A.C. Farley 123 Muzzy Street, Chicopee, MA 01020-3416
PH: (413) 592-2792 CEL: (413) 885-7302 EM: craig@alteredearth.com

Hello,

I've been working with Sun Microsystems in their Tech Pubs group, for over four years, using existing CAD data to produce 3D animation and illustration for their technical service manuals and 3D animation used by marketing.

Prior to that I was employed for 14 years in the entertainment industry, supporting publishing and toy licensing efforts with Mirage Studios, the folks that created and license the Teenage Mutant Ninja Turtles. I was a Contributing Art Director, providing illustration and design as well as multimedia programming, 3D modeling and animation, video editing and computer tech support and web site/server maintenance. I was part of the Mirage Management team, serving as an Artist Representative, maintaining communication and cooperation between 9 studio artists and management. I served ten years on the board of directors of the charitible Xeric Foundation's comics grant program. (http://www.xericfoundation.com/) I've also produced many CD Rom projects as an independent contractor over the years.

I've been in the art and design business for over 30 years. I worked for many years with Sanders/Lockheed creating tech illustration for military manuals. I've produced Illustration and design for a variety of companies, mostly acrylic paintings for cover art, including Baen Books, Doubleday, Random House, Asimov's Magazine, Game Designer's Workshop, TOR Books, TSR, Lego and the Easton Press, Marvel Comics and Mirage Studios (TMNT).

I am enthusiastic and adaptable and I've learned to 'wear a lot of hats' over the course of my working life. I am very well versed in the print world and I have technical as well as illustration, design and interactive skills. Here's a link to my online resume and portfolio...

http://www.alteredearth.com/farley.htm#farley

All of the work on that site is mine.

http://www.alteredearth.com

Thanks,

A.C. Farley

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Traditional Illustration & Digital Technology

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Page Layout
Adobe InDesign
Quark Xpress

Image Editors/Managers
Adobe Photoshop
Adobe Illustrator
Equilibrium DeBabelizer

Web Design
Dreamweaver
Fireworks
Flash

CD Rom Production
Adaptec Toast
Apple DVD Studio Pro

Installer Apps
Stuffit InstallerMaker (Mac)
InstallShield Pro (Win)

3D Solid Modeler
Form•Z

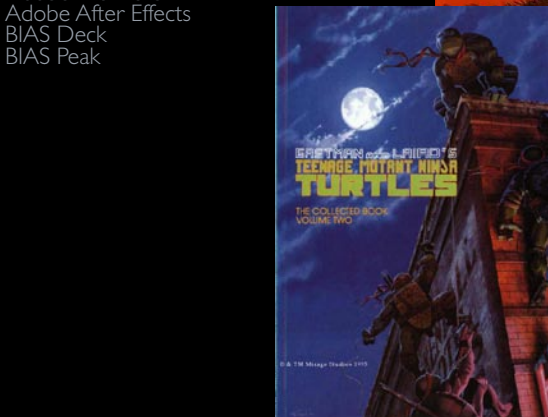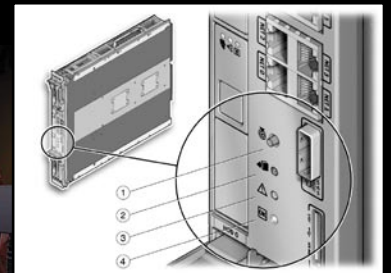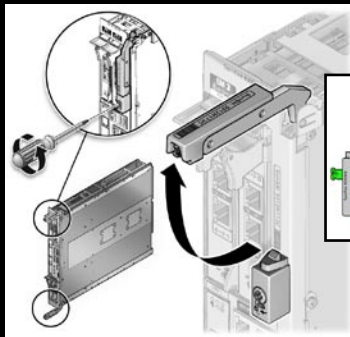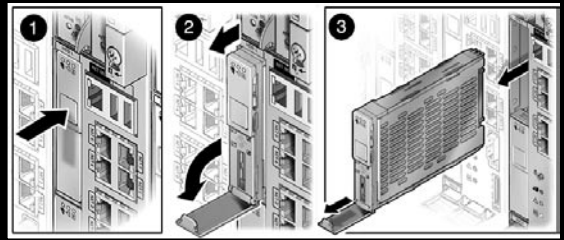**3D Animation**
ElectricImage
Vue Infinite

VR Production
QuickTime VR Authoring

Interactive Programming
Macromedia Director
Flash

Video and Sound Editing
Adobe Premiere
Adobe After Effects
BIAS Deck
BIAS Peak

FI 002

KOYOSHADA RACING NUMBER 6

CAMEO BLUEJAY

Pressman

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Career History

Freelance Artist- 1987 - present.
Illustration and design for a variety of publishers (Acrylic paintings for cover art), including Baen Books, Doubleday, Random House, Analog and Asimov's Magazine, Game Designer's Workshop, TOR Books, TSR, Easton Press, Lego America, Pressman Toy Corp, Mirage Studios and Sun Microsystems. Some of my illustration work can be viewed on the internet at the following address: www.alteredearth.com/farley.htm

Media Designer- Sun Microsystems Technical Publication Sevices 2005 - 2009
Responsibilities included creation of technical animation and illustrations of Sun hardware for print and online publications. Illustrations and animations were created using existing CAD models and used as instruction for customers and field service personnel. This work was performed in close association with tech writers and mechanical engineers. The 3D models were provided as color and B&W line art for pubs and realistic shaded renders animated at full video resolution for use as marketing tools. Full understanding of CAD, 3D apps, image editors, interactive apps audio and video editing were required to perform this job.

Contributing Art Director, Mirage Studios, 1992 - June 2004.
I served as Artist's Representative on the Mirage Management Team. I was charged with maintaining communication and cooperation between management and 9 studio artists. Additional responsibilities included the production and maintenance of the TMNT Licensing Styleguide for use by licensing clients of Mirage Studios. This included a hardcopy version delivered in a 3-Ring binder complete with camera ready art, and a hybrid (Mac/PC, all in one) CD-Rom version of the same containing computer files and a functional interactive index that allows a user to copy the files from the CD while browsing through preview images of the files. I am responsible for the overall design and all technical aspects of production. Including, layout and design, working with pre-press and printers, building software installers for cross platform distribution, programming the interactivity and mastering the CD-Rom.

Other duties include providing illustration & design, (Cover paintings, Comics art, Logo designs) along with computer layout and design and 3D modeling and video editing work needed by Mirage for promotional and marketing purposes.

I was in charge of IT/Tech Support at Mirage providing support for up to 29 people at one point. I set up and maintained three different webservers for Mirage over time. A Sun Cobalt Raq 4, a Mac G4 running OS 9 Server and an Apple XServe running the Panther OS 10.3 Server. These servers were each set up to serve e-mail to the company as well as perform file sharing, print and web server duties. I maintained all computer stations, provided technical support and made hardware/software purchasing decisions. I provided ongoing tech support/maintenance and design and HTML for Ninja Turtles website.

Board Member- Xeric Foundation 1994 - 2004 (http://www.xericfoundation.com/) Member on the board of directors of the comics grant program for ten years. I was one of the three people that reviewed and selected artists to recieve grants to self-publish comics projects.

Senior Artist- Sanders Lockheed Corporation, Nashua, NH, 1978 - 1987
Prepared artwork in a variety of media for use in military handbooks, proposals, presentations and marketing activities in support of the Defensive Systems Division. Duties included technical illustration, figure drawing, layout and design and painting. This work was performed in conjunction with engineering technical writers, scientists and marketing staff. Top Secret clearance required.

Illustrator, Spec 4, U.S. Army, 1975 - 1978.
Production of artwork for use as training aids at the U.S. Army Intelligence School, Fort Devens. Top Secret/Special Intelligence clearance required.

Multimedia production for the following companies:

Mirage Studios, Northampton, MA- Designed and illustrated the covers for the collected series of the Teenage Mutant Ninja Turtles comic books. Designed and illustrated several issues of the TMNT comics (wrote, designed and illustrated issue 29 and 43). Produced my own comic book series, "Recombatants™". Non-linear video editing for web and trade shows. Created full video resolution computer animations for promotional use at licensing shows. (Infini-D, Premiere). Some VR, 3D and photograpic. Licensing Styleguide production, for print and CD-Rom.

Pressman Toy Corporation- New York, NY- Additional website design (Dreamweaver/Fireworks) and content authoring for a pre-existing e-commerce site promoting a line of games and toys. Some low-impact animation, and 3-D illustration (Forn•Z, ElectricImage). www.pressmantoy.com

Springfield College- Springfield, MA- Production of an 'Enhanced CD' (also known as. 'CD Plus'), hybrid Mac/PC multimedia CD-ROM title: "Friends In Humanics of Springfield College". Enhanced CD means the CD has Audio such as you play in a home stereo, but it also has interactive content that a computer can play. This project involved non-linear video digitizing and editing as well as sound recording and editing along with programming the interactivity (Macromedia Director).

Vision Graphics, Ludlow, MA- Production of interactive hybrid CD-ROM presentation. This presentation contained several of my own examples (a QTVR object movie of a Smith and Wesson handgun, a QTVR tour of Words and Pictures museum (see below) and 3-D modeling from some of my own projects).

Words and Pictures Museum, Northampton, MA- Originated the website and made a complete QTVR walkthrough tour of the entire four floors of the museum, plus the street out front and a view from on the roof next to the museum's massive gargoyle mascot.

Funatix! Inc., Northampton, MA- Produced an interactive hybrid CD-Rom to promote a company of toy designers and artists. Some of my own samples were included in the computer generated art section of the disc.

Eastman Studios, Northampton, MA- logo design and typography design for various projects including the Heavy Metal: FAKK II animated film. Supervised computer coloring for several book projects.

Zero Mayo Studios, Northampton, MA- 3D Computer modeling (Form Z) and animation (ElectricImage) for "Planet Racers", a new comic book project from Peter Laird and Jim Lawson. Built 3-D models of various motorcycles and environments from the comic. Many of which were rendered as web resolution QTVR object movies. Produced a promotional video that features 3D animation composited over live video. Used for looping display at comic conventions.

Larien Products, Northampton, MA - Designed a 3-D model and QTVR animation of a 'Bagel Biter' and 'Bagel Box' for design tests and promotional and marketing purposes (Infini-D).

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