

Into the Pixel

2006 JUROR BIOS

Cynthia Burlingham

Deputy Director of Collections

UCLA Hammer Museum - Grunwald Center for the Graphic Arts

Cynthia Burlingham has been the director of the Grunwald Center for the Graphic Arts since 2004 and deputy director of collections at the Hammer Museum since 1999. She previously served as associate director and senior curator of the Grunwald Center from 1992 to 2004.

Burlingham has an M.A. in Art History from Oberlin College and more than 20 years of curatorial experience. Her research focuses on the history of European prints and drawings from the 16th- through the 20th-century, with additional focus on the history of printed books. She has organized over eighty exhibitions, including “Moonlight Theater: Prints and Related Works” by Carlos Almaraz (1991); “The French Renaissance in Prints” (1995); “Picturing Childhood: Illustrated Children’s Books” from University of California Collections (1997); “The World from Here: Treasures of the Great Libraries of Los Angeles” (2001); and “The Eunice and Hal David of 19th- and 20th-Century Works on Paper” (2004).

Ryan Church

Freelance Concept Artist

(Formerly Senior Art Director, Industrial Light & Magic)

Ryan Church is one of the leading concept artists working today. His clients include Paramount Pictures, Walt Disney Feature Animation, Blue Sky Studios, Mattel, Universal Studios, and Electronic Arts. He is most widely known for his design role on the *Star Wars*’ prequels, and for his part in designing the Tripods in Steven Spielberg's *War of the Worlds*. Church earned his B.S. in Transportation Design at Art Center College of Design and got his start as a show designer at Walt Disney Imagineering, while freelancing for Universal Studios. He then joined Industrial Light & Magic in 1998, where he worked on a series of digital features. In 2000, Church went to Lucasfilm Ltd. at the Skywalker Ranch to serve as a concept design supervisor for *Star Wars Episode II: Attack of the Clones* and *Episode III: Revenge of the Sith*.

Church has shared his expertise at the Art Center College of Design where he taught Advanced Entertainment Design and produced instructional DVDs in partnership with the Gnomon Workshop. Currently, Church lives in Southern California where he's busy juggling his schedule among a few projects including *John Carter of Mars* (2007), *Transformers* (2007), and an undisclosed project with Electronic Arts.

Caryn Coleman

Co-owner and Director

sixspace and art.blogging.la

Caryn Coleman graduated in 1998 from the University of Florida where she studied Literature and Art History. As co-owner and director of sixspace, a gallery located in the thriving art district of Culver City that concentrates on both regional and international emerging artists, she curates the exhibition program and manages gallery artists such as Seonna Hong, Chad Robertson, and Glen E. Friedman. Quoted in the *LA Weekly* as saying, "I have more opinions

about art than necessary," Coleman expanded her thoughts on art by launching art.blogging.la in February 2004 as a forum to discuss the vibrant and influential Los Angeles art scene. abLA has been featured in *Art in America*, *Los Angeles Times*, *L.A. Weekly*, and was included in *Forbes* "Best of the Web" for 2005. Other art writings by Coleman have been published in *Juxtapoz*, the New York Foundation of the Arts "Current" section, and an upcoming review of the Basquiat retrospective at MOCA for *Art and Australia Magazine*. Coleman also organized and moderated a 2005 panel addressing how the accessibility of technology is influencing art criticism in addition to participating in panel discussions on art dealers, art writing in new media, and independent publishing.

Tim Langdell

Lecturer, IT Program

Viterbi School of Engineering, University of Southern California, and Chairman, EDGE Games

Tim Langdell, a pioneer of the video game industry, formed EDGE Games – which at one time was Electronic Arts Europe and Sega Europe – and has remained a top five European game publisher. Langdell also co-founded The Academy of Interactive Arts & Sciences (AIAS) in the mid-90s, and was instrumental in creating the first televised games awards show that AIAS aired on TBS in 1995. With more than 180 games to his credit, Langdell is not only passionate about games, but he is also an experienced member of non-profit boards. He has served on the Board of Directors of the British Academy of Film and Television (BAFTA/LA), was chairman of The Guild of Software Houses, a director of the Federation Against Software Theft and vice chair of the Steering Committee of the Writers Guild of America New Media Caucus. In addition to being the chairman of EDGE Games, Langdell also instigated a video game curriculum at the University of Southern California (USC), where he launched the first video game classes at the USC Film School in 1992. He continues teaching at USC, now in Engineering/Computer Science, where more than 500 students have attended his video game classes in the past two years. Langdell is also author of four books on game programming, co-author of the recent first-ever book on games testing (*Game Testing All In One*) and is currently working on his latest book, *Next Generation Game Design*. Langdell earned his joint B.S. in Physics and Psychology at Leicester University England, his M.A. at Nottingham University and his Ph.D. at University College London.

Lorne Lanning

President/Creative Director

Oddworld Inhabitants

Lorne Lanning is the co-founder and president of video game development company Oddworld Inhabitants. With a career that has included photorealistic illustration, television commercial production and visual film effects, Lanning brings a unique “in the trenches” as well as “above the line” perspective to the future convergence of multi-media and storytelling possibilities. Lanning also serves as the Executive Committee Vice Chairman for The Academy of Interactive Arts and Sciences (AIAS), the Advisory Boards to the San Francisco Academy of Art University, the Gnomon School of Visual Effects and the Computer Graphics Society.

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Having sold over five million games, Lanning's uniquely creative vision in game design and property development has gained him worldwide recognition. He's been in several documentaries that have focused on his work and company, including two ICON shows produced by G4TV (U.S.), a Discovery Channel special (U.S.), GIGATV (Germany), GamerTV (UK), as well as interviews with CNN, MTV, the BBC, NPR, CANAL+ (France), and NHK (Japan) to name a few. His character creations were also featured on the cover of *Wired Magazine's* "The Future of Artificial Intelligence" issue.

Louis Marchesano

**Research Library, Getty Research Institute
Collections Curator, Prints and Drawings**

Louis Marchesano is the collections curator of Prints and Drawings at the Getty Research Institute in Los Angeles. He received his Ph.D. from Cornell University, where he worked on seventeenth century Italian prints, a topic on which he has published. His recent exhibition, entitled "Drawn to Rome," was a ground-breaking work on the remarkably rich sketchbooks of young French artists who trained in Rome in the eighteenth century. Louis' upcoming exhibitions include two collaborative projects with the Getty Museum, one on the prints and painting of James Ensor, and the other on the Drawings and related prints of Peter Paul Rubens.

Kevin Salatino, Lead Juror

**Los Angeles County Museum, of Art (LACMA)
Curator and Department Head, Prints and Drawings**

Kevin Salatino joined the staff of LACMA in 2000 as the Curator of Prints and Drawings, after a nine-year tenure as curator of the graphic arts at the Getty Research Institute. He has published and lectured widely in the U.S. and abroad in his areas of expertise - most recently at the Louvre - and has curated numerous exhibitions, including LACMA's "Rauschenberg: Posters." Last year, he curated and wrote the catalogue for the exhibition, "Van Gogh to Picasso: 19th- and 20th-Century French Master Drawings from LACMA," which was held in Belluno, Italy. His book, "Incendiary Art," is scheduled to be published in France next year. He is currently working on a book on the erotic drawings of Henry Fuseli, and is also planning the forthcoming exhibition, "LA Collects: Master Twentieth-Century Drawings from Private Collections." Dr. Salatino received his B.A. from Columbia University and his Ph.D. from the University of Pennsylvania. He has taught at Middlebury College and the University of Pennsylvania.

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