KACEY MORROW

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EDUCATION

University of Illinois, School of Art and Design, Champaign, IL
M.F.A. in Graphic Design/Narrative Media - Oct. 2006
Thesis: "inside every moment is another moment," video installation

University of Iowa, School of Art and Art History, Iowa City, IA
B.A. in Studio Art/Graphic Design - May 2002
Minor in Cinema and Comparative Literature
Study Abroad in the Ivory Coast, West Africa, Summer 2000

TEACHING

Assistant Professor - Western Washington University, New Media, '08--
(Recently awarded Tenure and Promotion to Associate, commencing in Fall 2014)

Visual Communication IV
Introduction and exploration of the basic principles of time-based media, integration of design principles and elements, time and sequence, and methods of storytelling.

Web Design and Production
Concepts and techniques of design for the Internet. Information design, prototyping, navigational structure, and asset creation for designers.

Motion Graphic Design and Digital Media Design II
Concepts and techniques of designing for time-based media, including motion graphics, animation, compositing, and sound design.

Digital Video
A study of video, sound, motion graphics, and narrative. Focus is on the investigation of story structure and technical aspects of time-based media pre-production, production, and post-production.

Digital Media Design
Approaches and concepts in designing for a digital environment, focusing on user-interface, interactivity, and time-based sequence design.

Senior Projects
Directed projects in new media aimed at preparing a professional portfolio.

Visiting Professor - Ringling College of Art and Design, Graphic and Interactive Comm., '07--'08
Time, Motion, Communication
An introductory course to time-based media and interactive design. It explores the structure and manipulation of time and space as a context for visual communication.

Digital Video
A study of sound, narrative and the video image. Focus is on the investigation of story structure and visual communication using time-based media, as well as the technical aspects of digital video production.

Introduction to Graphic and Interactive Communications
An introduction ot the fundamental concepts and technologies of graphic communication. The basic design principles, elements, formal and figure/ground relationships are explored in a series of exercises using both hand and digital technologies.

New Media Design
Intro to experimental investigation of interactive graphic elements as a means of visual communication. Focuses on conceptualization and sequencing, the technology of computer animation, and application of visual theory and organization to principles of animation.

TEACHING CONTINUED

Instructor - Art Institute Intl. Minnesota, Graphic Design and Interactive Media, '06--'07

Portfolio - Interactive Media Design
A senior level course focused on creating portfolios including both print materials and a final website and also researching the current market.

Design Layout
An early course in Graphic Design studying basic design principles, elements, and grid systems through traditional and modern layout methods.

Computer Applications
An early level Graphic Design course introducing the conceptual framework of computer systems and the influence of computer technology on our environment, while learning various computer software.

Print Production
A Junior level Graphic Design course teaching all aspects of print production from traditional methods to digital printing techniques through a variety of mediums and projects.

Interactive Media Design Production Team
An upper level IMD course focusing on the multimedia project management process and the development of a team as key to the successful achievement of the project goals.

Color and Design
An early fundamentals course with students from all departments studying basic color principles and investigating color's relationship to composition through a variety of techniques and media

Instructor - University of Illinois, School of Art and Design, '04 – '06

Methodology
A Junior level Graphic Design course teaching the students to be aware of and further develop their own design methodology and processes thorugh a series of projects including identity, web design, motion graphics, and a final process book.

Flash Workshop
A course teaching students of all levels and programs the basic software skills and design elements of the multimedia package, Flash 8, through drawing, animation, and interactivity

Sequential Design
A Junior level Graphic Design course with an emphasis on time as a design element through web design and motion graphics projects.

Image Studio
A Narrative Media course teaching students of all levels and programs how to conceptually design through digital image-based projects including both print and web.

TECHNICAL SKILLS

Print
Photoshop, Illustrator, and InDesign, prepress capabilities

Motion Graphics
After Effects, Cinema4D, Motion

Web
HTML(5), CSS(3), jQuery, Wordpress, Responsive Design, Dreamweaver, Fireworks, Flash, Flash Catalyst, Actionscript 3.0

Video and Sound
Final Cut Pro, iMovie; Adobe Media Encoder; ProTools, Garageband; various digital video cameras, audio recording devices, and microphones.

CONFERENCES/LECTURES

Design Principles and Practices Intl. Conference, Vancouver, 2014
Presented paper, "To Teach Code or Not to Teach Code?"

University Film and Video Association Conference, Orange, CA, 2013
Presented paper, "Intersection of Design, Video and Technology in the Classroom"

University Film and Video Association Conference, Chicago, 2012
Presented paper, "Fragmented Structures: From Film And TV To Art And Design
Presented Peer Review of Ellen Wetmore's exhibition, "Pacing"
Presented Peer Review of Jennifer Hardacker's film, "The Road Led Here"

University Film and Video Association Conference, Boston, 2011
Presented Peer Review of Cade Bursell's "Where Are You MIssion Blue?"

Design Principles and Practices Intl. Conference, Chicago, 2010
Presented paper, "Motion, Space, and Time in Design"

Guest Lecture for Temple University's Summer Seminar in London, London, 2009
Presented a lecture about Graphic Design in London for British Mass Media course

Faculty Review/Preview noon lecture series, Western Gallery, Bellingham, 2008
Presented creative work, "inside every moment..." and "Roadside Plastic"

Massaging Media 2: Graphic Design Education in the Age of Dynamic Media, Boston, 2008
Presented paper, "Representation and Manipulation of Time in the Visual Arts"

SCREENINGS/EXHIBITIONS

Numerous film festivals (some listed under awards section) for the produced film,
'Everything Went Down' over 2013-2014
Columbia Gorge Intl Film Festival - "Synchrony", Vancouver, WA 2013
San Antonio Film Festival - "Synchrony", San Antonio, TX 2013
Seattle International Film Festival - "Synchrony", Seattle, WA 2013
Seattle True Independent Film Festival - "Synchrony", Seattle, WA 2013
Crossroads Film Festival - "Synchrony", Jackson, MS 2013
Atlanta Film Festival - "Synchrony", Atlanta, GA 2013
Washington DC Independent Film Festival - "Synchrony", Washington DC, 2013
Western Gallery - "Synchrony", Bellingham, WA 2013
University Film and Video Association Conference - "Synchrony", Chicago, IL 2012
University Film and Video Association Conference - "Travel, Vanish", Chicago, IL 2012
Interstitial Theatre and Rustique Studios - "Neighbours", Seattle, WA 2011
WomanMade Gallery - "Transient", Chicago, IL 2011
University Film and Video Association Conference - "Transient", Boston, MA 2011
Sunscreen Film Festival - "Ten Seconds", St. Petersburg, FL 2011
San Francisco Intl. Women's Film Festival - "Ten Seconds", San Francisco, CA 2011
Queens World Film Festival - "Ten Seconds", NY, 2011
Western Gallery - "Travel, Vanish", Bellingham, WA 2011
Northwest Film Forum Film Challenge - "Bike", Seattle, WA 2010
Ladyfest Exhibition - "Transient", Bellingham, WA 2010
St. John's Intl. Women's Film Fest - "inside every moment", St. John's, NL, Canada 2009
Independents' Film Festival - "inside every moment...", Tampa, FL 2009
Hardacre Film & Cinema Festival - "inside every moment...", Tipton, IA 2009
NW Projections - "inside every moment...", Bellingham, WA 2009
Zero Film Festival West Coast Tour- "inside every moment...", Seattle, WA 2009
Zero Film Festival - "inside every moment...", Los Angeles, CA 2008
Tarfest - "inside every moment...", Los Angeles, CA 2008
Hells Half Mile Film and Music Festival - "inside every moment...", Bay City, MI 2008
Washougal International Film Festival - "inside every moment...", Washougal, WA 2008
Western Gallery - "inside every moment...", Bellingham, WA 2008
Selby Gallery - "inside every moment...", Sarasota, FL, 2007
ISpace - "inside every moment...", Chicago, IL, 2006
48 Hour Film Festival - "paper jam", Des Moines, IA, 2005

PUBLICATIONS

Conversations with Kathleen Turner, illustration and cover design, proposed date, 2014-15
Producing for TV and New Media, textbook, co-author/cover design,Third Edition, 2013
What's Up Magazine, article about "These 30 Days" website, July 2011
The Hollywood Reporter, Indie Issue,"inside every moment..." featured winner, Aug '08
Ninth Letter Spring/Summer 2006 Issue, nationally published literary magazine, 3 spreads
Ninth Letter Fall/Winter 2005 Issue, 3 spreads
Ninth Letter was featured in:
> Print Magazine Regional Design Annual, Nov/Dec 2006
> How Design Magazine, International Design Awards, April 2006
> Applied Arts Student Awards, April 2006
> Step Inside Design Magazine, 2006

GRANTS

Western Washington University

CFPA Dean Supported Funding, illustration work for Kathleen Turner book, 2013
RSP Mini-Grant, funding for film festival submission fees, 2013
Summer Teaching Grant, learning the 3D software, Cinema 4D, 2012
Summer Research Grant, writing Producing for TV and New Media, third edition, 2011
Summer Teaching Grant, learning scripting/programming languages, 2010
Summer Research Grant, video production in London and Tokyo, 2009
Student Technology Fee Proposal co-author for lab 101 upgrade, 2008

SERVICE

Professional

Board of Directors for Makeshift.Art Space, Bellingham art and music venue, 2013--
Book review for Rockport Publisher's 'Introduction to Interactive Design,' 2011

Western Washington University

Chair, International Programs Advisory Committee, 2013-14
Global Learning Programs Director Search Committee, 2014
CFPA Dean Search Committee, 2013-14
Digital Media Commons Project Team, 2013-14
High School Recruitment/Interview Event, 2013
Department Faculty Search Committee, 2013
CFPA Faculty Governance Council, 2012-13
International Programs Advisory Committee, 2012-13
Department Faculty Search Committee, 2012
WOW Video Contest Advisory Committee, 2012
CFPA Multimedia Designer Search Committee, 2011-12
CFPA building pre-design discussion participant, 2011
Web Redesign Committee, 2011
Web Advisory Committee, 2011
International Studies Curriculum Committee, 2011--12
Academic Technology Committee, 2009-- 2011
Faculty Mentor and Coordinator for Design Program Website, 2010 - ongoing
Painting BFA Committee, 2010
Senior Portfolio Show final screening of Senior time-based student work, annually
Design Days organization of student speakers and subjects, annually
Professional Advisory Board contribution for the Design Program, bi-annually
Design portfolio review process at the entry and senior level, annually
Organized lecture/screening of independent short Irish films, 2009
Student Technology Fee Proposal Co-author for lab 101 upgrade, 2008
Faculty Review/Preview Western Gallery Exhibition Postcard design, 2008

Ringling College of Art and Design

Development Committee of the new building space, 2007-2008
Fall Senior Graphic Design student assessment, 2007
"Render," final screening of Fall time-based media student work, 2007

University of Illinois Urbana-Champaign

Ninth Letter literary magazine print and web designer, U of Illinois, IL 2004-2006

AWARDS

Royal Reel Award, 'Everything Went Down', Canada Intl Film Festival, Mar 2014
Best of Festival, 'Everything Went Down', Black Earth Film Festival, Feb 2014
Best Screenplay Nominee, 'Everything Went Down', Greenbay Film Festival, Feb 2014
Best Dramatic Film, 'Everything Went Down', Astoria Intl Film Festival, Oct 2013
Best Dramatic Film, 'Everything Went Down', Oregon Independent Film Festival, Sept 2013
Best Score, 'Everything Went Down', Oregon Independent Film Festival, Sept 2013
Best Feature Film, 'Everything Went Down', SENE Film, Art, and Music Festival, Apr 2013
Best Score, 'Everything Went Down', SENE Film, Art, and Music Festival, Apr 2013
'In Book' Tutor Award for Design and Art Direction (D&AD) Student Competition, 2011
Best Experimental Film, "inside every moment...", Independents' Film Festival, Nov 2009
Best Experimental Film, "inside every moment...", NW Projections, April 2009
Most Ambitious Experimental Video, Washougal International Film Festival, August, 2008
Ninth Letter website selected as an innovative/creative sites of 2006 on Crossmind.net
SXSW 2005 Interactive Web Awards Competition finalist
Best Cinematography, "Paper Jam", 48 Hour Film Fest, Des Moines, IA, 2005
Audience Choice Best Film, "Paper Jam", 48 Hour Film Fest, Des Moines, IA, 2005

ORGANIZATIONS

AIGA member
University Film and Video Association member

PROFESSIONAL

Freelance Designer, 2006 --

Various websites, identities, posters, illustrations, videos, and motion graphics

Multimedia Designer - Madhava Media, Chicago, IL, 2004

Created websites for freelance photographer, clothing stores, and law firms
Illustrated and created Power Point presentations for trials
Conducted photo shoot for retail store
Designed corporate identity for law firm and large judicial annual meeting

Information Designer - Zagnoli McEvoy Foley, Chicago, IL 2003-04, Freelance

Created Power Point presentations for trials and designed and built a website

Motion Graphic Designer/Animator - Travelarama, Kenosha, WI, 2003, Freelance

Produced motion graphics and animations for pilot episode of family tv show

Motion Graphic Designer - Mindsight, Schaumburg, IL 2003, Contract

Created graphics for Motorola "Competing to Win" intranet project
Produced promotional video motion graphics for a wide variety of clients

Multimedia Designer - Manning Productions, Inc., Chicago, IL, 2002-03, Contract

Created an interactive virtual tour and object rotation and game/demonstration
Designed brochures and large displays
Built and designed websites, online media kits and online advisories for several clients

Web Designer - University Life Centers Marketing & Design, Iowa City, IA, 2001-02

Designed and updated websites for a wide variety of clients
Conducted photo shoots and shot and editing video