

Visiting Assistant Professor, Illustration/Animation  
University of Connecticut

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<b>Job Title</b>	Visiting Assistant Professor, Illustration/Animation
<b>Department</b>	Department of Art and Art History
<b>Institution</b>	University of Connecticut Storrs, Connecticut
<b>Date Posted</b>	Jul. 11, 2017
<b>Application Deadline</b>	Open until filled
<b>Position Start Date</b>	Available immediately
<b>Job Categories</b>	Visiting Professor Assistant Professor
<b>Academic Field(s)</b>	Game Design/Animation Art - Painting/Drawing
<b>Apply Online Here</b>	<a href="http://hr.uconn.edu/jobs/">http://hr.uconn.edu/jobs/</a>

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**Job Description**

Job Posting Title: Visiting Assistant Professor, Illustration/Animation

The University of Connecticut (UConn) is entering a transformational period of growth supported by the \$1.7B Next Generation Connecticut (<http://nextgenct.uconn.edu/>) and the \$1B Bioscience Connecticut (<https://health.uconn.edu/bioscience-ct/>) investments and a bold new Academic Plan: Path to Excellence ([https://issuu.com/uconnprovost/docs/academic-plan-single-hi-optimized\\_1](https://issuu.com/uconnprovost/docs/academic-plan-single-hi-optimized_1)). As part of these initiatives, UConn has hired more than 450 new faculty at all ranks during the past three years. We are pleased to continue these investments by inviting applications for a one-year Visiting Assistant Professor in Illustration/Animation within the Department of Art & Art History with an anticipated start date of August 23, 2017.

UConn is a comprehensive, public, Research I institution. The Department of Art and Art History offers

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a BA in Art History, a BFA in Studio Art (with concentrations in Illustration/Animation, Printmaking, Photography, Graphic Design, Sculpture, and Painting), and an MFA in Studio Art.

### UNDERGRADUATE ILLUSTRATION/ANIMATION AT THE UNIVERSITY OF CONNECTICUT

The purpose of the Illustration/Animation Concentration is to prepare students to pursue visual narrative storytelling and communication as an applied art creatively and professionally. Emphasis is on creative process, visual thinking and problem-solving, communication, authoring extended illustration and/or animation works, engaging with an audience, and preparing for rigorous professional practice.

In illustration courses we stress creative invention through visual storytelling while creating images for communication. Students work with a text base, but text is broadly defined, and may include manuscripts, websites, or self-authored works by the illustrator, among many others. Emphasis is on conceptual development and problem-solving, while mastering both traditional and digital media.

In animation courses the emphasis is on creative exploration while developing technical skills that allow for fully realized, short-form traditional animations. Believability of motion, mastery of techniques, and inventive storytelling are the driving forces of animation coursework. With these skills students take their initial concepts from storyboards and animatics through to final cut.

The Illustration/Animation Concentration gives students a working knowledge of both traditional and new media throughout.

### DUTIES AND RESPONSIBILITIES

Teach 3, three-credit undergraduate classes in both fall and spring semesters in AY 2017-18. The position will include courses in the Illustration/Animation Area, and may include a foundational course in a related studio area such as drawing. Additionally, Independent Study experiences or supervising internships may be included. Assist with average maintenance in Illustration/Animation lab spaces as needed. Advise Illustration/Animation Concentration students academically and professionally, and coordinate with full-time faculty in the area regarding curriculum, events, Illustration Club, and visiting artists. Attend faculty meetings and serve on committees as determined by the Illustration/Animation Area Coordinator or Department Head.

### MINIMUM QUALIFICATIONS

Masters in Fine Arts (MFA) in related area (Illustration, Animation, Visual Communication, etc.);

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Qualified applicants will demonstrate expertise in illustration and animation as defined broadly to include applied and conceptual issues and practices with fluency in both traditional and digital media, as well as expertise in beginning 2-D or stop-motion animation. One year of teaching experience beyond Teaching Assistantship at college level and three years of professional experience in illustration and/or animation. Demonstrable ability to teach the courses outlined in the Duties and Responsibilities; evidence of exceptional creative work and student work must be demonstrated in the submitted portfolios. The ability to contribute to interdisciplinary initiatives and ability to work across disciplines within the Department is also a necessity. A strong record of professional development is essential. In addition to teaching, student advisement, departmental service, continuing creative activity, and professional development in the field is expected.

### PREFERRED QUALIFICATIONS

Evidence of ability to teach both introductory and advanced level courses in illustration and/or animation that encompass conceptual and applied issues; knowledge of contemporary and historical illustration issues and theory; innovative visual thinking in both traditional and digital processes; experience working within a strong art department situated within an equally strong liberal arts institution, and a reflection of this in teaching pedagogies.

### APPOINTMENT TERMS

The University of Connecticut Department of Art and Art History invites applications for a one-year Visiting Assistant Professor position in the Illustration/Animation Area, beginning August 23, 2017.

### TO APPLY

Click <http://hr.uconn.edu/jobs/> to be redirected to Academic Jobs Online to complete your application. Please submit the following: letter of application, artist statement, statement of teaching philosophy, and curriculum vitae. In addition, submit 20 digital images of professional work (or a link to an electronic site for review), including at least two embedded links to animation work, 20 digital images of students' work, (student animation links as available), and examples of materials from courses taught, in a single PDF (with embedded links to online work). Please follow the instructions in Academic Jobs Online to direct three reference writers to submit letters of reference on your behalf.

The review of applicants begins immediately, and will continue until the position is filled. Employment of the successful candidate will be contingent upon the successful completion of a pre-employment criminal background check. (Search #2017653)

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All employees are subject to adherence to the State Code of Ethics which may be found at <http://www.ct.gov/ethics/site/default.asp>.

### **EEO/AA Policy**

The University of Connecticut is committed to building and supporting a multicultural and diverse community of students, faculty and staff. The diversity of students, faculty and staff continues to increase, as does the number of honors students, valedictorians and salutatorians who consistently make UConn their top choice. More than 100 research centers and institutes serve the University's teaching, research, diversity, and outreach missions, leading to UConn's ranking as one of the nation's top research universities. UConn's faculty and staff are the critical link to fostering and expanding our vibrant, multicultural and diverse University community. As an Affirmative Action/Equal Employment Opportunity employer, UConn encourages applications from women, veterans, people with disabilities and members of traditionally underrepresented populations.

### **Contact Information**

Please reference Academickeys in your cover letter when applying for or inquiring about this job announcement.

### **Contact**