POSITION ANNOUNCEMENT:
Tenure-track, **Animation**
Carnegie Mellon School of Art

The School of Art at Carnegie Mellon University invites nominations and applications for a full-time, tenure-track appointment in 3D animation. The position will be in the School of Art and teach classes listed between the School of Art and the University’s IDeATe program.

We are seeking an artist with a record of international exhibition and presentation in the practice of 3D animation. Artists whose work demonstrates the possibility of interdisciplinary connections with other departments or the potential to work with faculty in other departments are encouraged to apply. Expertise and experience in AR and VR are also welcome.

We are particularly interested in animators with technical skills in Maya or other 3D software that explore experimental or aesthetic approaches to animation. Special attention will be given to candidates whose practice includes scholarship in the history or theory of animation and/or the moving image, and who bring both critical and technical knowledge into their work.

The School of Art is one of five schools in the College of Fine Arts, which also includes the Schools of Architecture, Design, Drama and Music. Benchmarks of the School include collaborative relationships with innovative learning environments such as the Center for the Arts in Society and the Frank-Ratchye STUDIO for Creative Inquiry; individual studios for all junior and senior BFAs; 24-hour access to state-of-the-art facilities; and a unique curriculum that includes contextual practice, critical theory, and technology alongside traditional programs in painting, drawing, and sculpture. The School of Art is ranked as number six in the US and is currently number one in Time Based and New Media by *US News and World Report*.

The Integrative Design, Arts and Technology Network (IDeATe) connects diverse strengths across Carnegie Mellon University to advance education, research, and creative practice in domains that merge technology and arts expertise. IDeATe supports eight interrelated undergraduate areas, all of which can be taken as minors. The themes of these areas integrate knowledge in technology and arts: Game Design, Animation and Special Effects, Media Design, Sound Design, Learning Media, Innovation and Entrepreneurship, Intelligent Environments, and Physical Computing.

Carnegie Mellon University is located in Pittsburgh, Pennsylvania, which has been cited as being the “Best Arts Destination” among mid-sized cities and one of the USA’s most
affordable and livable places. In addition to the Carnegie Museum of Art, the Andy Warhol Museum, the Mattress Factory, Pittsburgh Filmmakers and The Pittsburgh Glass Center, the city has a vibrant young art scene that includes many small galleries and alternative exhibition opportunities.

Qualifications: A versatile, strongly committed artist with a background and exhibition record in animation. Advanced Degree or equivalent required, as well as experience teaching at the college or university level.

Carnegie Mellon University and The School of Art value equality of opportunity, mutual respect and believe that a diverse campus community is essential to enriching intellectual exchanges and enhancing cultural understanding. As such, CMU does not discriminate against any Faculty or Staff, or any applicant for employment, on the basis of disability, protected veteran status, race, ethnicity, or gender.

Additional Programmatic Information: [www.art.cmu.edu](http://www.art.cmu.edu)

Materials To Include:

- Letter of application
- Statement of teaching philosophy
- Proposal for an animation class
- Curriculum Vitae
- Three references including name, telephone number and email address.
- Documentation of animation work: Submit up to 10 minutes of video.

Deadline: February 5, 2018
Submit to: [http://www.art.cmu.edu/employment/](http://www.art.cmu.edu/employment/)