



**Animation Faculty Position**  
**Department of Visualization**  
College of Architecture - Texas A&M University

The Department of Visualization at Texas A&M University seeks to fill a tenured or tenure-track position in the area of Motion and Animation. Expected start date is August 15, 2018.

**Required Candidate Qualifications**

- Be suitable for tenure upon hire, or tenure track if a suitable tenure upon hire candidate cannot be found.
- Have an area of expertise that maps into the domain of motion and animation.
- Be able to contribute to the core teaching responsibilities of the department's academic programs.
- Have demonstrated capability to produce recognized high quality research and/or creative work.
- Have a terminal degree (e.g. Ph.D. or MFA) or equivalent professional experience.

Responsibilities for this position include pursuing innovative and creative research, teaching and advising at the graduate and undergraduate levels, and service to the department, university, and the field, including outreach to industry. The successful candidate will be expected to teach studio, lecture and seminar courses at both the graduate and undergraduate levels. Demonstrated experience in cross-disciplinary collaborative work is preferred.

The focus of this position is Motion and Animation. This includes, but is not limited to, character animation, motion control systems, motion capture, 3D modeling, deformations, rendering, simulation and dynamics, visual storytelling, visual development, and animation production pipelines. Animation production experience is desired. A record of significant accomplishment in one or more of these areas is expected. Candidates for a tenured position must have a record of contributions that have impacted the field.

The Department of Visualization encompasses the technology, art, and science of visual communication. The department encourages and maintains a vigorous interdisciplinary blend of the visual arts and the related visual and imaging sciences and technology. Academic programs include the B.S., M.S. and MFA in Visualization, with approximately 400 students. A proposal to add a Ph.D. program in Visualization is currently under development. Our mission is the development and implementation of emerging methods for enhancing understanding and gaining insight through visual means in teaching, research, and creative work that impact future directions of the field. The reputation of our graduates as skilled, creative visual problem solvers has led to strong ties to the animation, visual effects, and game industries. Faculty members are recognized for their scholarly contributions ranging from art installations to fundamental research in a wide range of computer visualization related areas. Information about the Department of Visualization is available at <http://viz.arch.tamu.edu>.

The department and the university are committed to a culturally diverse educational environment.

Applications should include a letter of interest that addresses the applicant's teaching aspirations, research/creative agenda and professional goals; a curriculum vitae; examples or portfolio of research or creative work; and contact information (name, address, phone number, and email) for at least three references. The Search Committee may request additional materials. Consideration of applications will begin on November 27, 2017 and continue until the position is filled. Application materials and inquiries should be sent to [search@viz.tamu.edu](mailto:search@viz.tamu.edu), or to:

Prof. Frederic Parke, Chair  
Animation Search Committee  
Department of Visualization, 3137 TAMU  
Texas A&M University  
College Station, Texas 77843-3137

*The Texas A&M System is an Equal Opportunity/Affirmative Action/Veterans/Disability Employer committed to diversity.*