

413-822-4949
terrence.masson@gmail.com
www.terrencemasson.com

Seeking senior creative / executive leadership role in a media production company

I have 25 years of international leadership, R&D, production and design experience leading teams of hundreds with million dollar budgets ... thriving on 'impossible' tasks with complicated creative / technology / business challenges; solving problems and leading from the front ... ultimately it's all about telling stories.

EDUCATION

- 1990 - 91 **Master of Fine Arts**, William Patterson University, Wayne, NJ
Thesis : *CG101 – A Computer Graphics Industry Reference* (NewRiders/Pearson)
Advisor : Professor David Haxton
- 1984 – 89 **Bachelor of Fine Arts**, University of Massachusetts – Lowell, MA
Graphic Design Major; Art History Minor

PROFESSIONAL EXPERIENCE / Creative Industries

- 1990 - present **Independent Consultant** – various
Business development, augmented reality, interactive media, animation, visual effects
For a full list of recent projects and clients please visit www.terrencemasson.com
- 2007 - 10 **ACM / SIGGRAPH** – Conference Chair
37th International Conference on Computer Graphics and Interactive Techniques
Volunteer leadership role for the world's premier international conference with approximately 25,000 attendees. Specific duties included defining an overall vision, a Board of Director sub-committee and reporting structure, and day to day leadership for over 700 volunteers and contractors. Three years of volunteering included approximately 10 hours of email and phone calls per week, plus an average of 2 travel days per month to planning meetings.

- 2006 **ACM / SIGGRAPH** – Computer Animation Festival Chair
 33rd *International Conference on Computer Graphics and Interactive Techniques*
 Executive Producer and Director of the world's premier computer animation festival.
 Recruited and Chaired a Jury, curated and edited final Electronic Theater and Animation
 Theaters content of approximated 90 works. Designed and Produced the “World's Largest
 Etch-A-Sketch” pre-show with engineering by Cinematrix (Loren and Rachel Carpenter).
- 2006 **Crest Animation Studios** : Creative Director and Line Producer. Mumbai India
 Developed start up feature animated film production pipeline and creative standards,
 supervising overall staff of several hundred.
- 2005 – 06 **Technicolor** : Visual Effects Supervisor. Toronto, Canada
 On set supervision of multiple live action episodic television series.
- 2004 – 05 **Meteor Studios** : CG Supervisor Fantastic Four. Montreal, Canada
 For the live action Fantastic Four visual effects film I developed, optimized and
 supervised the pipeline for and team of 60 artists, animators and TDs from modeling
 through shading, lighting and compositing.
- 2003 – 04 **Dreamworks SKG** : Head of Layout (pre-production) LA, CA
 For Dreamworks Animation as pre-production Head of Layout on *Flushed Away* (an
 Aardman feature film project) I evaluated software tools and established procedural
 pipeline standards for their previously 2D experienced production environment. This
 experience was in collaboration with the film's Directors, Production Designer and
 Jeffrey Katzenberg.
- 2003 **C.O.R.E. Feature Animation** : Director of Photography. Toronto, CA
 Consulting at C.O.R.E. Feature Animation as pre-production Director of Photography I
 establishing camera and lighting standards and procedures, staffed the 35 person
 lighting department for the Disney backed feature length animated film, *The Wild*.
- 2000 - **Kleiser Walczak Construction Company** : Visual Effects Supervisor, LA, CA
 Live action visual effects and animation production on video game, commercial and
 feature film projects, including tests for Tom Cruise's *The Last Samurai*.
- 2000 – 02 **Ronin Entertainment** : Director of Development. Novato, CA
 Creative Lead and Co-Writer of *Bruce Lee* Xbox launch title. Responsibilities included
 budgeting, staffing, outsourcing, supervising all camera, lighting, level design, asset
 creation and animation.

- 1996 – 00 **Industrial Light + Magic** : CG Sequence Supervisor. San Rafael, CA
Senior Technical Director; Shading, lighting and compositing for feature film and commercial divisions; combining technical, creative and personnel supervision.
- 1996 **South Park** (Television series) LA, CA
Single handedly developed the very first digital character animation and production techniques for *South Park* the television series.
- 1995 – 96 **Sony Pictures High Definition Center** : Visual Effects Supervisor. Burbank, CA
Developed new stereo HD rendering procedures and supervised department staff.
- 1995 **Sony Pictures Imageworks** : Animation R&D Consultant. LA, CA
Evaluated in-house and commercial software for feature film *Anaconda*.
- 1995 **SimEx Digital Studios** : Digital/Visual Effects Supervisor. LA, CA
Staffed, built and supervised start-up studio for special venue large format projects.
- 1994 **Warner Brothers Imaging Technology** : Computer Graphics Supervisor. LA, CA
As founding CG Supervisor, I built a new digital animation and visual effects department, designed and supervised multiple feature film projects including shot planning and previsualization with John Dykstra and Richard Yuricich.
- 1993 – 94 **Digital Domain** : Senior Technical Director & Digital Artist. Venice, CA
Founding TD, scripting, lighting and compositing on company's first feature film and commercial projects.
- 1992 – 93 **The Trumbull Company** ; Image Engineering Supervisor. Lenox, MA
Built and supervised previsualization and shot-planning department to integrate Art Dept., Model Shop, rapid prototyping, motion control and 3D CG departments working directly with Doug Trumbull.
- 1991 **Industrial Light + Magic** ; Computer Graphics Artist. San Rafael, CA
Technical Assistant, 2D effects animation, wire removal and R&D.
- 1990 **National Boston Video Center** : 3D animator. Boston, MA
- 1990's **National Institute for Standards and Technology**
Expert consultant for digital video graphics

VIDEO GAMES & INTERACTIVE MEDIA

- 2014 *The People Behind the Pixels* ; www.historyofcg.com
Concept, design and creative direction – Senior Capstone student collaboration
- 2012 *arc – building conversations* ; www.buildingconversation.com
Concept, design and creative direction – Senior Capstone student collaboration
- 2003 *Midnight Club II* ; Rockstar / Charlex. New York, NY
Senior Visual Effects and Animation Technical Director
- 2003 *Batman Dark Tomorrow* ; Nintendo / Kemco. SF, CA
Senior Visual Effects Supervisor (worldwide)
- 2002 *Alter Echo* ; THQ / Kleiser Walczak. North Adams, MA
Visual Effects Supervisor
- 2002 *Sim City 4*; Maxis (Electronic Arts) / Digital Fauxtography. SF, CA
Creative Director and Executive Producer, Digital Fauxtography
- 2001 *Bruce Lee* ; Universal, Microsoft / Ronen Entertainment. SF, CA
Creative Lead, cinematography, co-writer
- 1994 *Cyberia2* ; Xatrix Studios. LA, CA
Visual Effects and Animation Technical Director

FEATURE FILMS

Unless otherwise noted, all work performed is hands-on lighting, shading, animation, and compositing with in-house and commercial software.

**denotes Oscar nominated film for “Best Visual Effects”*

***denotes Oscar winning film for “Best Visual Effects”*

- 2004 *Fantastic Four* ; Computer Graphics Supervisor at Meteor Studios
Twentieth Century Fox
- 1999 *Star Wars Episode 1: The Phantom Menace** ; Sequence Supervisor at Industrial Light + Magic
Lucasfilm Ltd. & Twentieth Century Fox
- 1999 *Small Soldiers* ; Senior Technical Director at Industrial Light + Magic
Universal Pictures, Dreamworks & Amblin Entertainment
- 1997 *Spawn* ; Senior Technical Director at Industrial Light + Magic (ILM)

New Line Cinema

- 1997 *Titanic*** ; Senior Technical Director at ILM
Twentieth Century Fox & Paramount Pictures
- 1997 *Return Of The Jedi/Special Edition* ; Technical Director at ILM
Lucasfilm Ltd. & Twentieth Century Fox
- 1996 *The Empire Strikes Back/Special Edition* ; Technical Director at ILM
Lucasfilm Ltd. & Twentieth Century Fox
- 1996 *Lord Protector: The Dark Mist* ; Visual Effects Supervisor
Alpine Pictures
- 1996 *Anaconda* ; Animation R&D consultant, Sony Pictures Imageworks
Columbia Pictures
- 1996 *Cutthroat Island* ; 2D effects animation, Digital Fauxtography
Carolco Pictures, Canal +
- 1995 *Mars Odyssey* (ride film) ; Cinematographer & Visual Effects Supervisor
Simex Digital Studios
- 1995 *Batman Forever* ; Opening title sequence, Digital Fauxtography
Warner Bros. Pictures
- 1995 *Batman Forever* ; Shot planning & previsualization; Warner Brothers Studios
Warner Bros. Pictures
- 1994 *Judge Dredd* ; Courtroom Lawgiver and 3-D map sequences, Digital Fauxtography
Hollywood Pictures, Cinergi Pictures
- 1994 *Dark Territory/Under Siege Two* ; Digital Fauxtography Contract
Warner Bros. Pictures
- 1994 *Woodstock-25th Anniversary* ; Restoration work for Warner Brothers Studios
Warner Bros. Pictures
- 1993 *True Lies** ; Senior Technical Director at Digital Domain
Twentieth Century Fox, Lightstorm Entertainment
- 1993 *Interview With The Vampire* ; Senior Technical Director at Digital Domain
Geffen Pictures, Warner Bros. Pictures
- 1993 *Color of Night* ; Senior Technical Director at Digital Domain
Hollywood Pictures, Cinergi Pictures

- 1993 *Luxor* (ride film) ; Image Engineering Supervisor
The Trumbull Co.
- 1991 *Hook** ; Computer Graphics Animator and Technical Assistant at ILM
Amblin Entertainment, TriStar Pictures

SHORT ANIMATED FILMS – awards & juried screenings

- 2014 ***Café du Destin*** : Producer & Co-writer
(currently in post-production)
- 2010 ***The Fantastic Flying Books of Mr. Morris Lessmore*** : Consulting Producer*
- 2012 Academy Award for best short animated film
-SIGGRAPH 2011 Computer Animation Festival - “Best of Show”
-Palm Springs International Film Fest – “Audience Award”
*Special thanks screen credit
- 1998 ***Bunkie & Booboo*** : Designer & Director
-First place winner: The World Animation Celebration
 "Best 3D/Effects Animation by an Independent"
-Featured in the 1998 SIGGRAPH Animation Festival and SIGKids Theaters
-Featured in the new DVD/VHS release “Little Bytes” presented by Odyssey Productions
-Selected for the 1999 Mill Valley Film Festival: Sat. Oct 16, 1999
-Selected for the Hollywood Shorts monthly film series. (Sunday Sept.12th 1999)
-Screened at Sausalito Arts Festival Sept. 4-6, 1999.
-Featured in Visual Fantasy: The World of Computer Graphics 1999
 Machida City Museum of Graphic Arts, Tokyo
-Film debut at the Sonoma Valley Film Festival 1998
-Featured in NICOGRAPH98 CG Film Show Nov. 25th-27th 1998
- 1991 ***Paranoimia*** : Designer & Director
- Featured in the 1991 Mill Valley Film Festival, CA

PUBLICATIONS & WRITING

- 2011 Masson, Terrence, senior ed. – *Leonardo Electronic Almanac* : “LEA – Rekindled”
 (online special edition series) <http://leoalmanac.org>
 San Francisco, CA : MIT Press, Leonardo/ISAST

- 2010 Masson, Terrence, ed. - *Multimedia Artist and Animator*
Chicago, IL : Editorial Directions Press.
- 2006 Masson, Terrence. *CG 101: A Computer Graphics Industry Reference* (2nd Edition)
Williamstown, MA: Digital Fauxtography.
- 2002 Masson, Terrence and Hoessli, Sean - *Bruce Lee: Quest of the Dragon*
Los Angeles, CA : Universal Studios.
Commissioned script for Xbox gaming console launch title.
- 1998 – 02 Masson, Terrence - contributing writer – multiple articles
www.vfxpro.com "For the Visual Effects Community"
Covering visual effect technology and creativity (no longer available online)
- 1999 Masson, Terrence. *Opportunities in Animation; Demo Reel Tips*
Animation Magazine, April, 25-28.
- 1997 Masson, Terrence - *CG 101: A Computer Graphics Industry Reference*
New York, NY : New Riders / Pearson Education. www.cg101.com

PRESENTATIONS

For a complete list of international lectures please refer to www.terrencemasson.com

MEDIA APPEARANCES

- 2012 **History Channel : *Ancient Aliens*** - Los Angeles, CA
Spring season - On camera image analysis expert; Leonardo da Vinci iconography
- 2011 **IEEE Spectrum Magazine** –
Interview by Andrew Ryan; published May 31st
- 2011 **Escapist Magazine** –
Interview by Mark Anderson; published July 27th
- 2010 **Forbes Magazine** – *How Avatar's Sequel will go Underwater*
Interview by Wendy Tanaka; published online Nov. 2nd
- 2010 **Into Tomorrow Radio Network** – LA, CA
On air, July 26th , *interview about SIGGRAPH 2010*

- 2010 **Mass High Tech: The Journal of New England Technology** – Boston, MA
Interview published June 21st, *Creative Economy in MA*
- 2010 **CBS Evening News** - “*University degrees in digital game design and development*”
Interview on air Feb.1st
- 2010 **New England Cable News** – Boston, MA
Interview on air Jan.11th, *Inside Avatar Technology*
- 2009 **ABC News** “Ahead of the Curve” – Washington, DC
July - On camera interview; Discussing and promoting the 2009 SIGGRAPH Conference
- 2009 **History Channel : UFO Hunters / Season 3** - Los Angeles, CA
Spring season - On camera image analysis expert ... multiple episodes
- 2009 **WGBH** – Boston, MA
June 9th – “One Guest” program
Talking about working on *Star Wars* and the History Channel's *UFO Hunters*.
- 2009 **Forbes Magazine** – *Our Digital Life: Animation Nation*
Interview by Wendy Tanaka; published online May 7th
- 2009 **VFX World** – *A Closer Look at UFO Hunters*
Interview by Bill Desowitz; published online May 13th
- 2008 **History Channel : UFO Hunters / Season 2** - Los Angeles, CA
Fall season - On camera image analysis expert ... multiple episodes
- 2000 **Barnes & Noble** - Fremont, CA.
Feb.25th – “CG 101” book signing and public lecture
- 1999 **Borders** – San Rafael, CA.
November 4th – “CG 101” book signing and public lecture
- 1999 **Joel Seigels Inside Hollywood Oscar Special (3/18/99)**
Presenting *Star Wars* Special Edition work
- 1998 **SHOTS Magazine** (November issue #49): ILM's Terrence Masson - profile.
The commercial design industry's premier magazine.
- 1997 **Good Morning America**: George Lucas interview with Joel Seigel
Presenting *Empire Strikes Back*: Special Edition work

SERVICE – professional

- 2013 - **ACM / SIGGRAPH** – Outstanding Service Award Chair
Four year appointment recruiting and Chairing for this annual award honoring volunteers to the SIGGRAPH Organization and Conference.
- 2012 **PromaxBDA** – Creative Educators Steering Committee
PromaxBDA leads the global community of those passionately engaged in the marketing of television and video content on all platforms, inspiring creativity, driving innovation and honoring excellence.
- 2007 - 12 **ACM / SIGGRAPH** – Conference Advisory Group
International Conference on Computer Graphics and Interactive Techniques
Continuing advisory role to future Conference Chairs and for overall direction and priorities for the SIGGRAPH Conference.
- 2008 - **CreateBoston Mayoral Game Industry Steering Committee** - Boston, MA
Founding member of advisory board to the Boston Redevelopment Authority on matters of game development in the greater Boston area.
- 2008 - **Producers Guild of America** – PGA-East Advisory Council Member
Appointed to represent the New England Region.
Work consists of a monthly 2 hour conference call plus prep and follow up time.
- 2008 - **FMX** - Stuttgart, Germany - Advisory Board Member
International Conference on Animation, Effects, Games and Digital Media.
- 1995 **ACM / SIGGRAPH** - Interactive Entertainment Technical Director.

MEMBERSHIPS

- 2007 - **Producers Guild of America**
- 1998 - **Visual Effects Society**
- 1988 - **ACM/SIGGRAPH**

ACADEMIC EXPERIENCE

- 2012 - **Northeastern University** : Executive Professor & Head of Animation
Teaching in Art+Design (animation) and Media & Screen Studies (production),
Focusing on interactive media and short film production.
- 2009 - 2012 **Northeastern University** : Associate Professor and Director of Creative Industries
Founding Director providing vision, leadership and development of seven Game
Design and Interactive Media combined majors and Creative Industries Minor,
including 25 new or completely updated Game Design and Interactive Media
undergraduate courses.
- 2008 - **Northeastern University** : Senior Academic Specialist, Creative Industries.
Teaching in Art+Design (animation and visual effects) and Creative Industries
(Game Development and Interactive Media).
- 2001 **Ex'pression College for Digital Arts** : Visiting lecturer - Emeryville, CA
Full time instructor for final project class with Maya-based short animated film
as graduating requirement. Class size: 24 students, 13 week duration.

SERVICE – academic

Northeastern University Committees

- 2013 - **Head of Animation** - *Department of Art+Design*
- 2011 - **Senate Committee on Information Technology and Policy** - *Member*
- 2011 -12 **Digital Media Commons Leadership Committee** - *Member*
- 2011 **Research Expo** – *Judge*
Invited by Provost office
- 2011 **Research & Scholarly Task Force** – *Chair*
College of Arts, Media and Design, long term planning
- 2010 **Information Services Academic Advisory Committee** - *Member*
- 2010 **Humanities Center : Artist and Practitioners in Residence Committee** – *Chair*
- 2010 **Search Committee** – *Chair*
Joint College of Arts, Media and Design / College of Computer and Information
Science tenure track hire in Game Design & Interactive Media
- 2010 **Northeastern Entertainment System Club** – Faculty Advisor

- 2009 **Library “Vision” Committee - Member**
- 2009 **International Game Developers Association (IGDA)**
Northeastern Game Development Club – Faculty Advisor
- 2008 - **Creative Industries Steering Committee – Chair**
The Director of Creative Industries provides leadership and vision toward making Northeastern University’s Creative Industries Programs a focus of technologically creative activity, and a destination for industry initiatives.
- 2002 **The Art Institutes International** : National Curriculum Panel member.
Advised on national level curriculum restructuring; Focus on instituting a new interactive video game program; including animation tools, techniques and relevance to other existing courses; also guest speaker and portfolio reviewing.