

Vita Berezina-Blackburn
Animation and Motion Capture Specialist
Advanced Computing Center for the Arts and Design,
The Ohio State University,
1813 N High St, Columbus, OH 43210
614.688.8260, berezina-blackbu.1@osu.edu
<http://accad.osu.edu/~berezina-blackburn.1/>

CORE CREATIVE RESEARCH, PRACTICE AND TECHNOLOGIES

Motion capture and real time tracking, virtual reality, virtual production, live performer integration, projection design, animated and interactive media in performance and installation, digital puppetry, 3d animation for short film, education and experimental time-based media, 3d fabrication and projection mapping.

SELECTED 3D ANIMATED PROJECTION DESIGN FOR PERFORMANCES, COMPLETED AS PART OF COLLABORATIVE WORKS AND/OR TEACHING PROJECTS:

Patience Worth, mediated performance by ***for/word company***, written and directed by Jennifer Schlueter, performed at Kranzberg Arts Center, St Louis, MS and Barnett Theatre, Columbus OH, 2017. Contribution: animated projection design, face motion capture and realtime tracking integration.

Echo::system, mediated performance and installation directed by Grisha Coleman, ASU, performed at Yerba Buena, San Francisco, CA, 2016. Contribution: co-devising, mocap and animation.

There is No Silence, mediated play directed by Jeanine Thompson, devised by OSU Department of Theatre MFA Acting Ensemble with students from the Department of Design performed at Drake Theatre, Columbus, OH, 2014. Contribution: art direction for animated projections, live full body motion tracking, integration of mocap and projection technologies in physical performance learning and devising process.

Camouflage, mediated play directed by Leslie Ferris and Mary Tarantino, devised by OSU Department of Theatre MFA Acting Ensemble with students from the Departments of Design and Computer Science and Engineering, Roy Bowen Theatre, Columbus, OH, 2012. Contribution: art direction for animated projections, pipeline development for 3d projection mapping for curvilinear surfaces, motion capture and animations.

Thurber Dogs, animated projections for the performances of Thurber's Dogs Suite for Orchestra, composed by Peter Schikele based on drawings by James Thurber. Contribution: oversight of concept development and production with a group of students from the OSU Departments of Art and Design, focus on cartoon stylization of 3d computer animation; performed by the Promusica Chamber Orchestra and Chattanooga Symphony Orchestra, Columbus, OH and Chattanooga, TN, 2010-2016.

Necessary Beauty ; Landing Place, mediated performance projects, directed by Bebe Miller, devised and performed by Bebe Miller Company at The Wexner Center for the Arts, Columbus, OH, Dance Theater Workshop, New York, NY, Krannert Center, Urbana, IL, Myrna Loy Center, Helena, MT, Clarice Smith Performing Arts, College Park, MD, The Dance Center of Columbia College, Chicago, IL, Red Cat Los Angeles, CA, Yerba Buena Center for the Arts, San Francisco, CA, Dance Cleveland, Cleveland, OH, PICA, Portland, OR, World Music/ Crash Arts, Boston, MA, 2005-2010. Contribution: co-devising, motion capture and animation.

When I am Little Again, co-directed with Kareen Balsam, produced 3d animations based on motion capture. Project performed at Judson Church, Joe's Pub, New York, NY, Sullivant Hall Rotunda, Columbus, OH, 2003-2004. Contribution: co-devising, motion capture and animation.

SELECTED ANIMATION BASED INSTALLATIONS

Story State, single channel performance capture- based installation. The Ohio State University Thompson Library Special Collections Gallery, Columbus, OH, 2018-2019.

Landing Place Excerpts, single channel stereoscopic performance capture-based animation installation, curated exhibition *Dancing Dimensions: Movement through Time and Space*. The Ohio State University Thompson Library Special Collections Gallery, Columbus, OH, 2012.

Mother Tongue, projection mapping and 3d fabricated sculpture installation, IMPACT juried exhibition, Swing Space Gallery, The Ohio State University, Columbus, OH, 2011.

Tracing/Kinaesthesia, with Norah Zuniga-Shaw, installation of motion capture generated imagery on layered acetate prints, "Gesture Inclusive" exhibition, The Ohio State University, Columbus, OH 2010.

Breath and **Walker in the Field**, motion capture-based animation installations, *Gesture Inclusive* exhibition, The Ohio State University, Columbus, OH, 2010.

BioUnbound, with Alan Price, Susan Fisher and students from ACCAD and Department of Design, interactive touch table and video projection installation on DNA, Columbus Museum of Science and Industry (COSI), 2008.

Visible Movement, motion capture-based animation installation, "Body+" group video exhibition, MIT Museum, Boston, MA, 2005.

Visible Movement, motion capture-based animation installation, solo exhibition, Dance Theater Workshop Gallery, New York, NY, 2004.

When I am Little Again, with Kareen Balsam, motion capture-based animation and video installation, "Digital Memory" exhibition, Zachęta Gallery, Warsaw, Poland, 2005.

ANIMATIONS: SELECTED FILM FESTIVAL SCREENINGS

Interferenza Festival, San Martino, Italy, 2006.

Columbus International Film Festival, Columbus, OH, 2004.

Cineme International Animation Festival, Chicago IL, 2004.

Anima Mundi, 12th International Animation Festival of Brazil, Sao Paolo, Brazil, 2004.

The 34th Annual USA Film Festival, National Short Film and Video Competition, Dallas, TX, 2004.

The Society of Composers, Inc. Region VI 2004 Conference, Arkansas State University, Jonesboro, Arkansas, 2004.

Ohio Short Film/Video Showcase, Wexner Center for the Arts, Columbus, OH, 2004.

KINODANCE film festival, St. Petersburg, Moscow, Ekaterinburg, Russia, 2004.

PBS. Thirteen/WNET: Reel New York 9 Festival, 2004.

Cinedans, Amsterdam, Netherlands, 2004.

Dance on Camera Festival, Lincoln Center, New York, NY, 2004.

ANIMATIONS: SELECTED ONLINE PROJECTS FOR EDUCATION AND LEARNING CONTEXTS

MotionBank, animation and concept development for interactive modules visualizing choreographic strategies of Bebe Miller and Thomas Hauert for online research project by the Forsythe Company, 2013.

Dance and Biology Animation and Video projects for Biology 101 with Dr. Susan Fisher, Dept of Entomology, OSU, 2004-2005.

SELECTED PRESENTATIONS AND PUBLICATIONS

Berezina-Blackburn, V. and Oliszewski, A. **Devising Interactivity in Virtual Reality Informed by the Dramaturgy of Immersive Theatre Practice**. DRHA 2019 conference *Radical Immersions*. Conference proceedings. London: DRHA & University of Greenwich, 2021.

Oliszewski, A, Berezina-Blackburn, V., Fine D., Harvey,S.. **Devising and Designing Theatre, Live Performance, and Storytelling with Haptic feedback in Virtual Reality**. Panel discussion at the PQ Talks, Prague Quadrennial of Performance Design and Space, Pragua, Czechia, 2019

Berezina-Blackburn, V., Cleaver, D., Oliszewski, A., Udakandage, L. **Virtual Reality Performance Platform for Learning about Dementia**. Short paper and presentation, ACM Conference on Computer-Supported Cooperative Work and Social Computing, Jersey City, NJ, 2018

Berezina-Blackburn, V., Oliszewski, A., Thompson, J. **Captura de movimento e animação como meio de criação e treinamento em performance**. Revista VIS: Revista Do Programa De Pós-Graduação Em Arte, 17(2), 8–32.

Berezina-Blackburn, V., Oliszewski, A., Thompson, J. **There is No Silence: A mediated performance based on the life and works of Marcel Marceau**. Panel discussion at the International Federation for Theatre Research (IFTR) conference *Bodies on Stage: Actors Confronting Technology*, Université Sorbonne Nouvelle - Paris 3, Paris France, 2015.

Thompson, J., Berezina-Blackburn, V., Oliszewski, A. ***There Is No Silence: Remembering the artist and hero, Marcel Marceau, in a devised work with integrated technology.*** Panel discussion at the Association of Theatre in Higher Education ATHE Annual Conference, Montreal, Canada, 2015.

Berezina-Blackburn, V., Oliszewski, A., Thompson, J. ***There is No Silence.*** Panel discussion on devising with motion capture and real-time projection technologies at United States Institute for Theatre Technology USITT Annual Conference, Cincinnati, OH, 2015.

Coleman G., Byrne D., Berezina-Blackburn, V., Parady, K., Oduro, J. ***Transdisciplinary Collaboration on Urban Desert Ecologies in Echo::System.*** Panel discussion via Skype at the Digital Art and the Urban Environment Symposium, Pace University, New York, NY, 2013.

Enriching 3D Computer Animation Practices Through Performance and Installation Contexts. Public lecture at Arizona State University School of Media and Engineering, Tempe, AZ, 2012.

Motion Capture for Experimental Animation. Presentation, 11th International Symposium on 3D Analysis of Human Movement. San Francisco, CA, 2010.

Translating Gesture through Motion Capture. Presentation, Gesture At Large: An Interdisciplinary Conference on Gesture. The Ohio State University. Columbus, OH, 2010.

Palazzi, M., Berezina-Blackburn, V., Lioi Y. ***Animation at the Center for Multidisciplinary Collaborations.*** Panel discussion, Kalamazoo International Animation Festival Educators Conference, Kalamazoo, MI, 2009.

Price, A, Berezina-Blackburn, V. ***Multi-User Interaction on the DNA Workbench.*** Poster presentation, ACM SIGGRAPH Annual Conference, San Diego, CA, 2007.

Landing Place: an Animator's Perspective. Lecture, Women in Animation Symposium, CCAD, Columbus, OH, 2007.

Berezina-Blackburn, V., Miller, B., Windsor, B. ***Landing Place: Remapping Motion Capture of Dance Movement to Objects and Environments.*** Poster presentation, ACM SIGGRAPH Annual Conference, Los Angeles, CA, 2005.

Motion Capture in Dance and Animation Collaborative Project. Presentation, *Ideas in Motion* Symposium at Boston CyberArts Festival. MIT, Boston, MA, 2005.

Berezina-Blackburn, V., Crawford, J. ***Muybridge to McLaren to motion capture,*** Lecture/animation screening, Dance On Camera Festival, Puffin Room, New York, NY, 2004.

TEACHING AND ACADEMIC OVERSIGHT

Performance and Narrative in Virtual Reality, graduate course in immersive narrative based virtual reality experiences with integration of live actors. Co-taught with A.Oliszewski, Department of Theatre, 2017, 2019.

Motion Capture and Virtual Reality for Physical Movement Learning, workshops developed for Theatre Department courses in physical theatre performance taught by Jeanine Thompson, 2016-2019.

Motion Capture Production and Experimentation, graduate course on traditional and experimental motion capture techniques and applications, ACCAD/OSU 2009-present.

Virtual Modeling, graduate course in 3d modeling, digital sculpting and photogrammetry for artists and designers, ACCAD, Ohio State University, 2004-present.

Form, Light and Motion, graduate course, an overview of animation production pipeline, ACCAD/OSU, 2006-2011

Advanced Modeling, graduate course on advanced modeling techniques, ACCAD/OSU, 2006.

History and Application of Motion Capture Technologies, guest lectures and demos in Computer Vision For HCI course taught by Dr Davis, Department of Computer Science and Engineering, OSU, 2009-present.

Outreach Workshops in Animation and Motion Capture for various groups at the Ohio State University, Columbus community, elementary, middle and high school students of Columbus OH area, ACCAD/OSU, 2001-present.

Oversight and guidance in project-based learning for ACCAD students involved in development and production of various ACCAD creative research projects via independent and group studies, Graduate Research Associateships 2007- present

MASTERS AND DOCTORAL COMMITTEES:

Udakandage, Lakshika, 2018, MFA, Design

Campbell, Victoria, 2020, MFA, Design

Chambers, Joseph, 2020, MFA, Design

Pissini, Jessica, 2020, PhD, Arts Administration, Education and Policy

GRANTS PARTICIPATION AND AWARDS

Improving patient safety using virtual reality (VR) to train and assess emergency personnel responding to a mass casualty incident (MCI), NIH Agency for Healthcare Research & Quality grant, PI Dr D, Danforth and N.Kman, serve as key personnel, 2018- 2021. [\\$380,222](#)

Building Empathy in Patient Care with VR Simulation for Practitioners, MEDTAPP, Medicaid Equity Simulation Project. PI Dr H.Dabelko-Schoeny and M.Palazzi, key personnel. 2018-2019, direct award: \$404,250.

Activision Untethered Development Grant, 2019. \$15,000.

Bessie (New York Performance and Dance Award), Choreographer/Creator category with Bebe Miller and other collaborators of "Landing/Place" 2005-2006 show season.

Bronze Plaque, Columbus International Film Festival, Columbus, OH, 2004.

Honorable Mention, Cinedance, Amsterdam, Netherlands, 2004.

Arts and Humanities Larger Grants, Jennifer Schlueter, Dept of Theatre, \$18,000, 2015.

eLearning Professional Development Grant, Ohio State University, Columbus, OH, 2010.

Ohio State University Arts and Humanities Multidisciplinary Grant, PI B. Miller, served as key personnel. \$40,000, 2007.

BETHA, Outreach and Engagement Grant for "Art in the Service of Science- Enhancing Science Education in K-12 Classrooms Through Arts Integration", PI S.Fisher, served as key personnel. \$57,938, 2004.

Ohio State University Arts and Humanities Multidisciplinary Grant, PI B.Miller, Dept of Dance, \$25,000, Columbus, OH, 2004.

Staff Professional Development Grants, Ohio State University, Columbus, OH, 2003, 2015.

EDUCATION:

2000-2003 Ohio State University/ACCAD, MFA Art and Technology

1996-1998 West Texas A&M University, MA in Computer Art

1994–1996 West Texas A&M University, BBA Marketing