Pro X
- Boujou