

*Curriculum Vitae (as of August 30th, 2025)*

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The following document includes a four-page resume (pages 5 – 8)  
and a full, American-style academic CV (pages 9 – 99).

The content of this document is current as of August 30<sup>th</sup>, 2025.

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## 0. Four-Page Resume (CV Highlights)

### 0.1 EDUCATION

#### **MFA, Visual Arts**

Rutgers University. New Brunswick, New Jersey, 1998-2000

#### **BA, Studio Art & German Studies**

Oberlin College. Oberlin, Ohio, 1993-1997

### 0.2 SELECTED EMPLOYMENT

#### Professor of Art in Digital Media

Department of Art and Art History  
The University of North Carolina at Charlotte  
Full Professor, 2017 – present  
Associate Professor, 2011-2017  
Assistant Professor, 2006-2011

#### Former Co-Director of D+ARTS

College of Arts + Architecture  
The University of North Carolina at Charlotte  
2014 – 2022

#### Acting Director (unfunded pilot centers)

The Center for the Study of Practices and Beliefs, 2024 – present  
Charlotte Night Owl Interactive, 2022 – present

### 0.3 SUMMARY OF EXHIBITIONS AND AWARDS

**100+** film festival screenings for Familiar Shapes (2020,2021); Artemis (2016); *Quinn's New Video Game* (2012); *Pennipotens* (2011), and more.

**30+** solo, two-, and three-person gallery exhibitions of prints, drawings, mixed media, films, and interactive works.

**100+** national and international group exhibitions featuring of prints, drawings, mixed media and interactive works, and films.

**40+** awards and nominations for films, interactive works, and prints.

## 0.4 SELECTED GRANTS

NEH Media Projects Production Grant – *Magic in the United States* podcast series (2023-2024 totaling ~\$388,000)

UNC Charlotte Diversity Grants – Multiple projects (2006–2020 totally ~\$18,000)

UNC Charlotte Faculty Research Grants – Multiple projects (2007–2022 totally ~\$35,000)

Arts & Science Council Project Grants – Multiple projects (2010-2014 ~roughly \$4000)

## 0.5 SELECT MULTIDISCIPLINARY WORKS

*Magic in the United States* podcast series (2023-2024): Writing, research, art and design (myself); Communications and Journalism (PRX); History, Religious Studies, Sociology, (various institutions)

*Familiar Shapes* podcast series (2020): Writing, research, art and design (myself); History, Journalism, Technology, Sociology, Computer Science (various institutions)

*Charlotte Night Owl Interactive* (2022- present): Art and Design, project management, UX (myself); Computer Science (Prof. Julio Bahamón, various CS students); advocacy, grant writing advise, and facilitated collaborations between dance and computer science; internships in CS for art and design student, initiated cross-class collaborative team-based projects between computer science and art.

Animation Production: (Spring Semesters, 2022 - present) Undergraduate animation production class with a non-profit client, where the class works as a production team to complete a short animation over a semester. Clients have included Megawra (NGO in Cairo, Egypt) and Dr. Jessamin Moxie (College of Health and Human Services) as service learning for her NIH-funded project.

## 0.6 NOTABLE AND UPCOMING PUBLICATIONS

Freeman, H. (*Under Revision*). “Between Silence and Free Speech: First Amendment Vulnerabilities in the Study of Magic, Esotericism, and Minority and Marginalized Religious Expression.” *Correspondences: Journal for the Study of Esotericism*.

Freeman, H. (*In Press*). “From *Cyberhenge* to the Age of the Algorithm: Magic and Technology Twenty Years Later.” *Magic, Ritual, and Witchcraft*.

Cabral, A., Heather, F., Sachs, R., Schmidt, T., & Gamez, J. (2020). “DIY in Pandemic

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Times: Design Leadership During COVID-19.” *Technology | Architecture + Design*, 4(2), 140–143. <https://doi.org/10.1080/24751448.2020.1804753>

Freeman, H. (2015). *Moving Image Workshop: Introducing animation, motion graphics and visual effects in 45 practical projects*. Fairchild Books / Bloomsbury Academic, 2015. <https://www.bloomsbury.com/us/moving-image-workshop-9781472572004/>

### 0.7 SELECTED PRESENTATIONS

**20+** invited lectures and artist talks, including most recently:

Freeman, H. (2025, January 14). Podcasting and Popular Media as Research Advocacy in Magic and Esoteric Studies. [Lecture]. *Center for Advanced Studies – Erlangen (CAS-E)*. Erlangen, Germany. <https://www.youtube.com/watch?v=fEcpetpBfVs>

Freeman, H., & Parmigiani, G. (2024, April 10). Gnoseologies: Magic in the United States. A conversation with Dr. Heather Freeman | Center for the Study of World Religions [Video Interview]. *Harvard Divinity School, Harvard.edu*. <https://cswr.hds.harvard.edu/news/06/18/2024/gnoseologies-magic-united-states-conversation-dr-heather-freeman>

Freeman, H. (2023, November 28). Unveiling The Digital Occult: Forty Super-Duper Ancient Years of Arcana. [Video Lecture]. *Last Tuesday Society - Viktor Wynd Museum*. <https://www.thelasttuesdaysociety.org/event/unveiling-the-digital-occult-forty-super-duper-ancient-heather-freeman/>

**20+** conference presentations and panel discussions, including most recently:

Das, S., Freeman, H., Gökman, S., Hull, G., Kim, K., Lord, M., Perlmutter, S., and Peter, L. (2025, April 2). Exploring Creativity in the Age of AI: A Conversation with Head of U.S. Copyright Office Shira Perlmutter with Panel Discussion: Diverse Faculty Perspectives on AI’s Impact. [Panel Discussion]. University of North Carolina Charlotte. Charlotte, NC. <https://research.charlotte.edu/2025/04/28/creativity-and-ai-conversation-with-head-of-u-s-copyright-office-and-unc-charlotte/>

Freeman, H. (2024, June 26). Magical Technologies, Technological Magic: Digital Praxis. [Panel] *Contemporary Paganism, Magic, and Online Worlds: Cyberhenge at 20 Round table*. American Academy of Religion (Online conference)

Freeman, H. (2023, October 21). Digital Signals and Genus Loci. [Lecture] *Occulture 2024*, Anomalie Art Club. Berlin, Germany. <https://www.youtube.com/>

### 0.8 TEACHING SUMMARY

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Over 20 years teaching art, design, and related humanities classes in higher education.

Selected undergraduate courses: BFA Studio Art Senior Seminar and Thesis, Animation, 2D Game Design, 3D Game Engines, Podcasting, Digital Foundations, 3D Modeling and Animation, Video, Installation Art, and Drawing.

Selected graduate courses: Art and Technology, Critical Issues in Visual Rhetoric, Problems in Design, Graduate Studio Thesis.

### 0.9 SELECTED PHD THESIS ADVISEMENT

Todd Dobbs, "Art Authentication In An Untagged Art Database" Doctoral Dissertation in the Department of Computing and Information Systems, College of Computing and Informatics. (May 2022)

Johanna Okerlund, "A Critical and Reflexive Investigation of HCI's Promise of Democratization in the Making Phenomenon." Doctoral Dissertation in the Department of Computer Science, College of Computing and Informatics.

Alberto Gonzalez, "Exportability, Satisficing, and Satisfaction in Parameter Spaces." Doctoral Dissertation in the Department of Computing and Information Systems, College of Computing and Informatics. (May 2015)

### 0.10 SERVICE AND ENGAGEMENT SUMMARY

**Administrative Service and Other Leadership:** Served on numerous department, college, and university committees, from curriculum development, part-time faculty welfare committee, an ad-hoc eSports planning committee, and numerous faculty and administrative search committees.

**Community Outreach:** Extensive workshop facilitation and community teaching, from stop-motion and animation workshops for middle and high school students, to workshops at universities and non-profits, to participation in public arts events.

**Professional Service & Affiliations:** Member and advisor roles for both professional and student-centered organizations including the Society for Photographic Education, Women in Animation, Higher Education Video Game Alliance, as well as ad hoc professional service such as the evaluation of professional dossiers for faculty applying for associate or full professorships.

# CURRICULUM VITAE

## 1. Education

**May 2000**

MFA, Visual Arts. Mason Gross School of the Arts, Rutgers University.

**May 1997**

BA, Studio Art and German Studies, Oberlin College.

## 2. Academic Employment

**2017 - Present**

Professor of Art (Digital Media). Department of Art & Art History, UNC Charlotte

**2014 - Present**

Co-Director, D+DARTS (Digital Arts Center). College of Arts + Architecture, UNC Charlotte

**2011 - 2017**

Associate Professor of Art (Digital Media). Department of Art & Art History, UNC Charlotte

**2006 - 2011**

Assistant Professor of Art (Digital Media). Department of Art & Art History, UNC Charlotte

**2005 - 2006**

Assistant Professor of Art. Clemson University (50% Art Department; 50% Rhetorics, Communication and Information Design)

**2002 - 2005**

Assistant Professor of New Media. College of Fine Arts, University of Kentucky

**2001 - 2002**

Visiting Assistant Professor of Art. Allegheny College. Meadville, PA

## 3. Grants and Project Funding

### 3.1 External

#### 2023

NEH Media Projects Production Grant (PI) (\$388,321). Magic in the United States Podcast Series produced by PRX – Completed three seasons from October 2023 to November 2024. <https://www.magicintheunitedstates.com/>

#### 2014

Arts and Science Council Regional Artist Project Grant. (\$2000) To purchase a ZYYX 3D printer for the creation of the stop-motion animation, Artemis.

#### 2013

USA Projects; crowd-funding for *Flederdhund*. (\$7305) Successfully crowd-funded to create and publish *Flederdhund*, and interactive and print children's book. Collaboration with Jeff Murphy.

#### 2010

Arts and Science Council Regional Artist Project Grant. (\$2250) To complete and market the animation *Pennipotens*.

### 3.2 Internal

#### 2022

University of North Carolina at Charlotte Pandemic Impact Faculty Research Grant. (\$6250) To pay student interns to help develop interactive projects for Charlotte Night Owl Interactive (In-progress)

#### 2021

CoA+A Research Grant (\$5,000) Seed funding to start Charlotte Night Owl Interactive a CoA+A-based but cross-departmental game design and XR cooperative. Funding went to pay for student workers to develop original art and coding for faculty led game development and XR projects.

#### 2020

University of North Carolina at Charlotte Chancellor's Diversity Challenge Fund. (\$5000) To purchase games and devices to improve Atkins Library *Diversity in Game* collection and to pay for industry notables working on inclusive games and diverse representation in

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gameplay for a panel in tandem with the new collections launch. Applied as Grant member collaboratively with Julio Bahamón (College of Computing and Informatics), Beth Caruso - Grant Lead (Atkins Library), Tiffany Davis (Atkins Library), and Christin Lapinski (Atkins Library).

### 2019

University of North Carolina at Charlotte Faculty Research Grant. (\$8000) To pay student interns and industry professionals to create animations and do final audio mix for the film *Familiar Shapes*. Due to the COVID-19 pandemic, I was permitted to shift the funding towards a podcast series and a short film (rather than a feature).

### 2018

UNC Charlotte D+ARTS Center. (\$750) Travel to San Francisco to interview four scholars for *Familiar Shapes*. (Approved by Co-Director.)

University of North Carolina at Charlotte Art & Art History Travel Grant. (\$700) Rental car to interview four scholars based in Bristol University, Hertfordshire University, and Exeter University (United Kingdom).

### 2015

University of North Carolina at Charlotte Chancellor's Diversity Challenge Fund. (\$5000) To bring feminist media critic Anita Sarkeesian to campus for the *Women and Video Games Festival*. Applied as Grant Lead collaboratively with Bobby Campbell (CoA+A, Art & Art History) and Celine Latulipe (CCI, Software and Information Systems).

### 2013

University of North Carolina at Charlotte Faculty Research Grant. (\$6000) To purchase Unity 3D to create and publish *Denisovan* an interactive digital artist's book for iOS and Android mobile devices.

2013 Summer Experiment Grant. (\$2000) To create *Aggregation Transformation*, an installation for the UNC Charlotte's Project Eye Gallery in collaboration with Ryan Buysens (CoA+A Digital Fabrication Lab Director), Kelly Carlson-Reddig (CoA+A, Architecture) and Erik Waterkotte (CoA+A, Art & Art History).

### 2012

University of North Carolina at Charlotte Chancellor's Diversity Challenge Fund. (\$3200) To bring the filmmakers of *Home and Country* and their film to campus. The film is about the Somali diaspora in Portland, Maine. Applied collaboratively with Robin James (Grant Lead, CLAS, Philosophy) and Eddy Souffant (CLAS, Philosophy).

### 2011

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University of North Carolina at Charlotte D+Arts Project Grant. (\$1600) To host a series of workshops on the Graffiti Research Lab's open source technologies, culminating in a collaborative performance between Art, Architecture, Dance, and Theater students.

### 2010

University of North Carolina at Charlotte CoA+A Research Grant. (\$4400) For a full course release to complete and market the animation *Pennipotens*.

University of North Carolina at Charlotte CoA+A Travel Grant. (\$900) To attend the opening exhibition of a large solo exhibition at the Idaho Falls Arts Council.

### 2007

University of North Carolina at Charlotte Faculty Research Grant. (\$6000) To complete the project *Personal Demons*, a series of video sculptures and prints.

University of North Carolina at Charlotte Small Research Grant. (\$1000) To frame and ship works for solo exhibits in 2007 and 2008.

### 2006

University of North Carolina at Charlotte Chancellor's Diversity Challenge Fund. (\$4720) Collaborative proposal with José Gámez (Architecture) for *Two Queen Cities*, a series of cross-coastal, collaborative digital murals.

### 2004

University of Kentucky Junior Faculty Summer Research Fellowship. (\$6000) For photographic research in the Andalusian region of Spain for the series *Andalusia*.

### 2003

University of Kentucky International Travel Grant. (\$1200) For travel to Havana, Cuba for the 10th International Digital Arts Salon and Colloquium.

## 3.3 In-Kind Project Support

### 2018

Yale University. In-kind donation of travel to Yale (~\$850) to interview Drs. Nicholas Christakis and David Rand for the film *Familiar Shapes*.

University of Notre Dame. In-kind technical support for a remote interview with Dr. Tim Weninger for the film *Familiar Shapes*.

## 4. Major Projects - Time-based Media

## 4.1 Interactive Media

### 2025 – present

In Progress: *Saturn Talisman*. Unreal Engine 5 digital game about the 12 Hellenistic astrological houses and the creation of planetary talismans using traditional methods.

### 2024

Mosaic. Roles: Artist, divination system co-developer. Collaborator and Software Engineer: Tres Henry. <https://mosaicdivination.com/>

Decan Walk: An Unreal Engine Diary. Interactive and exploratory world created in Unreal Engine 5.: Videos of *Aries 1-3* and *Taurus 1*:  
[https://www.youtube.com/playlist?list=PLwQF1IDv-cFHf6UYV\\_RdUYr9AMrOo71LG](https://www.youtube.com/playlist?list=PLwQF1IDv-cFHf6UYV_RdUYr9AMrOo71LG)  
*Summary*: On the 2023 Spring Equinox I began a Decan Walk, which is a year-long engagement with the 36 decans of the Western zodiacal signs. For this walk, I am referring to T. Susan Chang's *36 Secrets: A Decanic Journey through the Minor Arcana of the Tarot (2021)*, the *Picatrix* (trans. Greer and Warnock, 2011), *The Golden Dawn: The Original Account of the Teachings, Rites, and Ceremonies of the Hermetic Order* (Regardie, 1937) and the Waite-Smith Tarot deck. Every ten days I create a new 'platform' dedicated to that particular decan. If I am successful, this process will continue until Spring Equinox 2024, when the circle will be complete, and the work will be published and made available for free.

### 2022

Instead (Game Maker 2D Game). Role: Solo developer for the [DeepWell DTX Mental Health Game Jam](#). May 1 – 23, 2022. A video of the gameplay may be watched here: <https://www.youtube.com/watch?v=cpiYDlcZM2w> This game is designed to help teens and young adults who struggle with self-harm behaviors find alternative activities. Met with Dr. V. Gil-Rivas (Director, Health Psychology Doctoral Program at UNC Charlotte) about expanding the game and studying the effectiveness of the design approach. This was tabled due to both of being busy with other projects.

Oro (educational game for Charlotte Night Owl Interactive) Roles: PI. Advisory role on art and programming. Administrative role in student hiring and management. *Collaborators*: Dr. Julio Bahamón (Computer Science), Chelsea Britis, Juliet Burton (A&AH student), Robert Lopez-Perez (CCI student), Rachel Pointer (CCI student). *Status*: Shipped (Itch.io)

Legacies (in production - educational AR for Charlotte Night Owl Interactive. Roles: PI. Advisory role on art and programming. Administrative role in student management.

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*Collaborators:* Dr. Debra Smith (Africana Studies), JB Burke (Art & Art History), and Danielle Walden (A&AH student). *Status:* Prototype completed.

### 2013

[Denisovan](#) (iOS and Android app), Unity Engine. Interactive mobile app (prose-poem book) for iPad. *Status:* Retired.

[Flederhund](#) (iOS and Android app), graphics and story in collaboration with Jeff Murphy, Unity Engine. Interactive mobile app (children's book) for iPad. *Status:* Retired.

### 2012

[Dog Haiku](#) (iOS app), Game Salad Engine. *Status:* Retired

## 4.2 Films and Animations

### 2021

[Familiar Shapes, the Film](#) (20:00), documentary film with animation

### 2016

[Artemis](#) (3:40), digitally printed stop-motion animation

### 2013

[Aggregation Transformation](#) (4:00), [animation excerpt](#), animations projected on installation created with collaborators Ryan Buysens, Kelly Carlson-Reddig, and Erik Waterkotte.

[Quinn's New Video Game](#) (2:30), animation

### 2011

[Pennipotens](#) (16:00), [1-minute trailer](#), animation

[Carolina Ramblers](#) (1:30), animation

### 2009

[The Bat](#) (1:30), animation

[Any Parent Should Know](#) (4:00), collaboration with Jeff Murphy, video

### 2007

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[Yo no tengo soledad](#) (1:00), animation

### 2004

[Bird Brain](#) (2:00), animation

[Cordova Study 01 – Out of Sight, Out of Mind](#) (1:30), animation

### 2003

[The Love Letters \(1-5\)](#) (8:00), video

### 2002

*Signs and Flowers* (5:00), documentary commission by Allegheny College, video

### 2000

*The Sexalchemy Trilogy*: [The Circumference of Latitia Casta](#) (7:00); [Why Goldfish Must Die](#) (5:00); [The Exceptional Effect of Plumcake on the CNS](#) (5:30), video and animation. MFA Thesis.

### 1999

*Erste Wolken am Himmel des jungen Glücks* (2:00), video and animation

## 4.3 Audio Works

### 2025 – present

[In Progress: Spider Queen Road Trip](#). Four season podcast series. Hybrid fictional / non-fictional documentary.

### 2023-24

[Magic in the United States Podcast](#) (three six-episode seasons, ~30 minutes), October 2023-December 2024. Produced and marketed by PRX.

### 2020

[Familiar Shapes Podcast](#) (21 episodes, ~45:00 each, serial. April - September 2020)

## 4.4 Print and Mixed-Media Series

[Most newer works may be viewed at HeatherDFreeman.com](#)

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### 2024 – present

In Progress: *Spider Queen Oracle*. A 36-card oracle deck used to structure the *Spider Queen Road Trip* podcast series. Graphite over watercolor, revised digitally.

### 2025

*Witch's Shield*. A 30-card cartomancy deck of drawings and watercolors

### 2024 - Present

*Öccane - Planetary Talismans*. Watercolor, ink, salts, and graphite over prints on watercolor paper. 30" x 24"

### 2023 - 2024

*Öccane*. Watercolor, ink, salts, and graphite over prints on watercolor paper. 24" x 18"

### 2019 - Present

*Automatic Drawings*. Graphite and watercolor drawings on paper. 4" x 6" on-going series of small automatic and devotional drawings and poems.

### 2020 - 2021

*Solarium*. Digital images of still lives over drawings. 18" x 24"

### 2018

*Carolinian Herbal*. Prints on cotton sateen (~ 60" x 48") or on paper (24" x 18")

### 2017

*Auto-Evo-Divination*. 112 graphite drawings over prints, 4" x 6" each

*Awen*. Watercolor, graphite, and UV ink over prints on paper, 4" x 6" up to 16" x 24"

### 2013

*Denisovan*. Prints on paper, 30" x 40" and *self-published book*.

*Flederhund*. Prints on paper and *self-published book*.

### 2012

*Talk to Me a Story*. Prints on paper of 3D models over watercolor, salt, and cotton, 8" x 10" up to 24" x 30"

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### 2010

*Mamma's Boy*. Prints on vinyl and paper; 44" x 100" (vinyl) 13" x 18" (paper)

### 2009

*Personal Demons*. Participatory artwork; prints on fabric with animations (100" x 48") and on watercolor paper (22" x 30"), [video of animations here](#)

### 2008

*Fuzzy Pictures*. Mixed media over prints on watercolor color paper. 20" x 24" and 30" x 36"  
*Two Queen Cities*. Collaboration with José Gaméz, Ramon Ramirez, graduate students from UNC Charlotte, and advanced painting students from Woodbury College in Los Angeles. Prints on vinyl, 84" x 144"

### 2007

*Fluid Dynamics*. Collaboration with Jeff Murphy. Prints on canvas and paper, 30" x 60" to 18" x 24"

### 2006

*Logophobia / Logophilia*. Prints on canvas and paper, 46" x 32" to 18" x 22"

### 2005

*Andalusia*. Prints on canvas and paper, 46" x 32" to 18" x 22".

### 2003

*Cowboy Auras*. Prints on paper, 20" x 30" up to 48" x 100"

## 5. Film Festival Screenings

### 2023

Online. New London International Film Festival. New London, NH. (*Familiar Shapes*, podcast)

### 2022

Online and at The Landmark. 13th Annual New Media Festival. Los Angeles, CA (*Familiar Shapes*, podcast)

### 2021

Ayrsley Grand Cinemas 14. 13th Charlotte Film Festival. Charlotte, NC (*Familiar Shapes*, Film) Hybrid. Los Angeles Television, Script, and Film Festival. Los Angeles, CA (*Familiar Shapes*, Film and Podcast)

Online. Bristol International Short Film Festival. Bristol, UK. (*Familiar Shapes - Film*)

Online. Flickers' Rhode Island International Film Festival. Providence, RI. (*Familiar Shapes - Podcast*)

Hybrid. Astoria International Film Festival. Astoria, NY – Scheduled for October 2021 (*Familiar Shapes - Podcast*)

### 2017

Nightingale Cinema. Quickening: Experimental Animations by Mothers. Chicago, IL. (*Quinn's New Video Game*)

Mole Vanvitelliana Cultural Center PiGrecoZen FilmFest 2017. Ancona, Italy. (*Artemis*)

Iredell Arts Council. Full Bloom Film Festival 2017. The Studio. Statesville, NC. (*Artemis*)

Slumberjack Film Festival. Widnes, United Kingdom. (*Artemis*)

The Palace Theatre in Ibstock. UK Screen One International Film Festival. Leicestershire, United Kingdom. (*Artemis*) **Awarded Best Animation.**

Trainon. Athens Animfest 2017. Athens, Greece. (*Artemis*)

Various locations. 8th International Festival of Animated Objects. Calgary, Canada (*Artemis*)

Tangent Gallery/Hastings Ballroom. 6th Annual Purgatory Film Exhibition. Detroit, MI (*Artemis*)

Hilton Orlando, Channel 74 and Pocket Lake Room. 22nd Annual SPE Women's Film and Video Festival. Orlando, FL (*Artemis*)

Film Row Cinema. 2017 Chicago Feminist Film Festival. Chicago, IL (*Artemis*)

RV Cultura e Arte. Cineclube Animassa. Salvador (Bahia), Brazil (*Artemis*)

Hollywood Theater. POWFest 2017 – Portland Oregon Women's Film Festival. Portland, OR (*Artemis*)

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Cité des Arts. 12th Annual Cinema On The Bayou Film Festival. Lafayette, LA (*Artemis*)  
Celebrity Center. Artlightenment Art and Film Festival. Nashville, TN (*Artemis*) **Awarded  
3rd Place for Best Animation.**

### 2016

TEA Tenerife Espacio de las Artes and Canarias (Spain). ESPACIO ENTER: Digital Image  
2016. On-line and Tenerife, Spain (*Artemis*)

Romantso. 2nd Animation Marathon. Athens, Greece (*Artemis*)

Studio C. 19th Annual East Lansing Film Festival. East Lansing, MI (*Artemis*)

Triple C Brewing. Films on Tap #5. Charlotte, NC (*Artemis*)

On-line. Directors Circle Festival of Shorts - 2016. dcshortsfest.com (*Artemis*)

Tivoli Theater. 25th St. Louis International Film Festival. St. Louis, MS (*Artemis*)

Logan Center for the Arts. BLOWUP Arthouse Film Festival. Chicago, IL (*Artemis*)

Glenwood Arts Theatre. 16th Annual Kansas International Film Festival. Overland Park, KS  
(*Artemis*)

Various locations. 14th Annual Tallgrass Film Festival. Wichita, KS (*Artemis*)

Various locations. Kerry International Film Festival. Killarney (Co. Kerry), Ireland (*Artemis*)  
**Nominated for Best Animation.**

The Devos Place. Grand Rapids Comi-Con Film Fest. Grand Rapids, MI (*Artemis*)

Art Cinema. 57th International Short Film Festival - Brno 2016. Brno, The Czech Republic  
(*Artemis*)

Various locations. CineEco Seia 2016 Environmental Film Festival. Serra Da Estrela,  
Portugal (*Artemis*)

Cumberland Ramada. 5th Annual Queen City Film Festival. Cumberland, MD (*Artemis*)

The Lantern Theater. Conway Film Festival. Conway, AR (*Artemis*)

Living Arts of Tulsa. 5th Annual Tulsa International Animation Festival. Tulsa, OK (*Artemis*)

Staircase Theater. Hamilton Music and Film Festival. Hamilton (Ontario), Canada (*Artemis*)

NC Museum of History. 11th FilmSPARK 2016. Raleigh, NC (*Artemis*)

The Screening Room. 9th Annual Arizona Underground Film Festival. Tuscon, AZ (*Artemis*)

School of Communication and Design of Universidad ORT. The International Animation  
Festival. (Montevideo, Uruguay) (*Artemis*)

Various locations. Portland Film Festival. Portland, OR (*Artemis*)

Various locations. Push! Film Festival. Bristol TN/VA (*Artemis*)

Elk Theater. 17th Annual WV FILMmakers Festival. Sutton, WV (*Artemis*)

The Joint Theater. Fantastically Horrifying Cinema 2016. Little Rock, AR (*Artemis*)

Rutgers University. New Jersey Film Festival. New Brunswick, NJ. (*Artemis*) **Awarded  
Honorable Mention.**

Surgeons' Hall and Symposium Hall. Nightpiece Film Festival 2016. Part of Edinburgh  
Festival Fringe. Edinburgh, United Kingdom (*Artemis*)

4th Ward. Joedance. Annual fund-raiser for pediatric cancer research in Charlotte, NC  
(*Artemis*)

Plaza Theater. ASIFA-SOUTH RYO Animation Festival. Roswell, GA (*Artemis*)

Crocker Park and Abbot Public Library. Marblehead Festival of Arts Short Film Festival.

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Marblehead, MA (*Artemis*)

Nimby. Brainwash Drive/Bike/Walk-In. Oakland, CA (*Artemis*)

East Tennessee State University. Blue Plum Film Festival. Johnson City, TN (*Artemis*)

LSPU Hall. TriXXieFest. Newfoundland, Canada. (*Artemis*)

Downtown Players Club. Animation Attack! Atlanta, GA. (*Artemis*)

### 2015

Hyatt Regency Imperial Room 9 and hotel cable channel 54. 20th Annual SPE Women's Film Festival Society for Photographic Education Annual Conference, New Orleans LA. (*Pennipotens*.)

### 2014

Asheville Art Museum. Prime Time: Second Annual New Media Juried Exhibition. Asheville, NC. (*Girl Scratching*, and *Boy Jumping on Icosphere*.)

Park Place Theater. 5th Annual New Media Festival. Los Angeles, CA. (*Denisovan* mobile app.)

AMC Studio 30 Cinema. 47th Annual WorldFest - Houston International Film Festival. Houston, TX. (*Denisovan* - Interactive - **Entertainment Platinum Remi Award** and *Flederhund*, collaboration with Jeff Murphy - Interactive - **Educational/ Children Platinum Remi Award**.)

### 2013

Theater iGong and Seoul Art Cinema. Seoul International NewMedia Festival (NeMaf). Seoul, South Korea. (*Pennipotens*)

TEA Tenerife Espacio de las Artes (Online). ESPACIO ENTER: Art, Science, Innovation. Tenerife, Spain. (*Dog Haiku*, iOS mobile app.)

Old Woods Hole Fire Station. 2013 Woods Hole Film Festival. Woods Hole, MA. (*Quinn's New Video Game*)

Empire Theaters Dartmouth Crossing. 2013 ViewFinders International Film Festival for Youth. Halifax, Nova Scotia. (*Quinn's New Video Game*)

Downtown Independent Theater. Downtown Film Festival Los Angeles. Los Angeles, CA. (*Quinn's New Video Game*)

Duke Energy Convention Center. 2013 Cincinnati Film Festival. Cincinnati, OH. (*Quinn's New Video Game*)

Lost Love Lounge. Timecode:NOLA. New Orleans, LA. (*Quinn's New Video Game*)

Utah Arts Festival - Art Yard. Fear No Film 2013 – Fear No Film KIDS! 3 and Up. Salt Lake City, UT. (*Quinn's New Video Game*)

Liberal Arts Building and Van Bokkelen Building. 6th Annual International WAMMFEST (Women and Minorities in Media). Towson University. Towson, MD. (*Quinn's New Video*)

## HEATHER D. FREEMAN

### **Game) First Place Professional Experimental**

Eltrym Theater. 4th Annual We Like 'Em Short Film Festival. Baker City, OR. (*Quinn's New Video Game*)

Chicago Hilton. 2013 Society for Visual Anthropology Film and Media Festival, 112th American Anthropological Association Annual Meetings. Chicago, IL. (*Quinn's New Video Game*) **Best Ultrashort Film**

Island Magee, County Antrim. Whitelights International Short Film Festival. Northern Ireland. (*Quinn's New Video Game*)

Star Hall. 2013 Moab International Film Festival. Moab, UT. (*Quinn's New Video Game*)

East Tennessee State University. Blue Plum Animation Festival. Johnson City, TN. (*Quinn's New Video Game*)

Pahrump Nugget Casino. High Desert Shorts International Film, Art, Wine and Music Festival. Pahrump NV. (*Quinn's New Video Game*)

Tribeca Cinemas. Golden Egg Film Festival. New York, NY. (*Quinn's New Video Game*)

Orpheum Theater. 9th Annual Siouxsland Film Festival. Sioux City IA. (*Quinn's New Video Game*)

Various Locations. Indie Grits Film Festival. Columbia, SC. (*Quinn's New Video Game*)

Various Locations. 5th Annual River Bend Film Festival. South Bend, IN. (*Quinn's New Video Game*) **Kid's Short Film Award.**

Lethbridge Movie Mill. Lethbridge Alberta Motion Picture Showcase. Lethbridge, Canada. (*Quinn's New Video Game*)

Coppice Center. 7th Annual Pennine Film Festival. Lancashire, United Kingdom. (*Quinn's New Video Game*)

Alamo Draffthouse. 2013 Kansas City FilmFest. Kansas City, MI. (*Quinn's New Video Game*)

SVA Theater. 4th Annual Epiphany Children's Film Festival. New York, NY. (*Quinn's New Video Game*)

Various Locations. 4th Annual Providence Children's Film Festival. Providence, RI. (*Quinn's New Video Game*)

Tower Theater. 9th Annual Fresno Film Festival. Fresno CA. (*Quinn's New Video Game*)

### **2012**

KET. Reel Visions. Lexington, KY. Airing of *Pennipotens* and several shorts for a half hour time slot.

Various Locations. World Kids Foundation: Lessons in the Dark Program. Mumbai and Delhi, India. (*Quinn's New Video Game*)

Hotel Don Juan. Libelula Animation Festival. Lloret de Mar, Spain. (*Quinn's New Video Game*)

Video Poole Media Arts Centre. The Best of Strange Beauty. Winnipeg, Canada. (*Pennipotens*)

Library Square, Utah Arts Festival. 10th Annual Fear No Film Festival. Salt Lake City, UT. (*Pennipotens*)

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Cornerstone Arts Center at Colorado College. 5th Annual Indie Spirit Film Festival. Colorado Springs, CO. (*Pennipotens*)

Various Locations. 5th Annual Naperville Independent Film Festival. Naperville, IL. (*Pennipotens*) **Animation Nominee.**

McKnight Hall, Cone Center at UNC Charlotte. 4th Annual UNC Charlotte Short Film Festival. Charlotte, NC. (*Carolina Ramblers* and *Terry Gilliam, Eat Your Heart Out.*)

Various Locations. 2012 International Bridge Festival. Vancouver, Canada. (*Pennipotens*) **Animation 2nd Place**

Van Duzer Theatre of Humboldt State University. 45th Humboldt Film Festival. Arcata, CA. (*Pennipotens*) **Animation Nominee.**

Various Locations. 3rd Annual Oaxaca International Film Festival. Oaxaca, Mexico. (*Pennipotens*)

Epicenter. Charlotte Horror Film Festival. Charlotte, NC. (*Pennipotens*) **Best Charlotte Short.**

Classic Cinema. Naperville Independent Film Festival. Naperville, IL. (*Pennipotens*) Aired on KAZV-TV in June. California International Animation Festival. Modesto, CA (*Pennipotens*)

Various Locations. 9th Annual Tupelo Film Festival. Tupelo, MS. (*Pennipotens*) **Best Animation Award.**

JVD Theatre. 45th Humboldt Film Festival. Arcata, CA. (*Pennipotens*)

Asheville Art Museum. Prime Time. Asheville, NC. (*Pennipotens, The Bat* and *Yo no tengo soledad.*)

Nickelodeon Theater. Indie Grits Film Festival. Columbia, SC. (*Pennipotens*)

Radison Hotel and Convention Center. Green Bay Film Festival. Green Bay, WI. (*Pennipotens*)

Birmingham 8 Theater. Uptown Film Festival. Birmingham, MI. (*Pennipotens*) **Experimental Nominee.**

Albany Community Center. Albany Film Festival. Albany, CA. (*Pennipotens*) **Finalist.**

The Evening Muse. Charlotte Film Makers Showcase. Charlotte, NC. (*Pennipotens*)

Stevens Hall at the University of North Alabama. George Lindsey UNA Film Festival. Florence, AL. (*Pennipotens*)

Keith Albee Theater. Appalachian Film Festival. Huntington, WV. (*Pennipotens*) **2nd Place in Short Film.**

Various Locations at SIU - Carbondale. Big Muddy Film Festival. Carbondale, IL. (*Pennipotens*) **Best Animation.**

Man Bites Dog Theater. Strange Beauty Film Festival. Durham, NC. (*Pennipotens*)

Wayne Densch Performing Arts Center. Love Your Shorts Film Festival. Sanford, FL. (*Pennipotens*)

### 2011

Carl Sandburg Theater. Black Earth Film Festival. Galesburg, IL. (*Pennipotens*)

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Pottle Music Recital Hall. JamFest Indy Film Festival. Hammond, LA. (*Pennipotens*)  
**Platinum Iago Award for Most Compelling Antagonist** and **Gold Award for Experimental Animation.**

Maiden Alley Cinema. 7th Annual River's Edge International Film Festival. Peducah, KY.  
(*Pennipotens*)

University of Arkansas. Offshoot Film Festival. Fayetteville, AR. (*Pennipotens*)

Factory Art Center. Alexandria Film Festival. Alexandria, VA. (*Pennipotens*)

The Goat Farm. Atlanta Horror Film Festival and Atlanta Underground Film Festival. Atlanta GA. (*Pennipotens*)

Art Basel. Selections from the Columbia Gorge International Film Festival. Miami FL.  
(*Pennipotens*)

House of Providence and other venues. Columbia Gorge International Film Festival.  
Vancouver WA. (*Pennipotens*) **Best Animation.**

Kiggins Theater. 4th Annual Columbia Gorge International Film Festival. Vancouver, WA.  
(*Pennipotens*)

Carnegie Museum of Art. Two-Minute Film Festival. Pittsburgh, PA. (*Various animations.*)

AMC Theater. Kansas City Film Festival. Kansas City, MO. (*Pennipotens.*)

Ciné Lab. 6x6: Sentiment. Athens, Ga. (*Various animations.*)

### 2010

The Light Factory. The Light Factory's 2010 Filmmakers' Showcase. Charlotte, NC. (*The Bat and Any Parent Should Know*. Collaboration with Jeff Murphy.) **Best Animation.**

Plugged Art Collective. Hot Sauce and Magnolias: A Southern Experience. 2-year travelling exhibition. (*Any Parent Should Know*, collaboration with Jeff Murphy.)

Jokal Klub. MiniArtVideoFest. Budapest, Hungary. (*Any Parent Should Know*, collaboration with Jeff Murphy.)

### 2009

McKnight Hall. UNC Charlotte Short Film Festival. Charlotte, NC. (*The Bat.*) **3rd Place - Experimental.**

### 2007

MediaCentre's Cinematheque at the Le Musee di-visioniste. Slowtime 2007 – Quicktime as an Artistic Medium. Cologne, Germany.

Ministerio de Cultura. Art Tech Media 07. Madrid, Spain.

### 2002

Blackchair Productions/Microcinema. Independent Screenings. Seattle, OR.

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### 2001

Art In General. 12 to 12 Video and Film Marathon. New York, NY.  
New Jersey Young Film and Video Makers' Festival. Jersey City, NJ. **Festival Committee Citation.**

### 2000

Black Maria Film-Video Festival. Jersey City, NJ. (*Erste Wolken am Himmel des jungen Glücks*) **Director's Citation - Honorable Mention.**

## 6. Solo, Two-, and Three-Person Exhibitions

### 2022

Saginaw Valley State University Galleries. Occulted: Prints and Animations by Heather D. Freeman. University Center, MI

### 2016

Free Range Brewing. Mysterium Tremendum. *With Jeff Murphy*. Charlotte, NC

### 2015

Student Union Gallery. Fabled. UNC Charlotte. *Individual works and collaborations with Jeff Murphy*. Charlotte, NC  
621 Gallery. Heather D. Freeman - Denisovan. Tallahassee, FL

### 2014

Pease Gallery. Heather D. Freeman - Denisovan. Central Piedmont Community College. Charlotte, NC  
Cochenour Gallery. Heather D. Freeman - Talk to Me a Story. Georgetown College. Georgetown, KY  
2D Corridor Gallery. Mamma's Boy and Dig: Digital and Mixed-Media Prints by Heather D. Freeman and Jeff Murphy. Western Kentucky University. Bowling Green, KY

### 2013

Terminal Physical Space. Heather D. Freeman. Austin Peay State University. *Thirteen*

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*videos and animations on a looping program.* Clarksville, TN  
Projective Eye Gallery. 2013 Summer Experiment: Aggregation Transformation. UNC  
Charlotte. *Collaborative installation with Ryan Buysens, Kelly Carlson-Reddig, and Erik  
Waterkotte.* Charlotte NC  
Delaplaine Visual Arts Center. Heather D. Freeman & Jeff Murphy. Frederick, MD  
Lee County Alliance for the Arts. Jeff Murphy & Heather Freeman: Dig & Momma's Boy.  
Fort Myers, FL

### 2012

Cascade Gallery. Heather Freeman and Jeff Murphy. Portland Community College.  
Portland, OR  
The Light Factory. Indie Spotlight on Heather Freeman. NC premiere of *Pennipotens.*  
Charlotte, NC  
Memorial Hall Galleries. Heather D. Freeman. Chadron State University. Chadron, NE

### 2011

Coffman Gallery. Mamma's Boy: New Work by Heather D. Freeman. University of  
Minnesota. Minneapolis, MN  
Carr Gallery. Heather D. Freeman. Idaho Falls Arts Council. Idaho Falls, ID  
Doma Gallery. Alternative Realities: Heather Freeman, Aspen Hochhalter and Jeff Murphy.  
Charlotte NC  
Coker College. Heather D. Freeman: Digital and Traditional Media. Hartsville, SC

### 2010

Elon University. Heather D. Freeman. Elon, NC  
North Central College. Personal Demons by Heather D. Freeman. Naperville, IL  
North Charleston City Gallery. Philip Chan and Heather D. Freeman. North Charleston, SC  
Hickory Museum of Art. These Murky Purposes: Works by Heather D. Freeman. Hickory,  
NC  
Artspace. Intimate Animals: Heather Freeman and Steve Subotnick. Raleigh, NC

### 2009

Rose Lehrman Gallery. Verbatim. Harrisburg Area Community College. Harrisburg, PA  
River Gallery. Discovery: Works by Heather D. Freeman, Ena Haven and Edie Maney.  
Chattanooga, TN

### 2008

University Art Gallery. Erratum: Works by Heather D. Freeman. The University of the

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South. Sewanee, TN

Wiseman Gallery. Heather D. Freeman: Fuzzy Pictures. Rogue Community College. Grants Pass, OR

### 2007

Cary Senior Center. Heather D. Freeman: Homologous Mythologies. Cary, NC

Southern Light Gallery. Digital Prints by Heather Freeman. Amarillo College. Amarillo, TX

Howard County Center for the Arts. Heather Freeman and Lincoln Mudd. Ellicott City, MD

### 2006

Smoyer Gallery. Jeff Murphy and Heather Freeman – Collaborations. Roanoke College. Salem, VA

Dayton Visual Arts Center. Pat Antonick and Heather D. Freeman. Dayton, OH

Bowman Gallery. Logos (Heart) Mythos: Prints and Video by Heather Freeman. Allegheny College. Meadville, PA

### 2005

Rowe Gallery. Viva Voce: Works by Heather Freeman. UNC Charlotte. Charlotte, NC

Redux Contemporary Arts Center. Truth Lies Here: New Work by Heather D. Freeman.

*Works included collaborations with Jeff Murphy.* Charleston, SC

### 2004

Mesa Arts Center. Two Person National: Catherine Draper and Heather Freeman. ***Juror's Award.*** Mesa, AZ

The Peddie School. Contemporary Directions in New Media: Heather Freeman, Eric Hadley, Therese Stowell. Hightstown, NJ

### 1999

Gettysburg College. Video Installation: Heather Freeman and Clifford Owens. Gettysburg, PA.

## 7. Group Exhibitions

### 7.1 Group Juried Exhibitions

#### 2025

University City Lakefront. BOOM! Charlotte. Charlotte NC. April 25th 2025, 7:30-8:30pm  
(Public 1-card readings with the *Witches' Shield* oracle deck.)  
<https://boomcharlotte.org/speakers/heather-freeman-2025/>

#### 2022

UNC Charlotte Marriott Hotel & Conference Center Art Collection (permanent collection).  
(*Brown-headed Nuthatch and Common Vetch*. 2017, archival print on paper, 54" x 34)  
Charlotte, NC.

#### 2019

AVA Arts. Once Upon a Time. Chattanooga, TN (*Entering Salzburg Castle, Fisherman's Bastion, and Canoeing Nuremburg*, all collaborations with Jeff Murphy.)  
SFAI Residency Open Studies and Group Exhibition. Truth and Reconciliation. July 19 – 26, 2019. Santa Fe Art Institute. Santa Fe, NM (*Auto-Evo-Divinations* and new works created during residency.)

#### 2018

GreenHill Center for North Carolina Art. Beauty of The Beast. Greensboro, NC (*The Carolinian Herbal*)  
Arrowmont School of the Arts and Crafts. Nature and Neon. Gatlinburg, TN (*Artemis*)  
Cape Fear Community College. Out of the Pines: Works by Photography Instructors from North Carolina Colleges and Universities. Wilmington, NC. (Several works from *Flederdhund*, collaboration with Jeff Murphy)  
UNC Charlotte Center City Building. Keeping Watch on Habitat. Charlotte, NC (*The Carolinian Herbal*)

#### 2017

Teddy Johnson Cade Gallery. Inner Worlds. Anne Arundel Community College. Arnold, MD  
(*Awen 16*)  
UNC Charlotte Center City Building. Keeping Watch on Habitat. Charlotte, NC (*The Carolinian Herbal*)  
The McColl Center for Art + Innovation. Studio Party 15. Charlotte, NC (*Puppy Love and No Birds, No Bees*)  
Zuckerman Museum of Art at Kennesaw State University. Epic: Selections from the SGC International Collection. Kennesaw, GA (*Intermission* portfolio – print with Jeff Murphy)

## HEATHER D. FREEMAN

### 2016

117 Gallery, Ann Arbor Art Center. Real American. Ann Arbor, MI (*Artemis*)  
SCGI 2016 Portland OR. Portland. Portland, OR. (Themed portfolio, edition of 30;  
collaborative print with Jeff Murphy.)  
VAE - Visual Art Exchange. On Our Own Terms. Raleigh, NC. National group show, juried  
by Kelly McChesney (Director, Flanders Gallery and LUMP) (*Artemis*)  
WRAL in Raleigh, CBC headquarters in Raleigh, American Tobacco Campus and/ or  
American Underground in Durham. Capital Broadcasting Co. (*Aggregation  
Transformation and Carolina Ramblers* in permanent collection.)  
Ann Arbor Art Center. Real American. Ann Arbor, MI. (*Artemis*)

### 2015

The Studio Door. ONCE UPON A TIME. San Diego, CA. (Collaborative prints with Jeff  
Murphy from *Flederdhund*.)  
International Digital Media Arts Association Conference (iDMAa). IDEAS15. Johnson City,  
TN. (Collaborative prints with Jeff Murphy from *Flederdhund*.)  
Universidad de la Habana. Interaction / 12th Havana Biennial. Havana, Cuba. (*Denisovan*  
mobile app.)  
McColl Center for Art and Innovation. Studio Party 15. Exhibition to fund raise for the  
McColl Center for Art and Innovation. Charlotte, NC. (*Davey Jones' Locker*)  
19th International Conference Information Visualization and the 12th International  
Conference Computer Graphics, Imaging and Visualization. Digital Gallery D-Art 2015.  
University of Barcelona, Spain. (*Denisovan* mobile app.)

### 2014

Various Locations. Currents 2014: Santa Fe International New Media Festival. Santa Fe,  
NM. (*Flederdhund* mobile app, collaboration with Jeff Murphy.)  
Ciné. SLINGSHOT Festival. Athens, GA. (*Denisovan* mobile app on iPads and QR codes  
on posters at various locations in downtown Athens.)  
Raritan Valley Community College Art Gallery. The Video Show: 3rd International Juried  
Exhibition of Video and Media Installation. Branchburg, NJ. (*Denisovan*, mobile app.)  
Center for the Arts. Nashville Print Revival Visiting Artist Exhibit. Murfreesboro, TN.

### 2013

Greenhill Art Center. Animated! Greensboro, NC.  
New Media Gallery. Experiments in Animation. Asheville Art Museum. Asheville, NC.  
On-line and Moscone Center. 16th Annual Independent Games Festival. San Francisco.  
CA.  
Kennedy Heights Art Center. Visible Voices. Cincinnati, OH.  
GeekSPARK (part of SPARKcon). Triangle Games Showcase. Raleigh, NC.

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Light Factory. 2013 Light Factory Member's Show. Spirit Square. Charlotte, NC.  
Baton Rouge Gallery. Surreal Salon 5. Baton Rouge, LA.

### 2012

Women Centered Art Co-Op. Beauty. Charlotte, NC.  
Billboard along Peachtree Road. Color Shift. Atlanta, GA.  
Larson Gallery at Columbia College. Paper in Particular. Columbia, MO.  
Pearl Conard Art Gallery of the Ohio State University - Mansfield. CONFLUX. Mansfield, OH.

### 2011

Shore Institute for Contemporary Art. SICA's 8th Annual International Juried Exhibition. Long Branch, NJ.  
Various digital billboards. The Billboard Art Project. New Orleans and Baton Rouge, LA.  
Buchanan Center for the Arts. 64 Arts National Juried Exhibition 2011. Monmouth, IL.  
Woman Made Gallery. The Project. Chicago IL.  
Womencenter. From Our Perspectives. Oakland Community College.  
Marin Museum of Contemporary Art. Shattered. Novato, CA. **Honorable Mention**.  
Foster Tanner Arts Gallery. Third Annual PINNACLE National Juried Art Competition. Florida A&M University. Tallahassee, FL.  
Packard Place. Packard Place Inaugural Exhibition. Charlotte, NC.  
Mattie Kelly Arts Center. Art & Design Society's 19th SE Regional Juried Art Exhibition. Northwest Florida State College. Niceville, FL.  
The 100th Monkey Studio. Partnership. Portland, OR. (Collaborative prints with Jeff Murphy.)  
Slocumb Galleries. Positive/Negative. Eastern Tennessee State University. Johnson City, TN.  
ATHICA. Taking Part. Athens, GA.

### 2010

The Queen Gallery. Creation. Toronto, ON.  
Valdosta State University. 2010 Valdosta National. Valdosta, GA.  
Ohio University. Rehearse, Rewind, Repeat. Athens, OH. (*Any Parent Should Know*; collaboration with Jeff Murphy.)  
Queens College. Mine Show. Charlotte, NC.  
Asheville Art Museum. Limners to Facebook: Portraiture from the 19th to the 21st Century. Asheville, NC. (Independent work as well as collaboration with Jeff Murphy.)  
The Kinsey Institute. Juried Art Show 2010. Bloomington, IN. (*Any Parent Should Know*; collaboration with Jeff Murphy.)  
McKnight Theater. TEDx Charlotte. Charlotte, NC. (*The Bat*)  
G.A.S. Station. Das DING-Thing. Berlin, Germany. (*Any Parent Should Know*, collaboration

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with Jeff Murphy.)

### 2009

Elon University. Current Trends in Print. Elon, NC. **Best in Show**.  
Long Island Museum. Works on Paper. New Haven, CT.  
Rajabhat Pibulsongkram Universities. Pixel Fusion. Phitsanulok, Thailand. Haskins  
Laboratories. Status Update. Yale University. New Haven, CT.  
Larson Gallery. 36th Annual National Photo Exhibition. Yakima Valley Community College.  
Yakima, WA. (Collaboration with Jeff Murphy.)  
Eastern New Mexico University. Beauty, Decoration and Adornment. Roswell, NM.  
Circle Gallery. Art on Paper. Maryland Federation of Art. Annapolis, MD. **Honorable  
Mention**.  
808 Gallery. Boston Printmakers 2009 North American Print Biennial. Boston University.  
Boston, MA.  
Mills Pond House Gallery. A Pinch and a Dash. St. James, NY. (Collaboration with Jeff  
Murphy.)

### 2008

The Light Factory. Into the Mystic. Charlotte, NC. (Four-artist exhibit curated by Dennis  
Kiel.)  
Long Beach Arts. 2008 Open National. Long Beach, CA.  
Bowling Green State University Galleries. Perfect with Pixel. Bowling Green, OH.  
Common Ground International Tour Collection. Santa Monica, CA. (Show touring the  
United States, Canada, Europe, and China for two years.)  
Gallery 1101. University of North Carolina - Charlotte Faculty of Photography Exhibit.  
Carbondale, IL.  
Claypool-Young Art Gallery. Self-Evident: Contemporary American Self Portraiture.  
Morehead State University, KY. (Collaboration with Jeff Murphy.)  
Online Exhibit by Eye Magazine and The Light Factory. Food for Thought. Charlotte NC.  
(Collaboration with Jeff Murphy.) **Finalist**.  
The Center for Main Contemporary Art. Portals: Art and Spirit. Rockport, ME.  
Allegheny College. Big Food Pictures. Meadville, PA. (Collaboration with Jeff Murphy.)  
Gallery RFD. Collectives & Collaborations. Swainsboro, GA. (Collaboration with Jeff  
Murphy.)

### 2007

Barrett Art Center. New Directions 07: 23rd Annual National Juried Contemporary Art  
Exhibition. Poughkeepsie, NY. (Collaboration with Jeff Murphy.)  
Harvard Divinity School. Portals: Art and Spirit. Cambridge, MA.  
K Space Contemporary. Third Coast National. Corpus Christi, TX. **2nd Place Award**.  
Elmhurst Art Guild. Elmhurst Artists' Guild Juried Exhibition – National Art Premiere.

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Elmhurst, IL.

University of Central Florida School of Film and Digital Media. Ars Combination. Orlando, FL.

River Club. SPESE Regional Faculty Exhibition and Student Show. Savannah GA.

The Ohio State University. Re-surfacing. Columbus, OH. (Collaboration with Jeff Murphy.)

Vizivarosi Gallery. Hungarian Multicultural Council AIR. Budapest, Hungary. (Collaboration with Jeff Murphy.)

Mesa Center for Contemporary Art. Physical Presence. Mesa, AZ.

### 2006

Central European Cultural Institute. Signals From/About Central Europe II. Budapest, Hungary.

Northwest Cultural Council. "Places We Call Home" 2006 Photography Exhibit. Barrington, IL. **Honorable Mention.**

Caladan Gallery. Beyond the Night: Rites and Awakenings. On-line exhibit.

Long Beach Arts. Open National Exhibition. Long Beach, CA. (Collaboration with Jeff Murphy.)

Steamboat Springs Arts Council. The Printed Image. Steamboat Springs, CO.

Masur Museum of Art. 33rd Annual Juried Competition. Monroe, LA. (Collaboration with Jeff Murphy.)

Joel and Lila Harnett Museum of Art. 2006 Harnett Biennial of American Prints. Richmond, VA.

### 2005

621 Gallery. National Photography Invitational. Tallahassee, FL. (Curated by George Blakely.)

Museum of Fine Arts. Heartbreakers. Florida State University. Tallahassee, FL.

Museum of Fine Arts. Power: Sex, Politics and the Pursuit of Global Domination. Florida State University. Tallahassee, FL. (Includes collaboration with Jeff Murphy.)

SIGGRAPH 2005 Conference. SIGGRAGH 2005 Gallery Show and Traveling Exhibition. Los Angeles, CA.

Light Factory. Light Factory Members' Show and Auction. Charlotte, NC. *Logophobia-Humble* auctioned for \$2500 to the Bechtler Collection.

LSU Union Art Gallery. 2005 20" x 20" x 20" National Compact Competition. Baton Rouge, LA. **2nd Place Award.**

Rocky Mountain Art Center. 48th Annual National Exhibition. Rocky Mount, NC. (Collaboration with Jeff Murphy.) **Merit Award.**

Buddy Holly Center. Illuminance 2005. Lubbock, TX.

IDMAa 2005 Conference. iDEAs Show. Orlando, FL.

Smithtown Township Arts Council. 25th Annual Juried Photography. St. James, NY.

International Digital Arts Awards. 2005 IDAA. Exhibition touring Australia and New Zealand.

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Museum of Outdoor Arts. Englewood Arts National Juried Art Show. Englewood, CO.  
Swanson Reed Gallery. New Artists, Mixed Media. Louisville, KY.  
ARC Gallery. Crushed Crushes. Chicago, IL.  
Artists Image Resource. Inkjet. Pittsburgh, PA. (Collaboration with Jeff Murphy.)  
Valdosta State University Fine Arts Gallery. Valdosta National 2005. Valdosta, GA.  
Lexington Art League. Nude 2005. Lexington, KY. (Collaboration with Jeff Murphy.)  
Purdue University Galleries. Digital Concentrate. West Lafayette, IL.  
Fredericksburg Center for the Contemporary Arts. Art in Human Motion. Fredericksburg,  
VA. (Collaboration with Jeff Murphy.) **Merit Award**.  
Wellington B. Gray Gallery. 4th Photography Image Biennial Exhibition. East Carolina  
University. Greenville, NC.

### 2004

Mount Scott Art Center. Summer in Winter. Portland, OR.  
The Sun Factory. Blurring Boundaries: New Media in Contemporary Art. New York, NY.  
Morlan Gallery. 2004-2005 Video Series. Transylvania University. Lexington, KY. Artists  
Image Resource. The War Room. Pittsburgh, PA.  
New Arts Program. Invitational Salon Exhibition of Small Works. Kutztown, PA. Long Beach  
Island Foundation of the Arts and Sciences. Annual National Juried Competition  
Photography/Digital Photography. Loveladies, NJ. **Merit Award**.  
Chautauqua Center for the Visual Arts. 47th Chautauqua National Exhibition of American  
Art. Chautauqua, NY.  
Dairy Center for the Arts. Boulder Art Association Photography Show. Boulder, CO.  
Old Church Cultural Center. 15th Annual Small Works Show. Demarest, NJ.  
DreamBox Foto Gallery. First Annual Juried Exhibition. Chicago, IL. **2nd Place Award**.  
Museum of Outdoor Arts. Englewood Arts National Juried Art Show. Englewood, CO.  
University of Toledo's Center for the Visual Arts. Toledo Friends of Photography 7th  
Biennial Exhibition. Toledo, OH.  
Urban Institute for Contemporary Art. Fresh Materials. Grand Rapids, MI.  
Lexington Art League. Nude 2004. Lexington, KY.  
Hungarian Multicultural Council. 2004 Summer Artists' Residency Exhibition. Balatonfüred,  
Hungary. (Collaboration with Jeff Murphy.)

### 2003

Centro Pablo. V Salon Internacional de Arte Digital. Havana, Cuba.  
Bill Maynes Gallery. Off the Top: The Rutgers Tradition. New York, NY.  
Okaloosa-Walton Arts Center. 11th Southeast Regional Juried Fine Arts Exhibition.  
Niceville, FL.  
New Arts Program. Invitational Salon Exhibition of Small Works. Kutztown, PA.  
Fylkingen. diSTILLaton and more. Stockholm, Sweden.  
Fredericksburg Center for the Creative Arts. Photography: The Manipulated Image.  
Fredericksburg, VA.

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Fulton Street Gallery. Computer Art Show. Troy, NY.

Fast Street Gallery. 17th Annual National Juried Exhibition. Phoenix, AZ.

### 2002

The Korn Gallery. Kaboom! Madison, NJ.

The Cinderblock. B-Sides/B-Film. Louisville, KY.

L.A. County Fair. New Photography Exhibition. Pomona, CA. **Certificates of Excellence.**

The East End Photographers Group. Digital Domain. East Hampton, NY. Nexus Gallery.  
Sixth Annual National Juried Exhibition. New York, NY.

Printmaking Council of New Jersey. DisSTILLation. Somerville, NJ.

White Columns. Video Library. New York, NY.

### 2001

The Knitting Factory. Fragmentations. New York, NY.

## 7.2 Group Non-Juried Exhibitions and Community Artworks

### 2024

Baron Art Gallery. If Walls could Talk. Oberlin College. August 1 – Sept. 27, 2024. (Group exhibition celebrating the career of painting Prof. Sarah Schuster. Work: *Öccane 01: What is your Name? 5*)

Rowe Art Galleries. Generations: 60 Years of Art + Art History at UNC Charlotte. UNC Charlotte. October 8 – November 8, 2024. (Collaborative diptych with alumna Kelli Crockett.)

### 2023

Charlotte Art League. dis/connect. January 30, 2023, 6:00 and 8:00pm (Curated by Jessica Lyndsay, Digital Arts Center (D+ARTS) Director. Performance of *Lost Valley*. The animation *Lost Valley* created by students and myself in the Fall 2022 3D Game Engines class were played along with a live performance.) Charlotte, NC.

Camp North End. BOOM! Fringe Festival (dys/connect). Digital Arts Center – dys/connect. April 23, 2023, 4:00 pm (Invited by Jessica Lyndsay, D+ARTS Director. Repeat performance of *Lost Valley*.) Charlotte, NC.

### 2020

Rowe Galleries. 2020 Faculty Biennial. UNC Charlotte. Charlotte, NC.

## HEATHER D. FREEMAN

### 2018

Rowe Galleries. 2018 Faculty Biennial. UNC Charlotte. Charlotte, NC.

### 2016

Rowe Galleries. 2016 Faculty Biennial. UNC Charlotte. Charlotte, NC.

### 2014

16th Annual Independent Games Festival. On-line. Associated with the *2014 Games Developer Conference*, San Francisco, CA. (*Denisovan*.) <http://www.igf.com/php-bin/entry2014.php?id=1663>

Rowe Galleries. 2014 Faculty Biennial. UNC Charlotte. Charlotte, NC.

### 2012

Democratic National Convention. Quasimodo Project: Titan Mare Projection. Charlotte, NC. (*Titan Mare*) (Projection on the UNC Charlotte Center City Building during 2012 Democratic National Convention.)

Artwork at Studio Party 12. (Exhibited five works at the McColl Center for Visual Arts "Studio Party 12" fund raiser.) Charlotte, NC.

Rowe Galleries. 2012 Faculty Biennial. UNC Charlotte. Charlotte, NC.

### 2010

Kennedy Building. Digital Kennedy. UNC Charlotte. Charlotte, NC. (Collaborative, interactive projections with Prof. Eric Sauda's graduate architecture students.)

Baku Gallery. Troubled Life: A Commemoration of Edgar Allen Poe. Charlotte, NC.

Dialect. Center Seven. Charlotte, NC.

McColl Center for Visual Art. 2010 Summer Affiliate Exhibition. Charlotte, NC.

### 2009

Rowe Galleries. 2009 Faculty Show. UNC Charlotte. Charlotte, NC.

### 2008

Wedge Gallery. A Tale of Two Queen Cities. Woodbury College, CA. (Collaborative murals with architecture professor José Gaméz, his graduate students Ronna Gardner, Meghan Meyers, Stephanie Orlich and Ramon Ramirez of Woodbury College and his advanced painting students.)

Storrs Gallery. A Tale of Two Queen Cities. UNC Charlotte. Charlotte, NC. *See above*.

## HEATHER D. FREEMAN

### 2007

MFA Gallery. Fuzzy Pictures. Clemson University. Clemson, SC.

### 2005

The Ice House. Work: Ruth Adams, Heather Freeman and Doreen Maloney. Lexington, KY.

### 2004

Barney Miller. New Media Festival. Lexington, KY.

### 2003

Downtown Arts Center. Members Show. Lexington, KY.

### 2002

Nova Scotia Birthday Event. Geoff Hendricks 70th Birthday Envelope Project. Nova Scotia, Canada.

Allegheny College Art Galleries. Faculty Show. Meadville, PA.

### 2001

Rutgers University. Screening Night. New Brunswick, NJ.

Rutgers University. Performance Night. New Brunswick, NJ.

### 2000

Rutgers University. MFA Thesis Exhibition: Sexalchemy. New Brunswick, NJ. Rutgers University. Y2K Solutions. New Brunswick, NJ.

## 8. Publications

### 8.1 Books

2015

Freeman, Heather. Moving Image Workshop: Introducing animation, motion graphics and visual effects in 45 practical projects. Fairchild Books (an imprint of Bloomsbury Academic - London) ISBN-10: 1472572009. 288 pages, 200 color illus. Introductory college-level textbook on animation, motion graphics and visual effects. <http://www.bloomsbury.com/us/the-moving-image-workshop-9781472572004/>

### 8.2 Published Creative Works

2021

Freeman, Heather D. / Robin, Wren. The Piedmont Path. A Witchcraft Oracle of Contemporary North Carolina. Theurgical Studies Press. Risograph Zine, 15 pages.

2014

Parkison, Aimee. The Petals of Your Eyes. May 2014. Starcherone Books. [Cover Art](#), *Jeremiah* from the *Fuzzy Pictures* series.

2011

Quinn, Robert D., PhD. "E-learning in art education: Collaborative meaning making through digital production." *Art Education: The Journal of the National Art Education Association*. Print. 64.4 (2011): Cover, 18-24. <http://eric.ed.gov/?id=EJ935033>

Thompson, Paul. Born Digital - New Materialities. Grays School of Art, Robert Gordon University. Aberdeen, UK. June 2011. Print and web. Work included on pg 18. <https://independent.academia.edu/PaulThompson7>

### 8.3 Exhibition Catalogues

2017

UNC Charlotte, College of Arts + Architecture. Keeping Watch on Habitat. February 2017

## HEATHER D. FREEMAN

### 2011

Thomas, Brigette and Varghese, Sheena. Taking Part. February 2011

### 2010

Stuck, Thomas. Das DING. Fall 2010.

Bowland, Julie. Valdosta National Catalog 2010. January 2010.

Common Ground 2008: International Touring Exhibition.

<http://www.bluetoad.com/publication/?i=20349> Somasa, Saritdikhun. *Pixel Fusion* publication, June 2010.

### 2009

Waddell, Roberta. The Boston Printmakers 2009 North American Print Biennial. February 2009.

### 2005

Blakely, George and Aguilera-Hellweg, Max. Heartfelt. Florida State University Museum of Fine Arts. 2005.

## 8.4 Peer-Reviewed Publications

### 2025

Heather. Freeman (*In Press*). "Digital Praxis: Magical Technologies and Technological Magic." *Magic, Ritual and Witchcraft* (issue number pending). Invited to submit an article for the 20<sup>th</sup> anniversary of Douglas Cowan's *Cyberhenge*.

### 2020

Alex Cabral, Heather Freeman, Robby Sachs, Tom Schmidt & José Gamez (2020) "DIY in Pandemic Times: Design Leadership During COVID-19", *Technology | Architecture + Design*, 4:2, 140-143, DOI: [10.1080/24751448.2020.1804753](https://doi.org/10.1080/24751448.2020.1804753)

### 2014

Freeman, Heather. "Knotted." *Creative Loafing Charlotte: 2014 Short Fiction Issue*. 9 Jan. 2015: 10-11. **First Place Award**. *Print and Online*. <http://clclt.com/charlotte/the-2014-fiction-issue/Content?oid=3299783>

## HEATHER D. FREEMAN

### 2007

“Bits, Bytes and the Rhetoric of Practice: New Media Artist Statements 2007”

Media N: Journal of the New Media Caucus Fall 2007. [http://median.newmediacaucus.org/archives\\_in\\_progress/pre\\_2009\\_issues/2007\\_fall/statements/freeman\\_heather/freeman\\_heather.html](http://median.newmediacaucus.org/archives_in_progress/pre_2009_issues/2007_fall/statements/freeman_heather/freeman_heather.html)

## 8.5 Non-Reviewed Publications

### 2012 - 2016

Freeman, Heather D. Open Art Lab. Blog of video tutorials created for my UNC Charlotte students. Although I no longer update this blog, it still receives about several hundred visits a month. <http://openartlab.blogspot.com>

### 2013

Freeman, Heather D. Denisovan: Information and Resources for the mobile app. Blog for *Denisovan* mobile app and book. July, 2013. <http://denisovan.blogspot.com/>

Freeman, Heather D. "Featured Blog Post: Flederhund: The Domestically Gory World of Interactive Books." *Gamasutra: The Art and Making of Games*. Web. 14 November 2013. [http://www.gamasutra.com/blogs/HeatherFreeman/20131114/204836/Flederhund\\_The\\_Domestically\\_Gory\\_World\\_of\\_Interactive\\_Books.php](http://www.gamasutra.com/blogs/HeatherFreeman/20131114/204836/Flederhund_The_Domestically_Gory_World_of_Interactive_Books.php)

Freeman, Heather D. and Murphy, Jeff. Flederhund. Blog for *Flederhund* crowd-funding campaign, mobile app, and book. November 2013. <http://flederhund.blogspot.com>

### 2012

Freeman, Heather D. Pennipotens: Capable of Flight. Blog for *Pennipotens* animation. October 2012. <http://pennipotens.blogspot.com/>

### 2008

Freeman, Gaméz, and Ramiréz. A Tale of Two Queen Cities. Blog for the *Two Queen Cities* digital mural project, 2008. <http://twoqueencities.blogspot.com>

Gaméz and Ramiréz. QC2: A Tale of Two Queen Cities. Exhibition Catalogue. 2008. <http://www.lulu.com/content/2059523>

### 2004

“Psicomapa.” Claudio Sotolongo (Cuba), Heather Freeman (USA), Alessandro Celante (Brazil), Greg Giannis (Australia). Orilla #4: I Muestra Internacional de Arte Digital. Collaborative online digital image exchanges. <http://andamio.freeservers.com/eventos/orilla04/netart.htm>

## 9. Honors and Awards

### 2023

Best Podcast - *Magic in the United States*. Best of the Nest Awards, Queen City Nerve, Charlotte, NC.

Best Scripted Podcast. New London International Film Festival. New London, NH. (*Familiar Shapes*, podcast)

### 2022

Finalist - Best Podcast. *Familiar Shapes* (podcast). 4th Annual Astoria Film Festival. Astoria, NY.

### 2017

Best Animation. *Artemis*. UK Screen One International Film Festival. Leicestershire, United Kingdom.

3rd Place for Best Animation. *Artemis*. Artlightenment Art and Film Festival. Nashville, TN.

### 2016

Nomination for Best Animation. *Artemis*. Kerry International Film Festival. Killarney (Co. Kerry), Ireland).

Honorable Mention. *Artemis*. Fall 2016 New Jersey Film Festival. New Brunswick, NJ.

### 2014

Platinum Remy Award for Interactive Entertainment. *Denisovan*, mobile app. 47th Annual WorldFest - Houston International Film Festival. Houston, TX.

Platinum Remy Award for Children's Educational. *Flederhund*, mobile app. Collaboration with Jeff Murphy. 47th Annual WorldFest - Houston International Film Festival. Houston, TX.

### 2013

Best Ultrashort Film. *Quinn's New Video Game*, animation. 2013 Society for Visual Anthropology Film and Media Festival. 112th American Anthropological Association Annual Meetings. Chicago, IL.

Kid's Short Film Award. *Quinn's New Video Game*, animation. 5th Annual River Bend Film Festival. South Bend, IN.

First Place (\$200). *Knotted*, short fiction. Charlotte Creative Loafing 2014 Short Fiction Issue. Charlotte, NC.

1st Place Experimental. *Quinn's New Video Game*, animation. 6th Annual International Women and Minorities in Media (WAMMFest). Towson, MD.

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### 2012

Best Charlotte Short. *Pennipotens*, animation. Charlotte Horror Film Festival. Charlotte, NC.

Nominated for Best Animation. *Pennipotens*, animation. California Animation Festival. Modesto, CA.

Best Animation. *Pennipotens*, animation. 9th Annual Tupelo Film Festival Tupelo, MS.

2nd Place in Short Film. *Pennipotens*, animation. Appalachian Film Festival, Huntington WV.

Best Animation. *Pennipotens*, animation. Big Muddy Film Festival 34, Carbondale IL.

Nominated for Domestic + International Best Experimental. *Pennipotens*, animation. Uptown Film Festival, Birmingham MI.

Finalist. *Pennipotens*, animation. Albany Film Festival, Albany CA.

### 2011

Honorable Mention. *Bottle, Bottle, Axolotl*, digital print. Shattered: 6th Fall National Juried Exhibition, Novato CA.

Platinum Iago Award for Most Compelling Antagonist. *Pennipotens*, animation. JamFest Indie Film Festival, Hammond LA.

Gold Award for Experimental Animation. *Pennipotens*, animation. JamFest Indie Film Festival, Hammond LA.

Best Animation. *Pennipotens*, animation. Columbia Gorge International Film Festival, Vancouver WA.

### 2010

Best Animation. (\$75) *The Bat*, animation. The Light Factory's 2010 Filmmakers' Showcase. Charlotte, NC.

### 2009

Best in Show (\$500). *Selkies*, mixed media on digital print. Current Trends in Print. Elon University. Elon, NC.

Honorable Mention. 32nd Annual Art on Paper. Maryland Federation of Art. Annapolis, MD.

3rd Place - Experimental Category. (\$50) *The Bat*, animation. UNC Charlotte Film Festival. Charlotte, NC.

### 2008

Finalist. Collaborative print with Jeff Murphy. Food for Thought. The Light Factory and *Eye Magazine* online competition. Charlotte, NC.

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### 2007

2nd Place Award (\$200). Digital print. Third Coast National. K Space Contemporary. Corpus Cristi, TX.

### 2006

Honorable Mention. Digital print. "Places We Call Home" 2006 Photography Exhibit. Northwest Cultural Council. Barrington, IL.

### 2005

Merit Award. (\$100) Digital print. 48th Annual National Rocky Mountain Exhibition. Rocky Mountain Art Center. Rocky Mount, NC

2nd Place Award (\$1000) Digital print. LSU Union Art Gallery 2005 National Compact Exhibition. Baton Rouge, LA.

Merit Award. (\$100) Digital print. Fredericksburg Center for the Creative Arts, Art in Human Motion, Fredericksburg, VA.

### 2004

Juror's Award. (\$1000) *Pony Boy*, digital print series. Mesa Contemporary Arts Center 2-Person National. Mesa, AZ.

Merit Award. (\$100) Digital print. National Juried Competition Photography/Digital Photography. Long Beach Island Foundation of the Arts and Sciences. Loveladies, NJ.

2nd Place Award. *Logophobia - Eat*, digital print. First Annual Juried Exhibition. DreamBox Foto Gallery. Chicago, IL.

### 2002

Certificates of Excellence. Digital print. New Photography Exhibition. L.A. County Fair, Los Angeles, CA.

### 2001

Festival Committee Citation. *Erste Wolken am Himmel des jungen Glücks*, video. New Jersey Young Film and Video Makers' Festival. New Jersey.

### 2000

Director's Citation Award. *Erste Wolken am Himmel des jungen Glücks*, video. Black Maria Film-Video Festival. NJ.

## 10. Invited Presentations

### 10.1 Invited Individual Artist talks

#### 2025

“Popular Media Advocacy of Research in Magic and Esotericism” *CAS-E Symposium*. Center for Advanced Studies in Humanities and Social Sciences. January 2025. Erlangen, Germany.

#### 2024

“Magic in the United States: A Conversation with Heather Freeman.” *Gnoseologies*. Harvard Divinity School. Hosted by Giovanna Parmigiani (online), April 10, 2024. <https://cswr.hds.harvard.edu/news/upcoming-events?trumbaEmbed=view%3Devent%26eventid%3D172638436>

“Magic, technology, and Art.” *Code Sorcery Class*. The School of the Art Institute of Chicago. Online. November 16th, 2024.

“Music, Magic, and Movies: ‘Real’ Magic.” *Lectures and Libations* series. Hosted at Figs and Twigs, Charlotte, NC. October 11th, 2024.

“Conversation with Thorn Mooney.” *Witches Among Us* book launch at Quail Ridge Books in Raleigh, NC. October 8th, 2024.

#### 2023

“Unveiling The Digital Occult: Forty Super-Duper Ancient Years of Arcana.” *Last Tuesday Society*. Viktor Wynd Museum (online) November 28<sup>th</sup>, 2023. <https://www.thelasttuesdaysociety.org/event/unveiling-the-digital-occult-forty-super-duper-ancient-heather-freeman/>

#### 2019

McColl Center for Art + Innovation. *Stimulus: Facts <3 Fiction*. (Invited Artist Presentation and Panel Discussion with Director of Photography Hamilton Ward and interview subjects Dr. Sean McCloud and Dr. Samira Shaikh.) Charlotte, NC.

#### 2018

Human Nature Lab. *Talk on Familiar Shapes*. Invited to Yale University by Nicholas Christakis, Director of the lab, to speak on this group about the film’s work-in-progress.

#### 2014

Winthrop University. *Heather D. Freeman - Fine Arts Visual Presentations*. Rock Hill, SC.

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Pease Gallery. Denisovan Artist's Talk. Central Piedmont Community College. Charlotte, NC. Lecture in conjunction with exhibition.

### 2015

GEEKFest. 3D Printing Workflow for Stop Motion Animation. Central Piedmont Community College. Charlotte, NC.

Recetas Culturales. Denisovan - Talk by Heather Freeman. Skype conversation to Bilbao, Spain with Txema Agiriano, curator of the *2013 MEM Festival* as part of the on-going arts festival. On-line.

### 2013

Cochenour Gallery. Talk to Me a Story Gallery Talk. Georgetown College. Georgetown, KY. Lecture in conjunction with exhibition.

Lee County Alliance for the Arts. Artist Walk and Talk with Jeff Murphy and Heather Freeman. Fort Myers, FL. Lecture in conjunction with exhibition.

### 2011

Coker College. Artist's Talk by Heather D. Freeman. Hartsville, SC. Lecture in conjunction with exhibition.

### 2010

Elon University. Artist's Talk by Heather D. Freeman. Elon, NC. Lecture in conjunction with exhibition.

### 2009

Harrisburg Area Community College. Verbatim Artist's Talk by Heather D. Freeman. Harrisburg, PA. Lecture in conjunction with exhibition.

### 2008

Eastern Carolina University. Artist Talk by Jeff Murphy and Heather Freeman. Greenville, NC. (Collaborative talk with Jeff Murphy.) Lecture in conjunction with annual student art exhibition.

University of the South. Artist's Talk by Heather D. Freeman. Sewanee, TN. Lecture in conjunction with exhibition.

### 2006

Roanoke College. Artist's Talk. Salem, VA. (Collaborative talk with Jeff Murphy.) Lecture in conjunction with exhibition.

Dayton Visual Arts Center. Artist's Talk. Dayton OH. Lecture in conjunction with exhibition.

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### 2005

Redux Contemporary Art Center. Artist's Talk. Charleston, SC. Lecture in conjunction with exhibition.

Florida State University. Artist's Talk. Tallahassee, FL.

### 2004

Midwestern Society for Photographic Education Annual Conference. Logophobia/Logophilia: Exploiting the Limitations of Text and Image. Columbus, OH.

Mesa Arts Center. Artists' Talk. Mesa AZ. Lecture in conjunction with 2-person exhibition.

### 2003

University of North Carolina at Charlotte. Artist's Talk. Charlotte, NC. Lecture in conjunction with exhibition.

### 2002

Madison College. Artist's Talk. Madison, NJ. Lecture in conjunction with group exhibition.

Western Kentucky University. Artist's Talk - Heather D. Freeman. Bowling Green, KY.

## 10.2 Invited Panel Discussions / Group Artist Talks

### 2020

Eastern Carolina University. "Heather Freeman and Jeff Murphy." Zoom Artists' Talk to Prof. Daniel Kariko's Advanced Photography Courses. September 9th, 2020

Association of Collegiate Schools of Architecture Zoom Panel Discussion. "Schools Respond to a Pandemic." Moderator: José Gámez Panelists: CoA+A CLT MEDI collaborators Alex Cabral, Heather Freeman, Robby Sachs, and Thomas Schmidt. April 3, 2020. <https://www.youtube.com/watch?v=bAm5WwYddyk&feature=youtu.be>

### 2019

SFAI. "'Process' Artist Talk by Heather Freeman and Jeff Murphy." Part of the Truth and Reconciliation Artist Residency Santa Fe Art Institute (Santa Fe, NM), July 11th, 2019

### 2016

Harvey B. Gantt Center for African-American Arts + Culture. "The Future of Southern Documentary" *Sundance Institute and the Southern Documentary Fund: New Frontier Day Lab*. Panel Chaired by Diane Robertson, interim Executive Director of the Southern Documentary Fund. Invited by Kamal Sinclair, Director of the *New Frontier Lab Programs, Sundance Institute*. Panel members included Steven Crump (WBTV), myself,

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Jessica Moss (Gantt Center), Sadie Tillery (Full Frame Festival), and Amy Shumaker (SCETV),

### 2014

Watkins College of Art, Design & Film. "*Nashville Print Revival* Artist Lectures." *Nashville Print Revival*, Nashville, TN. Lecture with two other artists in conjunction with exhibition.  
CPCC Levine Campus. "Film & Discussion: Invisible Worlds, Constructed Realities." *Sensoria*, Charlotte, NC. Panel discussion with regional filmmakers William S. Davis and Bradlee Crawford Hicks.

### 2013

Greenhill Art Center. "*Animated!* Artists' Dialogue." Greensboro, NC. Lecture with three other artists in conjunction with exhibition.  
UNC Charlotte Center City Building – Projective Eye Gallery. "*Aggregation Transformation* Artists' Talk." Charlotte, NC. Lecture with three other artists in conjunction with exhibition.

### 2008

The Light Factory. "*Into the Mystic* Artists' Talk." Lecture with Kit Kube. Charlotte, NC. Lecture in conjunction with exhibition.  
Southern Graphics Council Conference. "Caught in the Web: Navigating Narratives." Richmond, VA. (Invited as a panel member to a session run by Syd Cross, but unable to attend due to pregnancy term.)

### 2005

The Ice House. "Artists' Talk." Lecture with Ruth Adams and Doreen Maloney about digital art and photography. Lexington, KY.

### 2004

The Peddie School. "Artists' Talk." Hightstown, NJ. Lecture in conjunction with 3-person exhibition.

### 1999

Gettysburg College. "Artists' Talk." Gettysburg, PA. Lecture with Clifford Owens in conjunction with two-person exhibition.

## 11. Reviewed Conference Presentations

### 11.1 Individual and two-person Presentations

#### 2025

“Generative Gnosis: Embodied Encounters with Digital Spirits in Contemporary Art and Magical Practice.” The Aesthetics of Esoteric Practices: Materialities, Performances, Senses. Fondazione Giorgio Cini. Venice, Island of San Giorgio

Maggiore. November 12, 2024. [Note: Collaborative talk with Dr. Amy Hale. (I was unable to attend, but Amy Hale gave our joint presentation.)

“Magical Technologies, Technological Magic: Digital Praxis” as part of the “Contemporary Paganism, Magic, and Online Worlds: *Cyberhenge* at 20” round table. American Academy of Religion June Online Conference. June 26, 2024.

#### 2023

“Digital Signals and Genus Locii.” Occulture 2024. Anomalie Art Club Berlin. Berlin, Germany. October 21, 2023. <https://occultureconference.com/heather-d-freeman/>

#### 2022

“*Digital Technology for Magical Practitioners*” Mystik South Conference. Crowne Plaza Ravinia (Atlanta, GA).

#### 2019

“Familiar Shapes: The familiar and the bot.” Conference presentation at Betwixt and Between: Isobel Gowdie, The Witch of Auldearn. Museum of Witchcraft and Magic's Annual Conference. The Wellington Hotel, Boscastle (Cornwall), United Kingdom. May 18th, 2019

#### 2018

“Familiar Shapes: Social Bots and Early Modern Witches.” Society for Photographic Education, Southeast Regional Conference. Penland School of Craft, Penland, NC.

#### 2013

“Flederhund: An Interactive Children’s Book Demo.” Society for Photographic Education Southeast (SPESE) Regional Conference. (Collaborative talk with Jeff Murphy.) UNC Charlotte Center City Building. Charlotte, NC.

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### 2011

“Workshop on Adobe After Effects for Photographers.” Southeast Society for Photographic Education Regional Conference. Myrtle Beach, SC.

### 2009

“Convergent Evolution, or: We Really Didn’t Know We Were Both Working on the Same Stuff. Seriously.” Southeast Society for Photographic Education Regional Conference. (Collaborative talk with Jeff Murphy.) Atlanta, GA.

### 2007

“Aberrant Memory: The *Fuzzy Pictures* Series.” Southeast Society for Photographic Education Regional Conference. Savannah, GA.

### 2005

“Fluid Dynamics.” Southeastern Society for Photographic Education Annual Conference. Tallahassee, FL. (Collaborative talk with Jeff Murphy.)

### 2003

“Virtual Love and the New Romanticism.” Centro Pablo. Presented at the Fifth Annual International Digital Arts Colloquium. Havana, Cuba.

## 11.2 Panel Presentations

### 2022

“Liminal Means: Navigating experiential magic and the physical body within digital spaces.” Trans- States: The Art of Deception 2022 Conference. University of Northampton, United Kingdom. <https://trans-states.org/wp-content/uploads/2022/09/Trans-States-3-Programme-and-Exhibition-Catalogue.pdf>

“Liminal Means: Navigating experiential magic and the physical body within digital spaces” Future Bodies: 2022 New Media Caucus Symposium. PANEL SESSIONS: Water, Non-human Ecology + Liminal Experiences. Virginia Tech University and on- line. (This was a heavily revised version of the previous presentation, based on feedback from that event.) <https://futurebodies.newmediacaucus.org/assets/FBprogram-Final.pdf>

### 2021

“Diversity in Gaming Collection.” NCLA (NC Library Association) Biennial Conference. (Co-hosted by The Southeastern Library Association) Poster session in collaboration with Julio Bahamón (Computer Science), Beth Caruso (Atkins Library), Tiffany Davis (Atkins Library), and Christine Lampkowski (Atkins Library).

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“Developing a Diverse and Inclusive Gaming Collection.” [SUNYLA 2021 Annual Conference](#) (On-Line). June 18, 2021. Additional presenters: Julio Bahamón (Computer Science), Beth Caruso (Atkins Library), Tiffany Davis (Atkins Library), and Christine Lampkowski (Atkins Library).

### 2016

“I Δ IT ++ IT Δ ME: Digital Technologies in Art Practice, Teaching, and Learning.” Panel Chair at [SGCI Portland](#). Panelists: Douglas Bosley, Jeff Murphy, and Erik Waterkotte. Downtown Waterfront Marriott, Portland OR.

### 2015

“3-Ring Circuits: Creative Interactive Sculptures with Paper Circuits.” [Southern Graphics Conference International](#). Collaborative demonstration with Ryan Buysens and Erik Waterkotte. Art and Architecture Building, University of Tennessee. Knoxville TN.

### 2014

“New Forms of Storytelling in Digital Media.” [CHAT Fest 2014](#); Collaborations: Humanities, Arts & Technology in the Triangle Institute for Emerging Issues, Hunt Library; NC State University. Raleigh, NC. Short talk with two other artists in conjunction with festival.

## 11.3 Short Papers Presented

### 2024

“Occulture and AI: What magic can teach us about AI Ethics.” Lightning talk with Prof. Damien Williams (Philosophy and Data Science). 2<sup>nd</sup> [Charlotte Institute for Smarter Learning \(AI Symposium\)](#), May 15, 2024.

### 2023

“Creative Collaborations with Generative AI.” *Lighting Talk*. 1<sup>st</sup> [Charlotte Institute for Smarter Learning \(AI Symposium\)](#), May 18, 2023

### 2019

“SFAI140 - Truth and Reconciliation Artist Residency.” Santa Fe Art Institute. Santa Fe, NM. July 19th, 2019. 140-second-flash presentation.

### 2015

“Flederhund.” [iDMAa Conference](#). Johnson City, TN. Lightning presentation with Jeff Murphy.

## 12. Artist Residencies

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### 2022

2022 Games for Change. XR JAM Brain Jam. (Participated virtually). The New School, New York City.

### 2019

Sante Fe Art Institute. Truth and Reconciliation - Family Artist Residency. Collaborations with Jeff Murphy and work on Familiar Shapes animatic. Sante Fe, NM.

### 2018

Museum of Witchcraft and Magic. May – June. Boscastle, Cornwall - United Kingdom. Informal artist residency and research trip.

### 2013

Middle Tennessee State University Art Department. 2nd Annual Nashville Print Revival, Artist-in-Residence. Murfreesboro TN.

### 2010

McColl Center for the Visual Arts. Summer 2010 Affiliate Artist Residency. Charlotte, NC.

### 2006

Rodriquez-Amat Contemporary Art Foundation. International Artist Residency Program. Les Olives, Spain.

Allegheny College. Artist-in-Residence. Meadville PA.

### 2004

Hungarian Multicultural Council. Artists-in-Residence. Balatonfüred, Hungary.

## 13. Press and Media Appearances

### 13.1 Interviews

#### 2025

Allen, Tess. "The (Somewhat) Secret Society of Witches in Charlotte."  
Charlottemagazine.com.

Charlotte Magazine, 2025. <https://www.charlottemagazine.com/the-somewhat-secret-society-of-witches-incharlotte/> Web and print magazine.

#### 2024

Cosmic Plumbing. "060: Design and Tech in Magic with Heather Freeman." YouTube, November 9, 2024. <https://www.youtube.com/watch?v=G5drhNHNDeg>. YouTube Video.

Hutchison, Cory. "Episode 253 – Researching Magic in the US with Heather Freeman." New World Witchery - The Search for American Traditional Witchcraft, November 22, 2024. <https://newworldwitchery.com/2024/11/22/episode-253-researching-magic-in-the-us-with-heather-freeman/> Podcast.

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## 14. Detailed Course Enrollments

### Fall 2025

ARTM 3101 - Game Design and Graphics	16
ARTA 4901 - Senior Thesis 1	7
ARTA 4902 - Senior Thesis 2	1
ARTA 4600 - Senior Seminar	9

### Spring 2025

ARTM 3103 - Animation Production	15
ARTM 3005 - Topics in Digital Media: Podcasting, Sound, and Storytelling	8

### Fall 2024

ARTA 4901 - Senior Thesis 1	3
ARTA 4902 - Senior Thesis 2	9
ARTA 4600 - Senior Seminar	9

### Fall 2023 and Spring 2024

*Funded Leave (NEH Media Production Grant)*

### Summer 2023

ARTM 3005 - Topics in Digital Media: 3D Game Engines	13
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### Spring 2023

ARTM 3103 - Animation Production	14
ARTM 3102 - 3D Modeling and Animation	18
ARTM 3405 - Independent Study/Internships	4

### Fall 2022

ARTM 3005 - Topics in Digital Media: 3D Game Engines	13
ARTM 2104 - 4D	14
ARTA 4901/4902 – BFA Thesis 1 and 2	21

### Spring 2022

ARTM 3103 Animation Production	10
ARTM 3102 3D Modeling and Animation	16
ARTM 3405 Independent Study/Internship	1

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### Fall 2021

ARTM 3101 – Game Design and Graphics	16
ARTM 2105/ARTM 3103 - 4D/Legacy Animation	18
COAA 4000 - Collaboration in the Arts *	10

*\*Team taught with Dance professor Gretchen Alterowitz*

### Spring 2021

ARTM 2015 001 4D	17
ARTM 2015 002 4D	15
ARTM 3405 Independent Study	1

### Fall 2020

ARTM 3101 – Game Design and Graphics*	16
ARTM 2105/ARTM 3103 4D/Animation Production2	24
ARTA 4901/4902 BFA Thesis 1 and 2**	26

*\*Formerly Digital Media 2; collaborative with Prof. Bahamón's class from here on.*  
*\*\*Team taught with three other faculty*

### Spring 2020

*Note: All classes moved on-line in March due to COVID-19 pandemic.*

ARTM 3102 3D Modelling + Animation	19
ARTM 3103 Animation	23
ARTA 3400/ARTM 3405 Internship/Independent Study	7

### Fall 2019

ARTM 2105 Digital Media 1	18
ARTM 3101 Digital Media 2*	14
ARTM 3103 Animation	19

*\*I began collaboratively teaching this class as 2D Game Design with Prof. Julio Bahamón's Computer Science Game Design class which normally has ~ 60 students.*

### Spring Semester 2019

ARTM 3102 3D Modelling + Animation	13
ARTM 3103 Animation (100% on-line)	13
ARTA 3400/ARTM 3405 Internship in Digital Media	4

*Joint Projects – Team Taught with Erik Waterkotte*

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ARTM 4101 Digital Media Projects 1	3
ARTM 4102 Digital Media Projects 2	2
ARTT 4291 Advanced Photo Media	2
ARTT 4991 Photo Media Projects 1	2
ARTT 4992 Photo Media Projects 2	5

### Fall 2018

*Reassignment of Duties to work on the film Familiar Shapes.*

### Spring 2018

ARTM 3102 3D Modeling and Animation	8
ARTM 3103 Animation	19
ARTA 3800 Independent Study	1

### Fall 2017

ARTM 3101 Digital Media 2	16
ARTM 3103 Animation	19
ARTA 3800 Independent Study	1

### *Joint Projects – Team Taught with Aspen Hochhalter*

ARTM 4101 Digital Media Projects 1	5
ARTM 4102 Digital Media Projects 2	3
ARTR 4961 Print Media Projects 1	1
ARTR 4963 Print Media Projects 3	1
ARTT 4291 Advanced Photo Media	1
ARTT 4992 Photo Media Projects 2	1

### Spring 2017

ARTM 3102 3D Modeling and Animation	13
ARTM 3103 Animation	17
ARTA 3800 Independent Study	1

### Fall 2016

ARTM 3101 Digital Media 2	19
ARTM 3103 Animation	16

### *Joint Projects class – Team Taught with Aspen Hochhalter*

ARTM 4101 Digital Media Projects 1	2
ARTR 4963 Print Media Projects 1	1
ARTT 4991 Photo Media Projects 1	7

ARTT 4991 Photo Media Projects 2 1

*Courses and enrollment data prior to 2016 is available upon request.  
All courses taught and enrollment averages are listed below **16.1 UNC Charlotte Undergraduate Courses.***

## 15. Graduate Courses Taught

### 15.1 Clemson University Graduate Courses (2005-2006)

#### **Visual Arts Seminar on Art and Technology**

Semester course, 4.5 contact hours/week, 3 credits. Roughly 10 students, taught once. Studio course using the microcomputer as an art medium. Studies in imaging systems, with emphasis on the creative use of the medium for artistic expression. Essentially the same course as ART 321 but for graduate students in the Digital Production Arts program. Stress is upon basic composition and design skills as well as creative thinking. This course incorporated Photoshop, Illustrator, ImageReady and Flash.

#### **Critical issues in Visual Rhetoric**

Semester course, 3 contact hours/week, 3 credits. Roughly 10 students, taught once. Seminar course exploring the relationship between art and technology in the age of electronic media. This course examines essays by Jennifer Helfand and other contemporary design theorists with critical discussions for the practical exploration of ideas relating to art, technology, and audience.

### 15.2 University of Kentucky Graduate Courses (2002 - 2005)

#### **Graduate Studio Thesis**

Semester course, variable contact hours, 1 - 6 credits. Roughly one student a year. Independent research and preparation for the M.F.A. thesis exhibition. For the student working in a highly technical medium or process, the preparation of a correlated written thesis under close guidance will be the outcome. The student will be expected to know the standard forms for photographic records and the preparation of a professional portfolio.

#### **Problems in Design**

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Semester course, variable contact hours, 3 credits. Roughly one student a year. Sustained individual problems and experimental work in the technical and theoretical problems of design. Students work in a variety of media investigating their own studio problems. Projects have included sculpture and print making students working in installation, a painting student exploring digital printing, and a painting student exploring web design.

### **Graduate Seminar**

Semester course, 2 contact hours/week, 1 credit. Roughly 10 students, taught twice. A seminar especially for graduate students in the studio area, in all areas of concentration. Lectures, discussion and criticism will focus on current formal and aesthetic problems in the arts. Emphasis will be placed on the integration of concepts arising in the different fields in the visual arts. Class time alternates between reading discussions and studio visits. Although I designate the first few readings, students are expected to choose and present readings of their own choice and interests as the semester continues.

### **Independent Research**

Semester course, variable contact hours, 1 - 3 credits. ~1 student/year. Roughly one student a year. Advanced studio investigation of art forms, processes, and topics not specially treated in the regular curriculum. Students generally supplement their research with an undergraduate class not offered for graduate students. Graduate students have come to New Media Foundations, Installation and Web Design to this end. We also meet regularly to discuss their research and how it relates conceptually and formally to their work in the classroom.

## **16. Undergraduate Courses Taught**

### **16.1 UNC Charlotte Undergraduate Courses**

#### **ARTA 4600 BFA Senior Seminar**

Semester Course, 3-hour lecture/week, 3 credits. Fall 2024 and 2025; 9 Digital Media and Illustration students each semester.

Due to curricular shifts and increased enrollments, Digital Media BFA Thesis courses were split into their own sections starting Fall 2020. The senior seminar class formed its own section of Illustration and Digital Media students at this time. This class covers written and digital professional practices, focusing on evaluating and applying for internships and entry level positions; resume writing for different contexts, cover letters, portfolio websites, and social media establishment and management for new art and design

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professionals.

### **ARTA 4901 and 4902 - BFA Thesis 1 and 2 (prev. Projects 1 and 2)**

Semester Course, 6 studio hours/week, 3 credits. Fall 2016 to present, Fall only; 26 students in this first section.

Two-semester sequence leading to each student's BFA exhibition work. Originally continuing the philosophy of providing a richer pre-professional and cross-disciplinary experience for our graduating BFA students, the content and approach of Digital Media Projects 1 and 2 was renamed to Thesis 1 and 2, and now includes Ceramics, Fibers, Painting, and Sculpture students along with the Digital Media, Print Media, and Photo Media students. Starting Fall 2020, due to both curricular shifts and increased enrollments, the Digital Media students were split out into their own Thesis 1 and 2 courses.

### **ARTM 4101 and ARTM 4102 - Digital Media Projects 1 and 2**

Semester course, 6 studio hours/week, 3 credits, classes to be taken sequential semesters. Once a semester, Spring 2012 - 2014 (2-3 students, stacked with other classes); once a year, Fall 2014 - 2017, and Spring 2019, 3-8 students, combined students from Photo Media and Print Media Projects classes.

Students are charged with developing their own studio practice, resulting in a complete and resolved body of work each semester. In the first semester, exploration, creative-risk-taking and development of a rigorous and regular studio practice are stressed. In the second semester, conceptual refinement is stressed along with development of the previous semester's directions in preparation for the BFA exhibition. In both semesters, students learn about professional practice, from submitting work to juried shows, to grant writing, to graduate school applications. The terminal semester of Projects culminates in the BFA thesis exhibition. To enhance cross-disciplinary understanding and education, we combined the relatively small number of students from Digital Media, Print Media, and Photo media in their own Projects 1 and 2 class. This worked exceptionally well. See BFA Thesis 1 and 2.

### **ARTA 3800 Independent Study**

Semester course, variable hours, 1 - 3 credits. Fall 2006 - present, 1 - 6 students a semester.

Supervised individual work in Art Studio. A learning contract will be submitted both to the chair and faculty advisor for approval. Independent research has included experimental sound, graphics and animation for video games, and game design. Students have often pursued independent studies with me to help produce animations for my longer works, including *Pennipotens* and *Familiar Shapes*.

### **ARTA 3400/ARTM 3405 Internship in Digital Media**

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Semester course, variable hours, 1 - 3 credits. Fall 2006 - present, 1 - 3 students a year. Non-salaried opportunity for students to observe, examine, and participate in the creative dynamics and procedural operations of an art organization, production house or other arts related business or expert craftsman dealing with digital media. Internships generally involved graphic design, although I hosted six interns myself for an animation project, plus a seventh for the marketing of the animation *Pennipotens*.

### **ARTM 3005 Digital Media Topics: 3D Game Engines**

Semester course, 6 contact hours/week, 3 credits. Fall 2022 and Summer 2023, 13 students in this first section.

This class was taught fully online using Unreal Engine. Students used existing assets to build scenes and learn basic interactivity, lighting, camera work, and animation in the engine. Based on the success and interest in this class, we are adding it to the curriculum, (starting Fall 2026) but will transition to Unreal Engine.

### **ARTM 3005 Digital Media Topics: Podcasting for Art**

Spring 2025, 6 contact hours/week, 3 credits. 9 students.

In this course, students learned about different structures and approaches to creating podcasts, including documentary-style interviews, short narrative fictional works, and experimental soundscapes with spoken word. Students learned and used Adobe Audition and several other online software in this course to create both podcast content and marketing graphics, and hosting audio works on Substack, while other hosting options were presented. Methods for audio recording under different circumstances and technological options were also covered, from using cardioid mics in a sound studio, to using cell phones in a closet under a blanket, to using shotgun mics and portable audio recorders in the street. By the end of the semester, students made several short, original audio works presented on Substack to the public.

### **ARTM 3105 Video Art**

Semester Course, 6 studio hours/week, 3 credits. Spring 2007, 2009, 2010, 2012, 7 - 16 students per section.

Students develop storyboards, shoot, and edit their own video works. They are instructed in shot composition, lighting, sequencing shots, issues in timing, and sound mixing. Studio work is supplemented by reading discussions and viewings of video art works. This course has incorporated Final Cut Pro, Premiere, After Effects, Audacity, and Garage Band. Since 2012 it has been covered by colleagues or part time faculty, due to high enrollments in other courses I teach.

### **ARTM 3103 Animation Production (formerly: Animation and Interactivity)**

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Semester course, 6 contact hours/week, 3 credits. Fall 2006 to Fall 2021, Fall and Spring; ~ 15 - 24 students per section.

Instruction in the creation of animations focusing on the principles of animation using Adobe After Effects, and the incorporation of sound design. The last iterations included logo design and animation, text animation, and character design and walk cycle animation. Prior to Spring 2011, this course employed Macromedia/Adobe Flash. In those sections, students learned the basics of frame-by-frame animation, tweening, sound in animation, and text animation. The Flash-focused classes also included information design and interactivity using Action Script 3.0. Emphasis is placed not only upon the technical mastery of After Effects (and formerly Flash), but also on aesthetic and conceptual refinement. The class has included diverse assignments bridging fine art and applied concerns, including 30-second ads, interactive game creation, longer narratives, and expressive type animation. This course has incorporated Flash, Photoshop, Illustrator, Audacity and GarageBand.

### **ARTM 3102 3D Modeling and Animation**

Semester course, 6 contact hours/week, 3 credits. Spring 2013 to present, Spring only; ~ 10 - 15 students per section.

Introduction to 3D modelling and animation for studio art and graphic design students, using Blender 3D. Students learned the basics of mesh modeling; sculpting; the application of materials and textures; UV mapping; lighting and camera operation; basic rigging, weight painting, and animation. As time permits, soft body physics, colliders, forces, or fluid dynamics are also introduced. This course incorporates Blender 3D and Adobe Photoshop.

### **ARTM 3101 (2D) Game Design and Graphics**

Semester course, 6 contact hours/week, 3 credits. Fall 2020 to present, Fall only; 16 students in this first section.

In Fall 2019, the Digital Media 2 course collaborated with Prof. Julio Bahamón's College of Computing and Informatics Game Design course. Students were put in teams of four and produced two games using Game Maker over the semester. There was one art student per team who provided original art, animation, and sound design. The collaboration was a resounding success and formalized into this course. Art students learn about the principles of animation as applied to sprite animations, and different methods for creating sprites in Photoshop and Illustrator. Adobe Audition and Audacity are used for sound design. Teamwork, communication, self-assessment, and 'soft skills' are emphasized and a key component of this class.

### **ARTM 3101 Digital Media 2**

Semester course, 6 contact hours/week, 3 credits.

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Fall 2010 to Fall 2019, Fall only; ~ 11 - 20 students per section.

Intermediate to advanced instruction in digital media as a creative tool. Students learn advanced techniques for digital collage and GIF animation in Adobe Photoshop, use of Adobe Illustrator for the creation of laser cut sculptures, and Garage Band and After Effects for experimental time-based works. This course has incorporated Photoshop, Illustrator, Audacity, GarageBand, After Effects, as well as app Inventor, Game Salad, and iBooks Author. In Fall 2017, this course has focused on Game Design using Game Salad. See Game Design and Graphics below. This course was retired and transition to 4D listed above. The game design content was also moved into its own 3000-level course.

### **ARTM 2105 4D**

Semester Course, 6 studio hours/week, 3 credits. Fall 2020 (24), Spring 2021 (two sections, 16 each), Fall 2021

As part of major curricular overalls in 2019, much of the content from Animation (see above) and pulled and put into this lower-level class, while much of the content from Digital Media 1 was moved to a foundations-level course. The foundations course (taught by my other colleagues) covers Adobe Photoshop and Illustrator. 4D deepens technical skills with Photoshop and Illustrator as applied to motion graphics and animation in Adobe After Effects. (Character animation was pulled out entirely and moved into an upper level course.) This course focuses on the principles of animation, applying them to photo-collage based imagery, a logo reveal animation, and text animation.

### **ARTM 2105 Digital Media 1 (formerly: Electronic Media)**

Semester course, 6 contact hours/week, 3 credits. Fall 2006, Spring 2008, Spring 2009, Fall 2009 (2 sections), Fall 2010 - 2014, Fall 2019; 16 - 24 students per section.

Fundamental instruction in digital media as a creative tool. Students learn the basics of digital collage and non-destructive editing using Adobe Photoshop, vector drawing with Adobe Illustrator, page layout with InDesign sound manipulation with Audition Audacity, or Garage Band and animation with Adobe After Effects. Students also learn to use flatbed scanners, USB microphones and various printers. Students develop and print digital images using Adobe Photoshop and Illustrator. They are introduced to digital audio by recording and mixing a contemporary poem which becomes the audio track for their final animation in After Effects. This course content was recently moved into a foundations level course.

### **COAA 4000 - Collaboration in the Arts**

Fall 2021, co-taught with Prof. Gretchen Alterowitz (Dance); 10 students.

Experimental class introducing students to concepts and approaches to collaboration across disciplines with the arts and design. Class included students representing all departments within CoA+A and resulted in one small-group collaborative project and one 10-person collaboration.

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### **ARTZ 2104 - Installation Art**

Semester Course, 6 studio hours/week, 3 credits. Spring 2007 and Fall 2007, 16 students per section.

Students are introduced to the history and forms of installation art through readings, lectures, and the creation of their own installations. Students start with research presentations on installation and performance artists. They create a large scale “Cornell Box”; off-campus, site-specific works; environmental works in a small forest near campus, and finally create a process book based upon the semester’s experience. This course has incorporated InDesign. Note: The Installation Art classes were shifted over to faculty in Sculpture and Ceramics due to high enrollments in my other courses.

### **ARTB 1203 Drawing 1**

Summer session course, 16 contact hours/week (5 weeks), 3 credits. Summer 2008, 17 students.

This course presets the fundamental elements and principles of design as a foundation for all the visual arts. It is a first-semester foundations course required for all art majors. The course broadens the beginning student's understanding of composition in terms of concept, methods, materials and technical skills. Topics covered include seeing with specificity, line, texture, figure/ground relationships, light, value and volume, organization of the picture plane, proportion, spacial illusion, illustration of time and motion, drawing as expression and communication, and manifestation of the imagination.

## **16.2 Clemson University Undergraduate Courses**

### **Art with the Computer**

Semester course, 6 contact hours/week, 3 credits. Roughly 20 students per section, taught twice.

Studio course using the computer as an art medium. Studies in imaging systems, with emphasis on the creative use of the medium for artistic expression. I approached this course similar to A-S 200 at the University of Kentucky and took note of how Prof. Sam Wang had previously structured the course. This course has incorporated Photoshop, Illustrator, Image Ready and Flash.

## **16.3 University of Kentucky Undergraduate Courses**

### **Topics in New Media: Installation**

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Semester Course, 8 contact hours/week, 3 credits. Roughly 15 - 20 students per section, taught once a year.

Studio investigation of topics not specially treated in the regular studio course of study. In this case, students are introduced to the history and forms of installation art through readings, lectures and the creation of their own installations. Students spent the first part of the semester developing mock proposals for installations, both site-specific and concept driven. Some of these proposals were inspired by in-class exercises exploring the nature of space and sensory perception. Finally, students created site-specific installations, gallery-specific installations, and concept-specific installations. Open to Fine Arts students in all media including theater and music.

### **Topics in New Media: Video**

Semester course, 8 contact hours/week, 3 credits. Roughly 15 - 20 students per section, taught once a year.

Studio investigation of art forms, processes, and topics not specially treated in the regular studio course of study. Students develop storyboards and shoot and edit their own video works. The final video project is a site-specific video or video installation. Studio work is supplemented by reading discussions and viewings of video work in the library collection and on-line video works. This course incorporates Final Cut Pro.

### **Topics in New Media: Advanced Digital Imaging**

4-week course, 16 studio hours/week, 3 credits. Roughly 15 students per section, taught once.

Students are introduced to advanced compositing and printing skills. The physical manifestation of the digital image -- such as in traditional prints, temporary tattoos, artists books, and collaborative image-making -- are explored. Students are encouraged to develop bridges between traditional studio materials, drawing techniques, the digital platform, and conceptual goals. This course incorporates Adobe Photoshop and Illustrator.

### **Independent Study**

Semester course, variable hours, 1 - 3 credits. Roughly 2 students a year.

Supervised individual work in Art Studio. A learning contract will be submitted both to the department and the office of the dean at the time of registration. Independent research has included feature length video work, experimental video, animation, graphic design, digital audio, web design, digital prints, digital print making for fiber arts, installation, and performance.

### **Experiential Education**

Semester course, variable hours, 1 - 3 credits. Roughly 2 students a year.

Off-campus studio experience outside the academic environment leading to significant professional growth. A formal learning contract among student, field supervisor and the

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department. Studio hours per week by arrangement. A written statement of objective, recommendation of a studio faculty member and the approval of the department chairperson and the Office of Experiential Education are required. Internships generally involved graphic design.

### **Graphic Design 4: Portfolio**

Semester course, 8 studio hours/week, 3 credits. Roughly 15 students, taught once. Provides an opportunity for the advanced study of artistic and technical solutions for graphic design problems. Prospecting for employment, working conditions, avenues for advancement, pricing work, and the legal responsibilities of the artist-designer to the client-agency discussed. Students conclude this course with the presentation of a portfolio demonstrating their ability to do quality work which meets the highest professional standards. Students are also required to brand themselves and mock interviews are conducted to give them further experience in how to present themselves and their portfolios in a commercial setting. Software incorporated is variable depending on the individual student's portfolio.

### **Web Design**

Semester course, 8 contact hour/week, 3 credits. Roughly 15 students, taught once. An intermediate level course designed to teach students to create web pages. Emphasis is on creating functional and aesthetic web content within the current design parameters of the internet. Navigation strategies, directory structures and familiarity with networks is stressed. Students develop their site maps as they learn the software and designs are evolved to strengthen information design and aesthetic relationships to content. This course incorporates Macromedia Dreamweaver, Adobe Image Ready and Macromedia Flash.

### **Multimedia-Animation**

4-week course, 16 studio hours/week, 3 credits. Roughly 15 - 20 students per section, taught once a semester.

An intermediate level course to teach students to author interactive media projects. Emphasis is on creating original, interactive, 2-D animation, and time-based projects that are output to CD-ROM. This course was revised to be specific to 2-D animation and utilized Adobe After Effects as the primary program. Students developed short animations (30 seconds to 1 minute) based primarily on technical and conceptual requirements. This course incorporates Adobe Photoshop, After Effects, and formerly Macromedia Flash.

### **Foundations in New Media**

Semester course, 8 contact hours/week, 3 credits. Roughly 15 - 20 students per section, taught once a semester.

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Fundamental instruction in digital media as a creative tool. Students learn the basics of digital collage using Adobe Photoshop for their first two projects. They are introduced to digital video and audio in the last project. Students are introduced to contemporary theory through readings, discussions and lectures. This course incorporates Photoshop and Final Cut Pro.

### 16.4 Allegheny College Undergraduate Courses

#### **Computer Art I**

Semester course, 4 contact hours/week, 3 credits. Roughly 15 students, taught once. An introduction to the digital computer as a medium for artistic expression through studio projects and a study of the history of computer art. Macintosh computers, scanners, and printers are used together with Adobe Photoshop to create high- quality color images. Adobe Premiere is used for video capture. Time-based and interactive work is created with Macromedia Director. Emphasis is placed throughout on the development of well composed and expressive work. The first project was a hand-rendered drawing, which was retouched in Adobe Photoshop to create a completely new drawing. Following this was a photo collage based on the concept of the “Human-Made Human”, and the last piece was a short animation created in Macromedia Director, inspired by a work of Art.

#### **Drawing I**

Semester course, 4 studio hours/week, 3 credits. Roughly 20 students, taught once. An introductory course in drawing, including a variety of media and projects to develop skills in observation, execution, and the understanding of drawing as an art form. I spent in-class time focusing on technical exercises and critiques and left the more expressive assignments as out-of-class work.

#### **Introduction to Studio Art, The Creative Process**

Semester course, 4 contact hours/week, 3 credits. Roughly 15 students, taught once. This is an introduction to studio art which includes studio projects in two and three dimensions. Readings and discussions unite with art making to explore creative ideation and investigate the imaginative sources which contribute to the world of the visual artist. Because faculty were encouraged to incorporate their artistic “specialties”, I organized this class to progress from large charcoal drawings to an artist’s book and finally to a site-specific installation/performance. These projects were supplemented by smaller “warm-up” assignments, lectures, slide/video presentations, group critiques, and individual meetings.

#### **Freshman Seminar: Art and the Scatological**

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Semester course, 2 contact hours/week, 3 credits. Roughly 25 students, taught once. This is a writing and debate seminar required of all freshmen. Students develop their persuasive writing and speaking skills through essay assignments, persuasive speeches and group debates. The specific topic of each section is at the instructor's discretion. Inspired by my future proximity to Cincinnati and its lively art history, I decided to base the course on the influence of fecal imagery in art. Students are instructed on methods of analyzing works of art and are evaluated by their oral presentations, written work and class participation.

## 17. Thesis advisement

### 17.1 Doctoral

#### 2022

Graduate Faculty Representative. Todd Dobbs, "Art Analytics." Doctoral Dissertation in the Department of Computing and Information Systems, College of Computing and Informatics.

#### 2020

Graduate Faculty Representative. Johanna Okerlund, "A Critical and Reflexive Investigation of HCI's Promise of Democratization in the Making Phenomenon." Doctoral Dissertation in the Department of Computer Science, College of Computing and Informatics.

#### 2015

Graduate Faculty Representative. Alberto Gonzalez, "Explorability, Satisficing, and Satisfaction in Parameter Spaces." Doctoral Dissertation in the Department of Computing and Information Systems, College of Computing and Informatics.

### 17.2 Masters

#### 2018

Committee Member. Design Computation Dual Master in Architecture III / Information

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Technology Candidate Lina Taheri. Thesis: Story of “Storrs”: Memory of an Architectural Space, Memorializing Human Interactions within the Space.

### 2010

Guest Committee Member. Rachel Lappegaard, Master of Architecture. UNC Charlotte.

### 2008

Guest Committee Member. Michael Ward, “Abstract Translation: Modes, Methods and Meaning.” Master of Architecture. UNC Charlotte.

### 2006

Committee Member. Rachel Drews, “3D Architectural Previsualization Installation.” Master of Fine Arts in Digital Production Arts. Clemson University.

### 2005

Committee Member. Justin Abrams, “Edible Architecture.” Master of Architecture. Clemson University. (Thesis not completed.)

Committee Member. Kazuko Matsumoto, Master of Fine Arts in Studio Art. University of Kentucky.

### 2003

Committee Member. Jason Kelty, Master of Fine Arts in Studio Art. University of Kentucky.

## 17.3 Honors

### 2024

Committee Member. Sydney Carmer. BFA in Digital Media, Honors Thesis “Digital Media History Class Syllabus,” Spring 2024.

### 2023

Committee Member. Kelli Crockett. BFA in Digital Media and Painting, Honors Thesis *Untitled*, about personal experience with prosopagnosia (‘face blindness’) in Digital and Traditional Painting, Spring 2023.

### 2021

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Reader. Carolina Quintana Ocampo, BFA Digital Media and Honors in Studio Art, "Lost in Ghost Stories: Finding Identity as a Mexican American."

### 2019

Reader. Cassandra Cappello, BFA Digital Media and Honors in Studio Art, UNC Charlotte. "Multichannel Sound installation: Generation Z."

### 2013

Reader. Michael Murray, BA and Honors in Art History, UNC Charlotte. "New Media, Old Problems: The Material Digital Art of Eyal Gever and the Bergsonist Vocation."

## 17.4 Research Scholars

### 2022

Jazmyn McCallum, OUR Research Scholar. UX/UI for the *Legacies* AR project in Unity for Charlotte Night Owl Interactive.

Bailey Ammons, OUR Research Scholar. UX/UI for the *Legacies* AR project in Unity for Charlotte Night Owl Interactive.

### 2021

Danielle Walden, OUR Research Scholar. 3D models and textures for *Legacies* AR project in Unity for Charlotte Night Owl Interactive. Also accepted to the Undergraduate Research Symposium. <https://symposium.foragerone.com/unc-charlotte-urc-2022/presentations/41708>

## 17.5 Baccalaureate (University of Kentucky)

### 2005

Committee Member. Kate Allen, Bachelor of Fine Arts in Studio Art. (Not awarded.) University of Kentucky.

### 2003

Committee Member. Daniel Boone, Bachelor of Fine Arts in Studio Art. University of Kentucky.

Committee Member. Lauren Haitte, Bachelor of Fine Arts in Studio Art. University of Kentucky.

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### 2003

Committee Member. Aaron Cammenisch, Bachelor of Fine Arts in Studio Art. University of Kentucky.

## 17.6 Major Project Supervision (Non-Degree)

### 2013

Robinson Hall Murals. Photography BFA students Erin Davis and Lauren Phillips produced six murals for Robinson Hall, funded by the College of Arts + Architecture.

### 2012

Endless Possibilities. The ARTM 3103 Animation class created an animation to screen along with a live performance of Mason Bates' "Warehouse Medicine." This was performed March 18-30th for over 11,000 public school 5th graders at the Belk Theater by the Charlotte Symphony; dancers from the North Carolina Dance Theater performed as well. <http://www.youtube.com/watch?v=brw5zMewByQ&feature=share&list=UUo1E-OOV757FPule7Nxd3og>

## 18. Major Teaching Accomplishments

### 18.1 Program Creation (UNC Charlotte)

2008

BFA concentration in Digital Media, UNC Charlotte (under review for Fall 2026)

### 18.2 Major Program Revision (UNC Charlotte)

2025

BFA concentration in Digital Media revised heavily and retitled, 'Digital Media and Game Design' (under review)

### 18.3 New Course Creation

#### 18.3.1 UNC Charlotte

2025

3D Game Engines (under review for Fall 2026)

2019

Game Design and Graphics\*

4D\*

Animation Production\*

Digital Foundations\*\*

BFA Thesis 1 and 2\*\*

*\*Title change/major content change.*

*\*\*Large advisory role on the course creation.*

2015

3D Modeling and Animation

2008

Installation Art 2

Digital Media 2

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Digital Media Projects 1 Digital Media Projects 2

### 18.3.2 University of Kentucky

#### 2005

Topics in New Media: Advanced Digital Imaging

#### 2003

Topics in New Media: Installation

### 18.4 Selected Student Achievements

#### 2025

Natalie Fronzaglia (née Flinchum) (BFA Digital Media, '22). Web Manager and UX Specialist for Business and Auxiliary Services, UNC Charlotte. Also pursuing an MBA in Marketing and Marketing Management in the Belk College of Business

Cassie Cappello (BFA Digital Media, '19). Promoted to Gameplay Cinematographer at Epic Games, Cary NC.

Jazmyn McCullum (BFA Digital Media, '22). Student Teacher in CMS and recently awarded an MAT in Middle Grades and Secondary Education from the UNC Charlotte College of Education.

Danny Tulledge (BFA Digital Media, '15). Lead Designer ABC7 | KGO, The Walt Disney Company (started Spring 2023, but not reported last year).

#### 2023

Vitta Chin ('23) - **Best Animation Award** from the UNC Charlotte Golden Reel Film Festival for her BFA animation. April 21, 2023

Chase Auzenne ('23) - **Honorable Mention in Animation** from the Golden Reel Film Festival for her BFA animation. April 21, 2023

#### 2022

Hamilton Ward ('15)– **Promoted** to Lighting Artist at Epic Games

Cassie Capello ('19) – **Promoted** to Gameplay Coordinator, Epic Games\* (Cary, NC)

Sarah Deaton ('08) – **Promoted** to Senior Graphic Designer for Health-E Commerce (Seattle, WA)

Liam Niell ('20) – **Promoted** to Director of Photography at CDS Visuals (Charlotte, NC)

#### 2021

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Danny Tulledge (BFA Digital Media '15) awarded 35th Midsouth Regional Emmy for technical achievement. Also took a new position at Webex Events as Brand and Visual Design Manager (Raleigh-Durham, NC).

Pete Hurdle (BFA Digital Media '15) BA Digital Media - Promoted at Sokal to Creative Director. Dmitriy Andronik (BFA Digital Media '20) employed in at Charlotte Root Canal Center as the Digital Media Manager and teaching 2D Design & Animation 1 and 3D Design & Animation 1 at Piedmont Community College.

Natasha Morehouse (BFA Digital Media '20) BFA Digital Media - Employed in January 2021 at Q-Notes as a Graphic Designer

Giovanni Gutierrez (BFA Digital Media '11) BFA Digital Media - Employed April 2020 at Better Car People as a Senior Product Designer and Front-End Developer.

Cassie Capello ('20) BFA Digital Media – Took a new position at Epic Games as a Motion Capture Specialist. Prior to this, she worked freelance as a Production Assistant for Netflix and as a Videoboard Operator for Capitol Broadcasting Company.

Tailin Postema ('24) BFA Digital Media – Accepted for a paid 2022 Summer Internship at Sony Pictures in Los Angeles, CA.

Liam Neill ('20) BFA Digital Media – Took a new position at CDS Visuals (Charlotte, NC) as Associate Video Creative

Harry Nguyen ('13) BFA Digital Media - Took a new position with Financial Independence Group as a Senior UI/UX Designer.

### 2020

Danny Tulledge (BFA Digital Media '15) became Senior Designer at CBS News.

Michael Buschine (BFA Digital Media '19) was promoted to Senior Graphic Designer and Production Artist at Fast Signs Mooresville, NC.

Hamilton Ward (BFA Digital Media '15) - Accepted a position as video editor/designer for Epic Games.

Ashley Owens (BFA Digital Media '14) BFA Digital Media – Employed June 2020 at Apple as Engineering Systems Administrator; promoted to ITAM Systems Engineer October 2020.

### 2019

Hamilton Ward (BFA Digital Media 2015) - Awarded a **\$5,000** 2018 Southern Documentary Fund Research Grant for his short documentary Summer Headstones.

Carlos Vargas (BFA Digital Media '18) - Awarded a **\$1,900** ASC Regional Artist Project Grant for a data projector and video mapping software to create experimental public projections, a continuation of his BFA exhibition work.

### 2018

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Danny Tulledge (BFA Digital Media '15) became Graphic Designer for FS1 (8/17 – 2/18) and Associate Designer, Motion Graphics for ESPN.

Sarah Deaton (BFA Digital Media '13) became Content Specialist for Marketplace Ignition (Seattle WA).

Ashley Owens (BFA Digital Media '13) became Global IT Manager for FANDOM (3/17-11/17) and Contract Product and Support Specialist for Fleetsmith (both Bay Area)

### 2017

Hamilton Ward (Digital Media BFAs) – Received an **Excellence in Experimental Film** award from the Visions 6 Film Festival at UNC Wilmington.

Hannah Barnhardt and Hamilton Ward (Digital Media BFAs '15) included in the exhibition *Digital Dialogues* at the Center City Building's front window.

### 2016

Katherine Whiteread (Digital Media BFA) is a **finalist** for this international exhibition Digital Graffiti, a 3-day projection festival in Alys Beach, Florida. She is one of 16 artists from 10 countries, and will be eligible for prizes totaling \$10,000. Katherine created the animation for her final project in ARTM 3103 - Digital Media 2.

<http://www.digitalgraffiti.com/meet-the-2016-digital-graffiti-finalists/>

### 2015

Jon Joyner (Graphic Design BFA) received a **Criterion Recognition for Creativity** for his submission *A Different Icarus*, an animation created in ARTM 3101 Digital Media 2. This award came from The Humans in Space Art Program, which has regular calls for student art promote the International Space Station. This program is a partnership between NASA and CASIS (Center for the Advancement of Science).

### 2014

Zack Tompkins and Harry Nguyen (Digital Media BFAs) were both awarded highly competitive **volunteer scholarships** 2013 SIGGRAPH in Anaheim, CA. Ashley Owens also attended in her role as **Student Volunteer Team Leader**.

Zack Tompkins (Digital Media BFA) was also were both awarded competitive **volunteer scholarship** 2013 SIGGRAPH ASIA in Hong Kong. Ashley Owens also attended as a **Team Leader**.

### 2013

Ashley Owens (Digital Media BFA) received a third, competitive **volunteer scholarship** for the 2012 SIGGRAPH in Los Angeles, CA and was also made a **Student Volunteer Team Leader**.

### 2012

Ashley Owens and Giovanni Gutierrez (Digital Media BFAs) were both awarded highly

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competitive **volunteer scholarships** to the 2011 SIGGRAPH in Vancouver, Canada.

### 2011

Christian Anzola (Digital Media and Graphic Design BFA) won a **Golden Addy Award** for a laser-cut woodblock print created in ARTM 3101 Digital Media 2.

Ashley Owens and Giovanni Gutierrez (Digital Media BFAa) were both awarded highly competitive **volunteer scholarships** to the 2010 SIGGRAPH in Los Angeles, CA. Owens also received a **travel award** from SIGGRAPH.

## 19. Service to the Profession

### 19.1 Editorial Boards

#### Editorial Board Member

*Praxis-Knowledge*, journal of the Research Network for the Study of Esoteric Practices  
(2025 – present)

#### Editorial Board Member and Reviewer

*Media-N: Journal of the New Media Caucus*. (2005- 2012) Reviewed about five essay submissions during my tenure.

### 19.2 Service to Professional Organizations

#### Website Manager

*Southeast Society for Photographic Education* (2007 – 2012)

#### Secretary

*New Media Caucus* (official caucus of the College Art Association) (2002-2006)

### 19.3 Program Committees

#### Chair, Conference Planning Committee

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*Bridging the Invisible*, scheduled for Fall 2026 at UNC Charlotte and online.

International conference on the intersections of the creative arts, design, craft and magical practices and beliefs. Co-hosted by The University of Exeter, CAS-E, and Societas Magica. Hosting in conjunction with an exhibition by the same name curated by Dr. Amy Hale. (2024 – present)

### **Curator and Exhibition Organizer**

*Art of the Beer Label*. Curated and organized an exhibition of local artist beer label designs exhibited at Birdsong Brewing (Charlotte NC) during the Democratic National Convention. (2012)

### **Member, Conference Planning Committee**

*2013 Southeast Society for Photographic Education Regional Conference*, Charlotte NC (2011-2013)

## **19.4 Journal/Conference Reviewer**

### **Conference Paper Reviewer**

*International Conference on Computational Creativity (ICCC)*. Bid on over 50 abstracts, reviewed roughly 3 full paper submissions each time. (2019, 2020)

### **Book Proposal Reviewer**

Reviewed three textbook proposals for *Fairchild Press*, *Bloomsbury Academic*. (2013, 2014, 2016)

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### 19.5 Juror

#### 2018

2018 Charlotte Film Festival. Watching and reviewing documentary features and short films. Roughly 20 hours of films watched and evaluated.

Atkins Library Art Contest. Reviewed several dozen student art submissions for an Atkins Library art contest with Profs. Jamie Franki and Aspen Hochhalter.

#### 2017

Charlotte Film Festival. Asked by organizers the Charlotte Film Festival (International) to review and comment upon one animation.

#### 2016

2016 Arts & Science Council Regional Artist Project Grants. Reviewed six grant applications for the Film category.

Gold Reel Film Festival. Asked by organizers of UNC Charlotte's international juried student film festival to judge the experimental and animated works. Reviewed and commented on 26 videos.

#### 2013

2014 Regional Artist Project Grants in Film. Asked by John Horne of the Arts and Science Council to review applications for the 2014 RAPG for Film and Video. Reviewed and ranked nine applicants.

#### 2011

Critical Mass. Attended several architecture thesis presentations and gave feedback on proposals and presentations.

#### 2010

2010 Current Trends in Print. Elon University. Elon NC.

#### 2009

Visual Overture Magazine. Chose 7 finalists and 3 alternates out of 148 entrants for the Volume 1, Winter 2010 inaugural issue; wrote a brief statement on each artist. Edited by Vaughn, Arlissa.

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### 2008

Annual Student Art Show. Eastern Carolina University, Greenville, NC. Juried works collaborative with Jeff Murphy.

### 2006

Juror of Annual Student Art Show. University of Kentucky. Lexington, KY.  
Juror for *Sanskrit*. Voted on visual art submissions to the annual literary magazine.

## 19.6 Portfolio Reviews and Studio Visits

### 2015

Florida State University MFA Graduate Student Studio Visits. Critiqued MFA graduate student work at Florida State University while in Tallahassee and spoke to Prof. Keith Roberson's undergraduate 3D animation class about my work.

### 2013

SPESE Portfolio Reviewer. Southeast Society for Photographic Education Annual Conference, Charlotte NC. Reviewed roughly about six student and professional portfolios.

### 2007

SPESE Portfolio Reviewer. Southeast Society for Photographic Education Annual Conference, Savannah GA. Reviewed roughly about ten student and professional portfolios.

## 19.7 Artwork Donations

### 2014

Prints and books sold at CPCC Friends and Family Market. Sold Denisovan prints and books with percentage donated to CPCC galleries.

### 2012

Light Factory Annual Auction. Charlotte, NC. Donated print. (\$150)

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### 2011

Light Factory Annual Auction. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

ATHICA, Proof Print Sale and Donation. Athens, GA. Sold proof prints from *Personal Demons* at ATHICA with partial proceeds going to ATHICA and donated several prints to ATHICA contributors.

Artspace Donation. Raleigh, NC. Donated a mixed media work to Artspace for their summer program fund-raiser.

Car Donation for art event. Charlotte, NC. Volunteered Dodge Grand Minivan to Jennifer Price for car printing.

### 2010

Light Factory Donation. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

Artspace Artwork Donation. Raleigh, NC. Donated a mixed media artwork for their annual auction fund-raiser.

### 2009

Light Factory Donation. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

### 2008

Light Factory Donation. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

### 2007

Clemson University Donation. Donated a mixed media artwork for a benefit auction to fund their new Visual Arts Center.

### 2006

Light Factory Donation. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

### 2005

Light Factory Donation. Charlotte, NC. Donated a mixed media artwork for their annual auction fund-raiser.

## 20. Internal Service - UNC Charlotte

### 20.1 University Committees and Service

#### Director, Center for Magic, Esotericism, and Occulture.

(2024 – present, although the Center’s status is under evaluation. Renamed *Center for the Study of Practices and Beliefs*, Fall 2025.) This is an unfunded, pilot center designed to advocate for faculty, staff, and student work which intersect with center themes, and to be an organization structure for external funding, both public and private. Initiated after successful networking meetings with the leads of the Centre for Magic and Esotericism, CASE-E, and Societas Magica.

#### Acting Director, Charlotte Night Owl Interactive

(2023 – present.) A CoA+A-based but cross-departmental game design and XR cooperative initiated in collaboration with Dr., Julio Bahamon in the College of Computing and informatics to develop original student and faculty collaborative game and XR projects.

#### **Member/Chair, Faculty Welfare Committee**

Chair (2021 - 2022), Member (2020-2021). Met once 2020- 2021. Advocated for faculty and staff working conditions during pandemic and resources for faculty and staff experiencing unacceptable actions from colleagues or supervisors.

#### **Member, eSports Advisory Committee**

(2021 – 2025) Meet roughly monthly then bimonthly on forming a competitive eSports team at UNC Charlotte. Resulted in successful funding and construction of a campus eSports Arena along with a full-time coach and team advisor.

#### **Organizer and Co-Host, *Diversity in Gaming* Panel Discussion.**

(2020-2021) April 9th, 2021. Part of launch of the Atkins Library's *Diversity in Gaming* collection, funded by a Chancellor’s Diversity Challenge Grant. Collaborators: Julio Bahamón (CCI), and Beth Caruso, Tiffany Davis, and Christin Lampkowski (Atkins Library).

#### **Co-Lead, Integrative Game Design R1 Proposal**

Spring 2021. Worked with Julio Bahamón (Computer Science) to gather faculty from across UNC Charlotte to draft an R1 proposal in Integrative Game Design and XR (VR, AR, Mixed Reality, and 360 video)

Member – Art, Technology, Community: Local and Global Connections R1 Proposal.

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Spring 2021. Led by Maja Godlewska (A&AH), Erik Waterkotte (A&AH), and Jessica Lindsey (Music)

### **Member – HCD: Human-Centered Design R1 Proposal**

Spring 2021. ed by David Wilson (Software & Information Systems).

### **External Member, English Department Chair Search Committee**

2019-2020. Internal search with one applicant.

### **Member, College of Computing and Informatics First Year Curriculum Task Force**

(2018 – 2019) This College of Computing and Informatics' (CCI) Taskforce was created to articulate and revise the first two years of their undergraduate curriculum. The focus was on improving professional practice, building a portfolio, improving the diversity and accessibility of the program, and incorporating ethics broadly into the curriculum.

### **Festival Chair and Organizer, *Women and Video Games Festival***

(2015-2016) Festival held February 15th – 21st, 2016

Full program at <http://womenandvideogamesfestival.blogspot.com>.

- Faculty collaborators included faculty for Art & Art History, Software & Information Systems, Women and Gender Studies, and Central Piedmont Community College's (CPCC) Simulation and Game Design Program.
- The festival included nine individual talks and panel discussions, three workshops, two game jams, and one video screening at the UNC Charlotte Campus, plus seven additional talks and workshops at CPCC.
- Keynote Speaker: Anita Sarkeesian. Over 400 people attended; a larger venue was not available due to security concerns.
- Due to previous death threats against Sarkeesian, I worked closely with her agent and campus police to assure security at the event.
- Featured Speaker: Ubisoft - Studio de Québec's Narrative Director Melissa MacCoubrey, who wrote the ground-breaking transgender characters in *Assassin's Creed – Syndicate*, and has continued their innovative work on other projects since then.
- The festival was funded by a *Chancellor's Diversity Challenge Grant*, with additional contributions from the College of Computing and Informatics, the Department of Art & Art History, The Center for Professional and Applied Ethics, The Digital Arts Center (D+ARTS), the College of Arts + Architecture, and the Center for Teaching and Learning.

### **Member/Chair, University Part-Time Faculty Committee**

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(Chair, 2012-2013; Member 2013-2014)

- As Committee Chair, we conducted the first-ever mass survey of all of UNC Charlotte's part-time faculty, to best address work-life balance concerns.
- Submitted recommendations based on this survey to the Faculty Council addressing myriad concerns, including pay rates, parking fees, library benefits, mentoring, and more,
- Also made major revisions to the 70-page *Part-Time Faculty Handbook*.

### **Member, Faculty Mentoring Program**

(2014-2015) Mentored a pre-tenured faculty member in Theater.

## 20.2 College Committees and Service

### **Member, CoA+A Curriculum Committee**

(2022-2023, 2025-present) reviewed course and curriculum proposals and revisions.

### **Member, Ad-hoc Advisory Group for Megawra Collaboration**

(2021-2023) College-wide collaboration with Megawra, an urban planning and community arts NGO in Cairo, Egypt.

### **Chair, Game Design Curriculum Planning Committee**

(2019-2024) Collaboration with Prof. Julio Bahamón in the College of Computing and Informatics (CCI) to build collaborations between his Game Design courses and our Digital Media program. In early 2020 we received permission from our respective Associate Deans to begin:

- Revising the existing CCI Game Design certificates.
- Develop plans for an undergraduate minor and major in Game Design.
- Develop a graduate degree in Game Design.
- These programs would have been similar to The University of Utah's program, in which the applicants' diverse academic backgrounds would work together to create innovative games.
- The program would present games as entertainment, art form, and serious tools in equal measure, such that students engage with the full potential breadth of this medium.
- Planning was indefinitely suspended in 2024 due to larger curricular and enrollment concerns.

### **Co-Director/Director, D+ARTS**

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(2014 - 2021) The Digital Arts Center of the CoA+A

- February 2021 – Stepped down from D+ARTS leadership to support a family member.
- Fall 2020-2021 - Recalibrating D+ARTS to support collaborative practices across the college with new Co-Director Jessica Lyndsey (Music).
- 2020-2021 - Turned over the D+ARTS budget (including my D+ARTS salary) to Dean Brook Muller to help offset the effect of 2020-2021 budget cuts for the college.
- 2019-2020 - Due to budget cuts, D+ARTS funds were shift in 2020 to fund laptops for underprivileged students who were close to graduation and working with digital technologies in their CoA+A coursework.
- 2019-2021 Took over D+ARTS as solo Director
- 2014-2019 - With Co-Director Chris Beokrem, D+ARTS funded three-to six CoA+A student and/or faculty research projects a year through small grants (\$500 - \$3000). Projects needed to employ digital technologies in some way, but we kept this broad for those who wanted to develop new technologies, and those who wanted to learn existing software and technologies. Emphasis was placed on cross-disciplinary collaborations and eventually extended to collaborators outside the college and university. Grants were often incubators, and faculty pursued other granting sources thanks to early, practical results.

### **Member, D+ARTS Center (Digital Arts Center of the CoA+A).**

(2009 - 2014) D+ARTS was led by Eric Sauda and the center funded very large, cross-disciplinary and collaborative projects (primarily led by Prof. Sauda) which involved the use of digital technologies in some way. My involvement included work on the following:

- Morton Feldman's *Crippled Symmetries* performance (2012), a live performance of this complex, VJ/DJ'd work, which included my original animations in the projections.
- Graffiti Research Lab (GRL) Workshops and Performance (2011) worked with architecture faculty and students to recreate several GRL projects, and then taught them in workshops to art students, which culminated in an outdoor laser projection and performance; Digital Kennedy (2010), dual channel interactive video projection on Kennedy Building, involve School of Architecture and Department of Art students. I was the lead on organizing the art student videos and animations

### **Member, New Media Group**

(2006 - 2009) Led by Prof. Eric Sauda, faculty from different departments interested in new technologies and creative practice met regularly to share current projects and forge collaborations. This group become D+ARTS.

### **Member, Graduate Arts Committee**

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(2016-2017) Planning committee for a proposed MFA in cross-disciplinary practice within the college.

- Met bi-weekly to develop ideas for a cross-disciplinary arts-based MA/MFA.
- Drafted a proposal for an MA in Socially Engaged Practice, including course sequence.
- Conducted a market analysis of the plan which was favorable and proceeded with for steps for Permission to plan.

### **Co-Chair, CoA+A Digital Fabrication Director Search Committee**

(2014-2015) Reviewed over a dozen applicants.

### **College Faculty Council**

(2016-2017) Met several times over the year to review college matters between faculty and administration.

### **Curator of Prints and Videos, *Concurrent Rhythms* Exhibition**

(2013) Group exhibition of digital artworks at UNCC's the Center City Building's Projective Eye Gallery. Exhibit included works by architecture students and live music performances relating to digital technologies in the arts.

### **Ad-hoc member, CCI A-I-R Application Review**

(2014) Helped review and advise on roughly six applicants to the College of Computing and Informatics new Artist-in-Residence Program, Summer 2013.

### **Ad Hoc Member, Art Track/Degree in Game Design**

(2007-2008) Worked with C. Michael Youngblood and Tiffany Barnes of the Game Design and Development Program in the College of Computing and Informatics to pursue the creation of a cross-disciplinary degree in Game Design. The financial crises hindered the Art Department's ability to serve their large number of interested students, however, and then both Youngblood and Barnes left UNC Charlotte and were not replaced by research faculty.

### **Department Representative, CoAS Learning Community**

(2006 - 2009) Met with undeclared freshman to discuss possible majors and minors in art, art history, and art education.

## 20.3 Department Committees and Service

2023 – 2025

### **Recruitment Representative, Art & Art History - ECGC Student Recruitment**

(April 18-21, 2024). Recruitment table at East Coast Games Conference.

### **Department Review Committee**

(Member, 2012 - 2016; Summer 2020 - Fall 2021) Evaluate materials for department reappointment, tenure, and promotion cases, evaluation of the Department Chair, and mentoring pre-tenured faculty.

### **Faculty Governance Committee.**

(Chair, 2016 - 2017; Member Fall 2018 - Spring 2020; ) Meets regularly with Chair and advises on department matters.

### **Member, Admissions Committee.**

(2011-2013) Reviewed roughly 100 current and incoming freshmen BA portfolios. Also charged with revising notification for rejected students and identifying incoming freshmen for possible scholarships. Will also review transfer student applications later in April.

### **Chair, Search Committee**

Lecturer in Foundations Search Committee (2018-2019)

### **Member, Search Committees**

Graphic Design Faculty Search (2021 - 2022)

Graphic Design Faculty Search (2020 - 2021)

Print Media Faculty Search (2011-2012)

Foundations Faculty Search (2007-2008)

Graphic Design Faculty Search (2006-2007)

### **Advisory Role, Search Committees**

Digital Illustration Search (2020-2021)

Photography Faculty Search (2006-2007)

### **Member, Curriculum Committee**

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(2007-2008) Worked on the Digital Media BFA, investigated issues in time to graduation, managed course number and description changes, changed Art History requirements for studio majors, and reviewed transfer requirements from CPCC.

### **Member, Alumni Committee**

(2019 - 2021) Selected nominations and made recommendations on alumni award recipients. Maintained the alumni Facebook page.

### **Co-Chair/Chair, Awards Committee**

(Co-Chair, 2010-2011; Chair, 2011-2012) Solicited nominations for departmental and area awards from faculty and students, determined the winners, determined prizes, and organized the Awards Ceremony.

### **Member, Scholarships and Awards Committee**

(2007-2008) Evaluated roughly 100 BA portfolios each semester. Advised on award amounts and criteria and interviewed roughly two-dozen in-coming freshman for scholarships each year.

### **Member, Strategic Planning Committee**

(2009-2010, 2015-2016) Met several times as a group to discuss goals for department and developed drafts of the Strategic Plan.

### **Peer Teaching Evaluations**

(2011-present) Roughly one peer teaching evaluation of Art, Art History, and Art Education faculty conducted each year as colleagues approach reassignment and/or promotion.

### **BFA Portfolio Reviews**

(2006 - present) Review three to eight BFA application portfolios for Digital Media each semester.

### **Department Representative, EXPLORE - UNC Charlotte Student Recruiting Event**

(2015-2019) Roughly once or twice a year, attended a half-day recruitment event where we met with prospective students and their families to answer questions about the program.

### **Member, NASAD accreditation review committee**

(2015-2016) Collected and Organized student works for the departments initial NASAD accreditation review.

### **Member/Chair, Public Relations Committee**

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(Member, 2006 – 2009; Chair 2009-2012) Published the Department newsletter *The Rowe Boat*.

### **Interim Member, Assessment Committee**

(2008-2009) Reviewed roughly 50 senior portfolios and applied findings to rubric comparing curricular goals to outcomes.

## **21. Internal Service - Other Institutions**

### **21.1 Clemson University (2025-2026)**

#### **Member, Search Committee**

English/Rhetorics, Communication and Information Design PhD Program Interactive Media  
Faculty Member Search

#### **Co-Chair, Digital Media Learning Environment.**

Worked towards designing a comprehensive digital media classroom/studio to service students in art, architecture and affiliate programs.

#### **Member, Curriculum Committee.**

#### **Member, Visiting Artist Committee.**

#### **Art Department Representative, Digital Production Arts Master Program.**

**Art Department Representative, Rhetorics, Communication and Information Design  
PhD Program.**

### **21.2 University of Kentucky**

#### **21.2.1 University Service**

##### **Member, New Media Academy**

(2004-2005) Ad Hoc Committee charged with investigating the formation of a New Media Academy.

#### **21.2.2 College Service**

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### **Member, College Advisory Committee**

(2004-2005)

### **Member, Travel Funding Ad Hoc Committee**

(2003-2004) Charged with defining a method for allocating funds for research-related travel.

### **Member, College Advisory Committee**

(2003-2004)

## **21.2.3 Department Service**

### **Member, Art Department Web Site Committee**

(2004-2005)

### **Designer**

(2003-2005) Designed the 2003-04 and 2005-05 Visiting Artist posters.

### **Contributing Member, Open Studio Night**

(2002-2005) Oversight of student installations and digital print work for the public Open Studio events.

### **Art Department Representative, YPAS College Career Day**

(2002-2004) Recruitment day for high school seniors and portfolio review in Louisville, KY.

## 22. Extracurricular University Service

### 22.1 UNC Charlotte

#### **Faculty Advisor, UNC Charlotte Chapter of Women in Animation**

(2021 – 2024) Received a charter from the national organization in 2022. This student-led group hosted guest lectures and tech demos. Student group currently on hiatus pending new leadership.

#### **Faculty Advisor, UNC Charlotte Archery Club**

(2012-present) My involvement includes include safety and coaching training, external grant awards, and competition participation. The Archery Club is not immediately relevant to this academic CV, but details can be provided upon request.

#### **Faculty Advisor, Digital Art Mob**

(2007 - 2017) Students held monthly workshops and tutorials, organized trips to SIGGRAPH. Run by students for other students. This club is no longer active as activities and members have merged with other student groups. Highlights include:

- 2016 - Group also hosted the quarterly CAVEMODE (Charlotte Animation, Visual Effects, and Motion Design) meeting at UNC Charlotte's Center City Building.
- 2014 - Students presented a series of workshops at the 2013 SPESE Regional Conference.
- 2013 Students self-curated a group show in Rowe Upper Side Gallery and former Digital Art Mob member Ashley Owens is now student Volunteer Team Leader for SIGGRAPH.
- 2012 - Students received ~\$800 towards hotel room costs for students to attend the SPESE Conference in Myrtle Beach SC; organized Digital Marinade, a day-long series of workshops on creative uses of digital technologies; and participated in Digitally Inclined and Fresh Ink, an exhibition of digital works by CoA+A students in UNC Charlotte's Projective Eye Gallery.
- 2011 - Students work featured in Digitally Inclined 2, juried by Crista Cammaroto and Chris Watts. 30 works from roughly 200 submissions were accepted; students held a peer-mentoring workshop for those applying for SIGGRAPH's student volunteer scholarships; two students awarded SIGGRAPH scholarships as well as travel funds from UNC Charlotte.
- 2010 - Two students awarded scholarships for SIGGRAPH 2010; students had work featured in Digitally *Inclined*, juried by Jae Emerling and Ryan Buysens.

## 22.2 University of Kentucky

### Faculty Advisor, UK Filmmaker's Alliance

2002 - 2005

## 23. Selected Community Involvement and Service

### Secretary, North Carolina Falconers Guild (NCFG).

(2020-2022) Guild communication and social media with falconers, pre-apprentices, and the public; NCFG Notes newsletter layout and editing (Winter 2019, Summer 2019, Winter 2020, Winter 2021).

### Charlotte-MEDI, Member

In March 2020, there was a several shortage of PPE. On March 17th, several of us across Charlotte decided to leverage local Digifab facilities to produce face shields for regional medical workers. Within 10 days, our group prototyped and tested a design, began collectively printing and delivering hundreds of face shields to regional hospitals, and got injection mold manufacture set up. By April 29th, we delivered our last batch. By May, when we wrapped up our ad hoc organization, we had delivered over 106,000 face shields. Not only did we fill Charlotte's demand at the time, but we shipped masks to New York, New Jersey, and New Orleans during the height of the COVID pandemic in March-April 2020.

### Guest Speaker, Charlotte Photography Group

(2019) Invited to speak about photographic disinformation to The Charlotte Photography Group ("Is Perception is Truth?") at Free Range Brewing, Charlotte NC.

### Twine 2.0 Teacher Workshop

(2018) Led a workshop for Charlotte Mecklenburg School system educators and art education students on Twine 2.0 (interactive story creation software) for ArtsCONNECTS at the UNC Charlotte Center City Building. Charlotte NC.

### Participant, Center City Literary Festival

(2013, 2014, 2018) Children's Literature Table. *Denisovan*, *Flederhund* (collaboration with Jeff Murphy), and *Moving Image Workshop*. UNC Charlotte Center City Building. Charlotte, NC.

## HEATHER D. FREEMAN

### **Presentation to Student STEM Clubs**

(2017) Spoke over Google Hangouts to two STEM Career Clubs about digital technology in the arts: Early High School (Vance County) and Conway Middle School (Northampton County).

### **Mentor, Senior Capstone Project for Raphael Urbina, Mooresville Senior High School**

(2017) Raphael completed a short animation for his capstone. Due to distance/schedule, we are conducting the mentoring on-line. We meet via Google Hangouts roughly once every other week and email every few days.

### **Patch Design, Commissioned by Swordwind HEMA Club.**

(2017) Patch given to all participants (about 60 people) in the Queen's Gambit Longsword Cutting and Sparring Tournament, Charlotte's first regional HEMA (Historical European Martial Arts) competition.

### **Stop-motion with Frankenstein Dolls.**

(2016) One-hour workshop at Charlotte Public Library's Idea Box Makerspace (uptown branch) on paper doll stop-motion using ReadyAnimators.

### **Countryside Montessori Middle School Internship.**

(2016) An 8th grade student from Countryside Montessori Middle School sat in on my studio art classes March 31st through April 2nd 2015.

### **Advisor to Teen Literacy Conference organizers**

(2016) Met over Google hangouts to advise organizers of UNC Charlotte's Summer Teen Literacy Conference regarding video editing interns.

### **Animation workshop with Durham County Public Schools children**

(2015) Discussed animation with elementary and middle school students and meet with district media and educational technology coordinators to discuss integration of digital technologies into curricula.

### **Panel Member, Dirty Geometries + Mechanical Imperfections.**

(2015) Invited by Storrs and Projective Eye Gallery Director Crista Cammaroto to participate in a panel discussion on the overlaps of hand and digital drawing (UNC Charlotte public event; community service rather than research).

## HEATHER D. FREEMAN

### **'Art in the Park' Stop-Motion LEGO® Animation.**

(2014) Public, participatory LEGO® stop-motion shot at in the park at the Corner of 6th and Tryon, Charlotte NC; invited by CPCC Art Galleries and the Center City Partners.

### **Charlotte Country Day School Digital Art Workshop.**

(2012) Conducted a two-day workshop and critiques for Meredith Green's advanced art students on digital collage.

### **Animation Workshop - Boys and Girls Club of Charlotte, NC.**

(2010) Ran two day-long workshops in frame-by-frame animation with Flash in affiliation with the McColl Center for Visual Art (about 12 students for each workshop).

### **Visiting Artist/Teacher at the Woodlawn School.**

(March 2009 and May 2009) Ran workshops on digital art and drawing for 7th - 9th grade biology students at the Woodlawn School in Davidson, NC. Compensated through a grant from the Arts and Science Council of Mecklenburg County.

## 24. Professional Affiliations

American Academy of Religion Member (paid) 2023; non-paying 2024 – present.

Phi Kappa Phi, Admitted Spring 2021

Societas Magica Member, 2020 - present

Women in Animation Member, 2020 - present

Higher Education Video Game Alliance Member, 2015 - present.

Society for Animation Studies, Member, 2014 - 2018

Southern Graphics Conference International, Non-paying Member, 2015 - present

Society for Photographic Education, Member, 2003 - 2018

Southeast Society for Photographic Education, Member, 2003 - 2018

UCL MAL - Affiliate, 2020 - 2022, University College London - Multimedia Anthropology Postgraduate Lab: Research and Reading Group.

New Media Caucus, Founding Member. Official caucus of the College Art Association. 2002 - 2012.

## 25. Languages

English – Native Speaker

German – Business Proficiency