

2007 Juror Biographies

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 80 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 "Masters of American Comics" (2006). www.hammer.ucla.edu

John Doffing is an art + technology entrepreneur. John is the founder of the groundbreaking **START SOMA gallery in San Francisco**, the CEO of START MOBILE (which brings the artwork of emerging + underground artists/musicians to mobile phones around the world), and is the creator of the ART HOTEL in San Francisco, where he curated the acclaimed series of *PAINTED ROOMS* art shows. John firmly believes that 'art should be for everyone', and his iconoclastic approach to curation has resulted in opportunities for countless emerging artists. John earned his BA from Marquette University (Phi Beta Kappa - Triple Major in History, Political Science and Philosophy; Minor in Psychology), along with a graduate BA/MA with Honours from St. John's College, Cambridge University, where he was a Davies-Jackson Scholar. www.STARTmobile.com

Jason Hall currently serves as president and producer of **HDFILMS INC.**, a production company located on the Warner Bros. studio lot devoted to creating film, television and interactive content. Jason founded the company, which has a first-look feature film, television and video game development deal with Warner Bros. Studios. Additionally, in continued support of the Warner Bros. Interactive Entertainment division, Jason works closely with talent, including Clint Eastwood, Gene Hackman and Lawrence Fishburne on video game projects such as the *Dirty Harry* video game and many other key directors and actors, facilitating the evolution of the convergence of film and video game production. In his previous role as Senior Vice President for Warner Bros. Interactive Entertainment (WBIE), Jason lead the company in creating, laying strategy and managing the Studio's long-term interactive gaming goals and business objectives. Initially leveraging Warner Bros.' world-class brands on all current and future platforms, Jason oversaw the company growth from being a licenser to a full scale developer, publisher and distributor of games. Under his guidance, WBIE was involved in the production and release of numerous video game titles, including *F.E.A.R.*, *Condemned: Criminal Origins*, *300: March to Glory*, *Justice League Heroes*, *Happy Feet*, *Harry Potter and the Goblet of Fire*, *Batman Begins* and *Friends: The One with All the Trivia Videogame* and many more. Prior to WBIE, Jason had been Chief Executive Officer and founder of game development studio Monolith Productions Inc. for more than a decade - since October 1994. Previously, Jason managed the multimedia department at Edmark Corporation and worked as a lead engineer at Broderbund Software. His experience also includes investment banking, music composition and audio engineering. Jason

is a gamer, filmmaker and technology enthusiast himself. His rare industry experience spans a broad range - from growing a high-profile 3D technology licensing business to overseeing complete retail publishing and development efforts.

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 17th century Italian prints, a topic on which he has published. His recent exhibition, entitled *Drawn to Rome*, was a groundbreaking work on the remarkably rich sketchbooks of young French artists who trained in Rome in the 18th 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.

www.getty.edu

Walter Meyer is the co-owner of the **Karen Lynne Gallery** in Beverly Hills and also serves on the board of the Craft and Folk Art Museum of Los Angeles. He received his Masters degree in art history from the University of Southern California and is a professor at Santa Monica College. As an academic and gallerist, he seeks to push the boundaries of fine art by exploring emerging media and in 2006 began exhibiting works by digital artists who employ subject matter derived from games as well as the use of game platforms for artistic ends. "The interactive qualities and aesthetic environments of 'games' and 'game worlds' make them incredibly rich for content and form in the art world. New media inevitably crosses into fine art and we should facilitate that transition. We are just beginning to see the potential of this media and experience the fruits that it will produce for both the art world and the wider cultural experience." Walter has worked at the Getty Center along with being an active fine art dealer and exhibition curator. His specialties are American Art and contemporary Art.

www.karenlynngallery.com

Craig Mullins is an **illustrator**. He attended Pitzer College in Claremont, CA. for two years, then transferred to Art Center College of Design to study product design. After an internship at Ford Motor Company, he returned to Art Center to study illustration, graduating in 1990. His background in illustration led to a number of commissions for architects and theme parks, which led to work within the entertainment industry. Mullins creates his commercial work in Adobe Photoshop and is represented by re:Sources. His web site has an extensive collection of work.

www.goodbrush.com

Scott Robertson, founder of **Design Studio Press**, was born in Oregon and grew up in the country. When he was a child, his artist father, Richard, taught him how to draw and design the toys in his imagination. After two and a half years at Oregon State University, Scott transferred to Art Center College of Design in Pasadena, California where his father had attended as an illustration student. After many all-nighters and skin-thickening critiques, he graduated in 1990 with honors and a B.S. degree in Transportation Design. He immediately opened a consulting firm in San Francisco, where he designed a variety of consumer products, the majority being durable medical goods and sporting goods. In 1995, he began teaching at Art Center College of Design. Scott's clients have included the BMW subsidiary Designworks/USA, Bell Sports, Raleigh Bicycles, Mattel Toys, Patagonia, Scifi Lab, 3DO, Minority Report feature film, Nike, Rock Shox, Universal Studios, OVO, Black Diamond, Angel Studios, Rockstar Games, Sony Online Entertainment, Buena Vista Games and Fiat to name a few. Dedicated to art and design education, he founded the publishing company Design Studio Press in 2002. The company's first book, *Concept Design 1*, released in 2003 and now out of print, is a collection of original

artwork by seven of the top concept artists working in Hollywood. Concept Design 2 was released in 2006. In addition to working as a design consultant for the entertainment, sporting goods, and transportation industries, Scott continues to teach at Art Center College of Design. In 2004 he art-directed 240 illustrations for Mattel's *Hot Wheels AcceleRacers* collectible card game. He also authored *How to Draw Cars the Hot Wheels Way*. Furthering design, drawing and rendering education, Design Studio Press has teamed with The Gnomon Workshop to create a library of "how to" DVDs. Scott himself has instructed on nine DVDs, focusing on drawing and rendering techniques for industrial and entertainment designers. He has co-produced an additional 41 DVDs with various top artists, designers, and instructors, including Syd Mead.

www.designstudiopress.com

Kevin Salatino joined the staff of **LACMA** in 2000 as the curator of Prints and Drawings, after 9 years 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 current "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.

www.lacma.org

Chris Taylor, CEO and creative director of **Gas Powered Games**, shipped his first game, *Hardball II*, in 1989, and won an SPA award for best sports game of the year. The second game, *4D Boxing*, won many awards and was among the first games to use motion capture data for its character animation. After completing *Triple Play '96* for Electronic Arts, Chris joined Humongous Entertainment, where he created a truly next-generation Real-time Strategy game - *Total Annihilation* - which released in 1997. After finishing the *Core Contingency* expansion pack for TA, Chris started his own company in 1998: Gas Powered Games. *Dungeon Siege* was released in 2002 and again confirmed Chris as an innovator in both technology and gameplay. This was re-affirmed in 2005's highly touted *Dungeon Siege 2*. Chris continues to push the boundaries in game development as GPG delivers *Dungeon Siege 2: Broken World* in August 2006 and an all-new Real-time Strategy game – *Supreme Commander* – in 2007.

www.gaspoweredgames.com

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