**Position Announcement**

**Position Title/ Appointment:** Instructor, Digital Arts. Full-time, one-year appointment; renewable subject to budget and satisfactory annual evaluations.

**Salary:** Competitive. Full benefits.

**Qualifications:** MFA degree or equivalent in animation or a related discipline required. The applicant should have expertise in 3D character animation with supporting experience in 2D animation. Ideal candidates will also have some of the following qualifications: industry experience, stop motion, compositing, concept development, storyboarding, modeling, rigging, figure drawing for animation, and/or cell animation. Expertise in 3D animation and modeling should include polygonal and NURBS modeling, texturing and lighting, inverse and forward kinematics and understanding of the principles of animation and narrative structure.

**Responsibilities:** Teach undergraduate courses within 3D animation in the Digital Arts division of the School of Art. Maintain personal creative studio development and scholarly/professional activity. Participate in educational, professional and technical duties and activities within the Digital Arts area and in the School of Art.

**The Digital Arts Program:** The School of Art offers BFA and MFA degrees in Digital Arts with four tracks:
1) Digital Animation & Video -- 2D and 3D animation with a strong emphasis on 3D animation, non-linear digital video editing, special effects and compositing
2) Imaging -- still images informed by painting, collage and photography with a strong emphasis on expressive works and experimental printing technologies
3) Interactive Multimedia -- with an emphasis on Internet art, using HTML, CSS, Javascript, Flash, and PHP
4) Hybrid Media – such as virtual environments, interactive and video installation, public art and gaming.

The program currently has approximately 130 undergraduate majors.

**Facilities:** The state-of-the-art digital arts laboratories in the School of Art include the following hardware:
- 20-seat new high-end PC lab with advanced graphics cards
- 20-seat high-end Macintosh lab
- 8 Macintosh non-linear digital video editing suites
- 4 Mac Minis used for electronics and art
• Stereoscopic Geowall for Virtual Environments
• 2 Cintiq monitors
• Various peripherals including scanners, wacom tablets, mics
• Video and still digital cameras
• Green screen and light kits
• Numerous large format archival printers
• Software includes Maya, Zbrush, Motion, Final Cut Pro and After Effects with GenArts Sapphire plugins, Photoshop, Painter, Illustrator, InDesign, Flash, Dreamweaver, iLife, DVD Studio Pro, Encore, Logic Studio, Audition, SoundBooth, Second Life, Quicktime Pro and various other software packages.

The School Of Art:
The School of Art consists of the Divisions of Art Education, Art History, Digital Arts, Graphic Design, Two-Dimensional Studies and Three-Dimensional Studies. It currently has 27 tenured and tenure-track faculty and approximately 750+ undergraduate majors. The School offers BFA and BA programs in studio art and a BA program in art history. Graduate programs offer the MFA in studio art and an MA in art history. Additional information about the School may be found at www.bgsu.edu/departments/art.

Starting Date: August 10, 2011

Deadline for Application: Must be postmarked by May 2, 2011. No certified or registered mail accepted.

Application Procedure: Send letter of application, resume, three current original letters of recommendation (dated within past year), official terminal degree transcript, DVD (NTSC-Region1) or CD-ROM of professional work, and in addition any of the following: URLs or any other applicable materials including samples of student work, and self-addressed, stamped envelope (if you wish to have materials returned) to:

Dena Eber, Chair
Digital Arts Search Committee
School of Art
1000 Fine Arts Center
Bowling Green State University
Bowling Green, OH 43403-0204

BGSU is an AA/EEO employer/educator and welcomes applications from women, minorities, veterans and persons with disabilities.
Position Announcement

**BOWLING GREEN STATE UNIVERSITY.** Instructor, Digital Arts. Full-time, one-year appointment; renewable subject to budget and satisfactory annual evaluations. Competitive salary. Full benefits. MFA degree required. The applicant should have expertise in 3D character animation with supporting experience in 2D animation. Teach undergraduate courses in 3D animation and character animation within the digital arts division. Maintain personal creative studio development and scholarly/professional activity. Participate in educational, professional and technical duties and activities within the Digital Arts area and in the School of Art. The state-of-the-art digital arts laboratories in the School of Art include the following hardware: 20-seat new high-end PC lab, 20-seat high-end Macintosh lab, 8 Macintosh non-linear digital video editing suites, 4 Mac Minis used for electronics and art, Stereoscopic Geowall for virtual environments, 2 Cintiq monitors, various peripherals including scanners, Wacom tablets, video and still digital cameras, green screen and light kits, and numerous large format archival printers. Software includes Maya, Zbrush, Motion, Final Cut Pro and After Effects with GenArts Sapphire plugins, Photoshop, Painter, Illustrator, InDesign, Flash, Director, Dreamweaver, iLife, DVD Studio Pro, Encore, Logic Studio, Audition, SoundBooth, Second Life, Quicktime Pro, and various other software packages. Starting date: August 10, 2011. Deadline for application: postmarked by May 2, 2011. No certified or registered mail accepted.

Send letter of application, resume, three current original letters of recommendation, official terminal degree transcript, DVD (NTSC-Region1) or CD-ROM of professional work, and in addition any of the following: URLs, VHS, or any other applicable materials, and self-addressed, stamped envelope (if you wish to have materials returned) to: Dena Eber, Chair, Digital Arts Search Committee, School of Art, 1000 Fine Arts Center, Bowling Green State University, Bowling Green, OH 43403-0204.

BGSU is an AA/EEO employer.