

Katie Hirsch

Summary of Art and Graphics Work:

Time Based Linear Media:

Dragin' On (September – December 2004) is a piece about a dragon/lizard like creature who is scavenging for food and finds more than it bargained for. I modeled, animated and lit the scene using Alias Maya and rendered out each scene with a number of render passes. The renders were then composited using Adobe After Effects and Premiere Pro. I worked with Mark Seibert to develop a soundtrack using Vegas. Programs used to a lesser extent include Adobe Photoshop and Acon Acoustica. This will be a work in progress until December 20, 2004. (2:04)

Raining Cats (April –May 2004) is a three dimensional computer animation rendered with toon style shaders. The piece features a cat entering a barn on a rainy day and speaking with lipsynced audio about dilemma he faces. Created using Alias/Wavefront Maya, Adobe Premiere and Photoshop, and Acon Acoustica. (0:34)

Lipsinc Playblast (April 2004) is an Alias/Wavefront playblast of a talking head reciting the first line from the Frank Wildhorn and Leslie Bricusse musical “Jekyll & Hyde.” (0:02)

Of Mouse and Machine (February 2004) is a computer animated short about an out of order robot arm trying to help a mouse living in its factory. This short was created less than a week and has yet to be revised. Created using Alias/Wavefront Maya. (0:16)

Toothbrush (May 2003) is a three dimensional computer animated short about a fuzz ball’s cautious exploration of a kitchen sink created in Alias/Wavefront’s Maya, and Adobe Premiere and Photoshop. (0:54)

A Frog Story (March 2003) is a three dimensional computer animated short about a wooden frog that plays off of the Aesop fable of the tortoise and the hare. Created in Alias/Wavefront Maya with support from Adobe Photoshop and Premiere. (1:05)

Modeled Study (February – March 2003) is a pan of a three dimensional model of a 19th century study created with Alias/Wavefront Maya and Adobe Photoshop. (0:05)

The Rose (December 2002) is a hand drawn animation short in which a newspaper interacts with a rose. The drawing was colored and manipulated using Adobe Photoshop, After Effects, and Premiere. (0:46)

Urp & Sprock (November – December 2002) is a stop motion animation about a traveler who has lost his sense of direction and his fateful companion who travels with him through a desert in search of refuge. This piece was manipulated using Adobe Photoshop and Premiere. (4:07)

A Day in the Park (November 2002) is a short about a guy eating in the park and the trials a squirrel goes through to get his lunch. This piece was shot using cut-out animation techniques and was later manipulated using Adobe Premiere. (1:09)

What Matters (October – November 2002) is a narrative that draws inspiration from the literary works of Emily Dickinson, Edgar Allen Poe, and Ralph Waldo Emerson. The work contains video that is at times mixed with hand drawn animation, and was completed using Adobe Photoshop and Premiere. (3:41)

High Jump (October 2002) is a composite of 3 video clips on which rotoscoping was employed to create a new visual representation of a high jump. The technique was completed using Adobe Photoshop and Premiere. (0:34)

A Dispute of Chairs (October 2002) is an animation shot using pixilation techniques that portrays a dispute between 2 chairs over the person trying to find a seat. (0:43)

Addition (October 2002) is meant to show the process by which a computer adds two numbers together. Reduced almost entirely to text elements, this piece was created using Macromedia Director, and Adobe Photoshop and Premiere. (1:05)

Cat vs. the Ball of Yarn (September 2002) is a 64 frame flipbook of a cat that was extended to be a minute in length using Adobe Photoshop and Premiere. (1:10)

Fantasy (September 2002) is a composite of various found images and video clips from web media that have been heavily modified to convey the theme of the mystery of the sea vs. the myth of land. This piece was inspired by my sister's love of the animated movie "The Last Unicorn" and was edited using Adobe Photoshop and Premiere. (2:01)

Hand (September 2002) is a hand drawn animation of a hand that picks up some dust that then morphs into Virginia Beach's Mt. Trashmore where I ran cross country in high school. The clip was captured using Adobe Premiere. (0:04)

A Retriever Movie (August 2002) is a composite of two videos where a girl plays fetch with a giant retriever. The composition was created using Adobe Photoshop and Premiere. (1:08)

Nyquil (February 2002) relays the shortcomings of the named product while critiquing life in a university dorm room. This piece was created using Macromedia Director, and Adobe Photoshop and ImageReady. (0:51)

Macro/Micro (February 2002) examines the size relationship of object within an outdoor environment and was developed with Macromedia Director and Adobe Photoshop. (0:38)

Pole Vault (February 2002) animates text to convey the process of pole vaulting using Macromedia Director and Adobe Photoshop. (0:10)

The Fence (January 2000) is a slide show set to a linear sound track that portrays the comic adventure of Kat from my comic book. This piece was set to video in September 2004 using Arcsoft's Showbiz. (2:09)

Hand to Fist (June 1999) is a short animation of a hand balling into a fist and back again. Hand drawn animation created at Philadelphia Institute of Art Animation Camp. (0:01)

Walking (June 1999) is a short animation of a person walking several steps. Hand drawn animation created at Philadelphia Institute of Art Animation Camp. (0:01)

Interactive Media:

Kelvin 724 (March – May 2004) is a fire fighting game where the player selects a stage then is sent to that stage to put out all the fire from first person perspective. Fire starts at a single point on the stage and spreads at an exponential to neighboring trees in the forest. The trees burn through nine time-based states before dying, once a fixed percentage of the trees dies the forest is considered dead and the player loses. The player has a limited supply of water to put out fires which can be replenished by walking through shallow water. The stages are built using a system that takes in five-color maps and generates five different terrain types depending on the color. This project was done in collaboration with Josh Barczak and Nick Ferris and was exhibited at the UMBC Senior Exiting Exhibition in the spring of 2004. A paper on the terrain generating technique accompanies this work.

Video Demo on Portfolio DVD (1:29)

^*Animated Image Based Renderer* (March – May 2003), AIBR, is a system that was developed to take in a series of frames of an animation from a variety of camera angles and reconstruct the animation taking place within the frames. The system requires that all parts of the inputted images that are not part of the subject be of a uniform color so that it can be culled. The system generates a model for each frame of the animation using a volume renderer. The models are then swapped out in time increments to present the animation in a 3-D environment where the user can pan around the animation while it is running. Extensions to be made to this system include adding polygon simplification and enhancing texturing. A paper on this process accompanies this work.

Ten_Bulls (September – December 2002) is a virtual forest world which cyclically regenerates itself. A meandering stream forges a new path through the terrain with each passing of a visitor to the world. Bridges relocate themselves, trees reorganize, and a small cabin deep in the forest nestles into its own clearing. With each new cycle, the visitor finds him or herself inside the cabin, invited to play the role of an isolated farmer who has lost one of his or her livestock. The farmer sets out into the forest to find the Bull in an interpretation of the ancient Buddhist parable "Ten Bulls", illustrated by Chinese Zen master Kakuan (1100-1200 CE) and popularized in America by Buddhist scholar D. T. Suzuki (1870-1966). On the journey, the farmer experiences transcendence through conflict and resolution in leading the bull home again.

Video Demo on Portfolio DVD (1:38)

In Search of Mother Earth (April – May 2002) was created as part of a group project where each member of the group created a linear or interactive movie about one of the four elements. My part (for Earth) is a short interactive game that allows the user to guide a gopher through an underground world to find Mother Earth, the game consists of four simple puzzles and three characters that the gopher can meet. The project was created in Macromedia Director with the aid of Adobe Photoshop.

Video Demo on Portfolio DVD (2:13)

^*Self-Portrait* (April 2002) is an interactive exploration of three very important intangibles in my life; wishes, courage, and heart. Each of these comes out of a box on the introduction screen in a symbolic form. Selection each of these symbols will take the user on a linear journey through my own visualization of what the intangibles mean in my life. The project was created in Macromedia Director with the aid of Adobe Photoshop.

^*Personal Website* (October – December 2001) was created as a website for displaying all of my artwork the timeframe of its creation. The site was created using Adobe Photoshop and Macromedia Dreamweaver.

^ **Not in Portfolio DVD**

Documented Performance:

Landscapes (April 12, 2003) was an interdisciplinary, intercampus exchange produced by Johns Hopkins University and UMBC. Students, faculty and staff have worked to facilitate a collaborative student performance blending poetry, dance, video and sound via Internet II and Real video-streaming technologies. This interdisciplinary exchange focused upon "landscape" as a means to mutually explore the terrain of the local and virtual. I was a member of the IRC Fellows sound crew augmenting the performance.

Video Documentation on Portfolio DVD (6:02)

Paradise Lost (April – May 2000) was a multimedia audio recoding group composition. The piece was a satire of John Milton's *Paradise Lost* with voice acting by Matthew Kerns, William Kilmer, and myself mixed with sound effects from various sound media. (21:18)

Paintings:

Verity and Matt's Wedding Temple. Acrylic on canvas, 2004.

Checkered Self Portrait. Acrylic on paper, 2002.

From A Dream. Acrylic on canvas, 2001.

Ms. Tata's Jersey. Acrylic on canvas, 2000.

Memorial to Atlas. Acrylic on paper, 2000.

KJ Blue. Acrylic on paper, 2000.

Becky. Acrylic on paper, 1999.

Blue Lily. Watercolor on watercolor paper, 1999.

Van Gogh Track. Acrylic on canvas, 1999.

Running Shoes. Acrylic on canvas paper, 1999.

Hobbit on the Beach. Acrylic on paper. 1999.

Blue Hat. Acrylic on paper. 1998.

Blue Self-Portrait. Acrylic on paper. 1998.

Monk in the Woods. Acrylic on paper. 1998.

Watercolor Self-Portrait. Watercolor on watercolor paper. 1997.

Abstract Landscape. Watercolor on watercolor paper. 1997.

Op Art. Acrylic on paper, 1995.

Cat Color Wheel. Acrylic on canvas paper. 1995.

Drawings:

People:

Ohita. Graphite, 2002.

Emily. Graphite, 2001.

Matt Kerns. Graphite, 2001.

Will. Graphite, 2001.

Tammy. Graphite, 2001.

Melanice. Graphite, 2001.

Conrad. Graphite, 2001.

Candie and Lloyd. Graphite, 2001.

Cinnimon. Graphite, 2001.

Candie. Graphite, 2001.

Self-Portrait with Hat. Graphite. 2001.

Lauren Sleeping. Graphite, 2000.

Paige. Graphite, 2000.

Rochelle. Graphite, 2000.

Eric. Graphite, 2000.

KJ back from UVA. Graphite, 2000.

Ashley. Graphite, 2000.
Mark. Graphite, 2000.
Jason. Graphite, 2000.
Amory. Graphite, 2000.
Rafi. Graphite, 1999.
Megan. Graphite, 1999.
Lauren. Graphite, 1999.
Krissy Walton. Graphite, 1999.
KJ on the way to State. Graphite, 1999.
KJ on the way to Footlocker. Graphite, 1999.
Alex from behind. Graphite. 1999.
Katie Carmen. Graphite, 1999.
Dad Sleeping. Graphite, 1999.
Kendall. Graphite, 1999.
Shawny. Graphite, 1999.
Ryan Harrison. Graphite, 1999.
Liz Sleeping. Graphite, 1999.
Becky at Camp. Graphite, 1999.
Nick. Graphite, 1999.
Skittles. Graphite, 1998.
Self Portrait. Graphite, 1998.
Ms. Tata home from State. Graphite, 1998.
Becky Sleeping. Graphite, 1998.
Tommy. Graphite, 1998.
Sara. Graphite, 1998.
Marcie Sleeping. Graphite, 1998.
Marcie. Graphite, 1998.
Women from drawing. Graphite. 1997.
Someone's rear. Graphite. 1997.
Self-Portrait Glare. Graphite. 1997.
Lady from a newspaper ad. Graphite in grid pattern. 1995.

Animals:

Turkoman. Graphite, 1999.
Atlas Stretched Out. Graphite. 1999.
Atlas Sleeping. Graphite. 1999.
Atlas. Graphite, 1999.
Shadow. Graphite, 1999.
Thunder. Graphite, 1999.
Hobbit. Graphite, 1999.
Pride. Graphite, 1999.
Storm. Graphite. 1998.
Strider. Graphite. 1998.
Strider from above. Graphite. 1998.
Theoden. Graphite. 1998.

Hand & Feet: (4)

Hand with Class Ring. Graphite, 2002.
Alien Landscape. Graphite, 2001.
Foot driving back from UMBC. Graphite, 1999.
Hand with Bracelet. Graphite. 1999.
Feet on Table. Graphite. 1999.
Right Foot on Table. Graphite. 1999.
Right Foot. Graphite. 1999.

Hand and Sweatshirt. Graphite. 1998.
Half Open Hand with Ring. Graphite. 1998.
Hand Drawing Tree. Graphite, 1998.
Open Hand. Graphite, 1998.
Hand Half Open. Graphite, 1998.
Hand in Fist. Graphite, 1998.
Hand holding CD. Graphite, 1998.
Hand with Cut Thumb. Graphite, 1998.
Small Friends. Graphite. 1998.
Left Foot. Graphite, 1998.
Track Hands. Graphite. 1997.

Landscapes:

Mormon Temple, Washington D.C. Graphite, 2004.
Trashmore Shelter. Graphite, 1999.
Kempsville Track. Graphite, 1999.

Still Lifes:

Shoes for Jennifer Braun Run. Graphite, 2003.
Running Shoes. Graphite, 2002.
Egg in Cloth. Graphite, 2002.
Paper Bag. Graphite, 2002.
Nectarines. Graphite, 1999.
Eggs in Cloth. Graphite, 1999.
Triathlon. Graphite, 1999.
Kempsville Jersey. Graphite, 1999.
KCC Shirt. Graphite, 1998.
Cross Country Cap. Graphite, 1998.
Paintbrush in Water. Graphite. 1998.
Pooh in Car. Graphite. 1998.
Still Life table with fruit and bottles. Graphite. 1998.
Emerging Tree. Graphite. 1998.
M&M Jar. Graphite. 1998.
Burkenstocks. Graphite, 1998.
Cassette Tape. Graphite, 1998.
Nancy's Locket. Graphite. 1997.

Mixed Media:

Brown Dog. Pen and Ink, 2002.
Hand lying flat. Pen and Ink, 2002.
Three Doors. Watercolor pencil. 2001.
Marching Dots. Color photograph series, 2001.
Crossroads. Watercolor and film on canvas sheet, 2001.
The Never Ending Drawing. Photographs on mat board, 2000.
Broken Shoes. Photographs on mat board, 2000.
Construction Site. Photograph. 2000.
Kempsville Cross Country. Pen and Ink, 2000.
Our Shelter. Chalk pastel, 2000.
Horse Spiral. Photo copy collage, 1999.
Horse Pattern. Photo copy collage, 1999.
Paper Horse. Torn construction paper, 1999.
Riding into the Sunset. Watercolor Pencil, 1999.
Boots. Ink, watercolor and graphite. 1999.

Pink Rose. Watercolor Pencil, 1999.
The Silent Hunter. Ink and Watercolor, 1999.
Silent Hunter Print. Wood block print. 1999.
Silent Hunter Color Print. Wood block reduction print. 1999.
The Writing of a Masterpiece. Scratchboard, 1998.
Small Friends. Lithography, 1998.
Emerging Tree. Lithography. 1998.
M&M Jar. Pastel on blue paper. 1998.
Classmate. Charcoal on brown paper. 1998.
Pastel Self-Portrait. Chalk pastel. 1998.
Tonal Landscapes. Color pencil. 1997.
Textures. Magazine clippings and graphite. 1997.
Creature of the Night. Wood block reduction print. 1997.
Cheetah 3-D. Wood block prints on foam core. 1996.
Cheetah Print. Wood block reduction print. 1996.
Barn Owl. Scratchboard, 1996.
Worms-Eye View. Colorpencil, 1996.
KAH Pet Supplies. Screen print. 1995.
Flower Motif. Wax, dye and cloth, 1995.
Falling Ribbon. Oil pastel, 1995.
Blue Ribbon. Oil pastel. 1995.
Swordfish. Acrylic painted squares on construction paper, 1994.

Digital Images:

Business Card. Fuzzball business card, 2003.
Women in Technology. For CWIT Design Competition, 2003.
Mouse vs. Mouse. For CWIT Design Competition, 2002.
Macro/Micro. Regular person finding small fellows, 2002.
Post Human. Connecting with my twin over distance, 2001.
Webpage_Background. Katie composited on dark background, 2001.
D-Day. Rewriting history through images, 2001.
Hitler. Rewriting history through images, 2001.
Paris in NYC. Rewriting history through images, 2001.
Exquisite Corpse. Collaborative Digital Montage, 2001.

Vision Videogames:

- A number of icons currently on the DVD, not listed in full here.
- Video segment from G4 TechTV about game I contributed to.

E-Global:

- Flash movie introducing the E-Global and its main services.

Original Kat comics have not yet been scanned into digital format.