

Tewodross Melchishua

Associate Professor (Tenured)
Visual Communication & Digital Media Arts (VCDMA)
Bowie State University

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I. OBJECTIVE:

Associate Professor (Tenure Track), Digital Media, Humanities, New Media, Design, Visual Communication, Animation, Motion Graphics, Video

II. SUMMARY OF QUALIFICATIONS:

Over ten years university teaching experience in studio, workshop and lecture courses in visual communication, design, animation, motion graphics, digital video production, editing; hip-hop studies/urban and contemporary art history, theory and aesthetics; multimedia, web design, internship at both the undergraduate and graduate levels; professional experience as visual artist, curator, designer, animator and filmmaker and producer.

III. EDUCATION:

MFA, Imaging and Digital Arts, University of Maryland Baltimore County, Baltimore, Maryland, 2000. Thesis: Me/More/I/All: A Visual Libation

BA. Art: Photographic Media, Morgan State University, Baltimore, Maryland 1992.

CONTINUING EDUCATION & PROFESSIONAL DEVELOPMENT

Certification: Art Education, Grades 7-12, State of Maryland; also successfully passed NTE. Completed additional courses/workshops in leadership, customer service, education (Leadership Academy/Howard University), 3D modeling & animation (UMBC), motion graphics, web design (USDA Graduate School) and video/film production (Sony Video Institute); After Effects Masterclass, ActionScript (Future Media Concepts).

IV. ACADEMIC EXPERIENCE:

Bowie State University, Bowie, Maryland.

Associate Professor (tenured), Department of Fine & Performing Arts, Visual Communication & Digital Media Arts (VCDMA) 2004 – Present. Teaching visual communication, digital media, animation, motion graphics, digital cinematography, web design and new media courses under VCDMA (formerly Computer Graphics) concentration of Fine Arts major. Coordinator of Visual Communication & Digital Media Arts program of approximately 170+ students. Manage digital media arts computer lab and coordinate VCDMA program; as well as advise 80 + students for schedule, classes, internships, careers and portfolio development. Juror for student art exhibitions (Bowie State University) as well as creating promotional fliers, posters and invitation for each student show. 2004-Present.

Courses taught 2003-2009: Art 340 Visual Communication, Art 341 Advanced Visual Communication, Art 360 Digital Cinematography I, Art 361 Advanced Digital Cinematography, Art 408 Visual Culture (Hip-Hop, Urban & Contemporary Art), Art 450 Multimedia Workshop & Web Design, Art 470 Self Promotion & Marketing In The Arts, Art 495 Advanced Digital Imaging, Art 491 Internship In Art & Visual Communication, Art 499 Independent Study

Howard University, Washington, DC

Lecturer, Department of Art, Full-Time 2000-2003; Part-Time 2003 – Present. Teaching undergraduate and graduate students courses in visual communication, multimedia, animation, web & graphic design, under Electronic Studio. Advised students, coordinated internships, portfolio development. Served as member of five graduate thesis committees.

Courses taught 2000-2009 (FT/PT): Animation I (Undergraduate & Graduate), Animation II. Desktop Web Publishing (Undergraduate & Graduate), Independent Study In Electronic Studio (Undergraduate & Graduate), Presentation Graphics & Digital Video Narratives

Prince George's Community College, Largo, Maryland

Adjunct Instructor, Department of Art, 2000 - 2005. Taught courses in computer graphics, design and animation.

Courses taught 200-2005: Introduction to Computer Graphics; Animation & Multimedia

Howard University, School of Continuing Education, Silver Spring, Maryland.

Web Design Instructor – Individual Web Design Project.” 2003 - 2004. Developed and taught web design and web graphics courses for web design certificate program through the HU-Continuing Education's Digital Learning Lab.

Courses: Introduction to Web Design & Web Design Graphics

University of Maryland Baltimore, County (UMBC), Baltimore, Maryland

Graduate Teaching Assistant – Assistant to Professors for courses, “Visual and Performing Arts (VPA) & Visual Concepts 1” 1996 -2000. Assisted professors in the Department of Visual Arts in the instruction of visual and performing arts courses. Graded written journals, manifestos and critiques, discussion of art elements & theory; created art lessons via the internet for class. Met with students upon request, and graded all written work, including research and exam papers.

Prince George’s County Public Schools, Surrattsville High School, Clinton, Maryland

Visual Arts Instructor – Art 1 & 2; Ceramics 1, Computer Graphics. 1996 –2005. Developed Computer Graphics curriculum for County Public school system; course syllabus and overall course structure, including sponsor for multicultural and mentoring organization, and administered all grades.

The Capitol Children’s Museum, The National Center for Animation, Washington, DC.

Animator & Course Instructor 1991 -1999. Conducted tours of animation exhibit and production studio. Taught techniques of 2-D, 3-D animation (stop-motion), as well as assisted them in the production of animated videos; developed curriculum courses and intensive, animation summer camp. Produced an animated television commercial for the museum, as well as award-winning animated videos.

V. GRANTS & FELLOWSHIPS:

Gallery at Flashpoint Exhibition Fellowship 2008-09. Curator/Artist for “M3: MC’s, Mics and Metaphors” (a group exhibition of traditional, new media, design and fashion design based on the theme of hip hop culture, music & lyricism, Cultural Development Corporation, 2008-09.

Summer Fellowship and Research Grant, The Center for Excellence in Teaching and Learning (CTEL), Bowie State University. 2008. Fashion & Textile Program Design; Music Video, Animation for musicians Bilal Salaam, Lulu Fall & Tamara Wellons.

Academic Excellence Award/Grant, Digital Video Narratives: New Concepts in Digital Video Art, Editing & Compositing, Office of the President, Howard University, 2003-04.

Artist Grant, DC Commission on the Arts & Humanities, 2003.

Participant & Scholar, *The Fulbright-Hays Seminars Abroad, Faces of Islam In Africa*, Research on Islamic art & culture, in Senegal and Morocco. 1999.

Participant & Scholar, *Bringing the Lessons Home/Holocaust Studies for Teachers*, United States Holocaust Memorial Museum/Ghetto Fighters House, Washington, DC and Israel. 1998-99.

Artist Grant, Maryland State Arts Council, 1993.

Other grants applied for as Principal Investigator and/or consultant:

AIRE: Arts Integrated Research & Experiences: a virtual/physical, digital media center and studio with the purpose of collaborative research, creation and production of art/design and humanities projects. AIRE focuses on the use of the arts, technology and viewer experience and how these disciplines intersect with visual arts. AIRE uses teams comprised of a lead artist, mentor, & consultant, students, faculty members and other collaborators in the arts community or non-profit sector. Specific emphasis will be given to media that is digitally created and distributed via the web and through other handheld or portable digital devices. (2008, HASTAC/MacArthur Foundation (\$900, 000, unfunded).

Urban Video Game Academy (UVGA) @ Bowie State University: The purpose was a partnership with VCDMA, Urban Video Game Academy and Juxtopia to increase Math and Science competency through a rigorous after-school program for at-risk-youth and underserved students. It does so using a project-based curriculum STEM initiative for Computer Technology, Math, Science and English literacy and learning (2008, National Science Foundation (\$213, 552, unfunded)

VI. COURSES, CURRICULUM & PROGRAM DEVELOPED:

A new (revised) BS degree and program in Visual Communication & Digital Media Arts (VCDMA, formerly Computer Graphics), Department of Fine & Performing Arts, Bowie State University, Bowie, Maryland. The new (formerly Computer Graphics Art) proposed major would offer new concentrations in: Advertising Design, Animation & Motion Graphics, Digital Media Arts, Digital Cinema & Time Based Media and Fashion Design. This program was presented to the University System of Maryland Board of Regents (USM) and The Maryland Higher Education Commission (MHEC) in Fall 2009 is currently awaiting approval. Also developed and implemented a new minor in Visual Culture and Museum Studies for the department.

Also responsible for the revisions and updating of all existing design, computer graphics and/or visual communication courses and schemes and the implementation of the Art & VCDMA internship program and annual portfolio reviews for student assessment. Developed, co-developed, introduced and/or teaching the following new courses in the department:

Bowie State University

ART 270 Introduction to Fashion & Textile Design

ART 342 New Media: Public & Installation Art

ART 352 Digital Photography

Art 408 Visual Culture: Contemporary Issues In Art, Aesthetics, And Culture. (Hip-hop, Urban & Contemporary Art)

ART 470 Self Promotion & Marketing in the Arts

ART 491 Internship in Art & Visual Communication

Howard University

Digital Video Narratives: New Concepts in Digital Video Art, Editing & Compositing.

Other:

Co-developer, Computer Graphics Teaching Curriculum for High School Teachers, Grades 9-12, Prince George's County Public School System, Maryland. Claymation, Stop-Motion

Animation Summer Camp, courses and curriculum, The Capitol Children's Museum, Washington, DC

VII. SERVICE

Bowie State University

Male Mentorship Initiative, Office of the President, 2009
Chair, University Curriculum Committee, Present
Deputy Chair, University Curriculum Committee, 2006-9
Member, College of Arts & Sciences Curriculum Committee, 2006-9
BSU Online Course Committee, 2008- Present
International Programs/Study Abroad Committee, 2008-Present
University Committee for Information & Technology, 2009- Present
University Web Design Committee, 2003-05
Middle States Review Committee, 2009
DFPA 5-Year Program Review & Assessment, 2009
Chair, DFPA Annual Spring Arts Festival; Marketing/Promotions, 2006-09
Chair, Faculty Search Committee, Assistant Professor in Computer Graphics
-Tenure Track, DFPA, 2005
DFPA Fine Arts Building Committee, 2006- Present
Grants Committee, Department of Fine & Performing Arts, 2008-Present

Howard University

Chair, Facilities Committee, National Association of Schools of Art & Design (NASAD) accreditation review, Department of Art, Howard University, 2002-3. Electronic Studio Lab Supervisor, 2000-2003.

Department of Fine & Performing Arts (DFPA)

DFPA Webmaster, 2003-Present.

Lab Supervisor/Manager, VCDMA Digital Media Arts Lab, 2003-Present

Coordinator/advisor for the Art & VCDMA internship and apprenticeship program; monitored student success and progress "on-the job" at various locations and with employers on and off campus. Students have been successfully placed at various

studios, firms and organizations including: Ill Eye Digital, YMCA (DC), Michael Platt (DC Visual Artist), Newsweek Magazine, The Nia Public Charter School, The Smithsonian Institution, Museum of American History, RadioOne, Bowie State's Office of University Relations and Marketing and more.

Organized the 1st VCDMA & FocusOnDesign's Portfolio Review & Reality Check for BSU and area design students and artists. This focused on the areas of art, design and multimedia for students, sponsored by VCDMA & FocusOnDesign; and included a special presentation on motion graphics and animation by ESPN, careers in design by Aquent & AIGA-DC; and professional designers, artists and art directors.

Assisted acquisitions department of BSU's Thurgood Marshall Library to create an ART & VCDMA Research Library: Responsible for ordering new books, professional journals, magazines, DVDs, tutorials in art, design, animation, multimedia, game development/design, web design, fashion design, portfolio development, careers in art/design; art history, theory and criticism, hip hop, urban art and cultural studies and many more (2006-8).

Designed album cover artwork, CD album cover, booklet and promotional artwork, for the Bowie State University Gospel Choir's release "Magnify the Lord," and The Symphony of Soul Marching Band's "Classic Symphony of Soul" (2006-7).

Revived student art student organization (and charter for) the Artist Guild w/Prof. Gina Lewis. Currently Serving as Faculty co-sponsor to Art & VCDMA student organization (2007).

Created, and facilitated the annual DFPA Spring Arts Festival, and student-based event, AUDIOVISION: An Interdisciplinary Experience. It featured performances and exhibition(s) in which DFPA students in art, visual communication, music, music technology, theatre arts (dance) collaborated with each other and created works of art and performance that will explore the connection between music, dance, poetry/spoken word/performance art, technology and the visual arts. Coordinated guest artists, lecturers and filmmakers who presented during the festival (2006-9).

Community & Profession

Produced artwork, visual communication, animation/motion graphics, web design (community projects, pro-bono) often working with VCDMA students, lab assistants for the following organizations/businesses: Education for Liberation, House of Culture Productions, The National Medical Association and Sistahs of Harlem, NYC.

Designer Mentor/Participant, Designers Without Borders (DWB); DWB is a non-profit organization with a mission of delivering technology, instruction, and design consulting to students, schools and select non-profits in Africa. (2008-Present).

Currently serving as webmaster/designer and Publicity Coordinator & Chairperson, for the NAAHBCU attended our annual planning workshops, meetings also held in Atlanta, GA and throughout the year (2003-9).

Invited Juror/Screeener, The T-Howard Foundation review of applicants for internships in the entertainment and multimedia industries for women and minority students at universities. Washington, DC, 2007-09.

Education Coordinator and organizer of FocusOnDesign, which is a collaborative project of partnering design and arts organizations whose vision is “to create a more culturally conscious and sensitive design community, to expand the horizons and influences of the designer; to seek out and explore new directions in design. Baltimore & Silver Spring, MD, (2005-09).

Featured Speaker & Artist/Filmmaker, Conducted a workshop on animation, and digital filmmaking for children and parents for an annual Family Day, The Walters Gallery, Baltimore, MD, (2005).

Featured Speaker & Artist/Animator, REEL Sistahs Film & Video Festival. Conducted workshop on animation/digital filmmaking, Long Island University, Brooklyn, NY, 2005.

Lecturer to undergraduate students in The Department of English, topic: Web Design, Publishing & Self Promotion, Morgan State University, Baltimore, MD (2005).

Featured guest on WEAA 88.9 FM, radio program, The Digital Spin, hosted by Mario Armstrong, to discuss the current state of design education and new trends in digital technology; art and digital media, Morgan State University, Baltimore, MD (2004).

Featured in an interview with Bruce E. Phillips on Black Engineer.com website titled, Filmmaker Uses Tech to Tell Stories; Black Engineer Magazine (2004).

Teacher of the Month, September, Center for Excellence in Teaching, Learning & Assessment Howard University, for integration of use of technology in the classroom; also featured in Howard Magazine; Washington, DC (Spring 2004).

Presenter and panelist, Reality Check, A conference on Design: The State of Design Education & New Media & Animation, OBD-DC, Baltimore, MD (2003).

Howard University Young Artists Academy (HUYAA) Program 2004; served as Camp Director/Facilitator and Mentor for Department of Art Community Outreach Summer Camp with high school students from DC Public School System.

VIII. RESEARCH SKILLS/AREAS

Digital Media (print/web/video), Technology, Humanities, Hip-Hop/Urban Studies, Contemporary Art/Design; Animation, Motion Graphics, interactive Media, Cinema Studies, Film/Video Production, Web Art, Online Communities/Social Networking; Video Art/Installation Art; New Media and Popular Culture; African/Caribbean/African American Music/Ethnomusicology, Art & Culture, Islamic Art/Culture, Judaism, Diaspora Studies, African Religions & Spirituality, Diversity Issues.

IX. CURRENT RESEARCH/PRODUCTIONS

Continuing research in motion graphics, interactive art, publications, e-books, motion comics and web-based art/media, XHTML, CSS and ActionScript. Directing, animating and producing music videos for neo-soul, house musicians/performers: Bilal Salaam (Decompose/So What), Tamara Wellons (Love You/Out of this World) and Nia Posey (80 Days); Producing BABA, an animated docu-narrative on the subject of parental abduction/missing children and fatherhood. Producing animation, design for area business, government agencies and organizations. Animated documentary, Everything Is Everything, on the life and music of Donny Hathaway. Several artistic projects involving painting, animation, video and/or installations and online digital narratives on the topics of hip-hop/b-boy culture and more.

X. RELATED & PROFESSIONAL EXPERIENCE

Gallery at Flashpoint/Cultural Development Corporation (CuDC). Washington, DC. Curator (Fellowship), Summer 2009. Curator/Artist for “M3: MC’s, Mics and Metaphors” (a group exhibition of traditional, new media, design and fashion design based on the theme of hip-hop culture, music & lyricism. Developed exhibition catalog, DVD, mixtape, study guide for middle and high school students; organized artist/gallery talk, special hip-hop performances, marketing, promotions and print campaign for groundbreaking exhibition which drew 900 visitors and received press from sources such as NBC Washington Online, The Washington Post Express, The Washington Examiner, DC Modern Luxury Magazine and Voice of America China (Mandarin) and more.

Visual Jazz Media Group, LLC. Washington, DC/Maryland Director/Producer/Designer/Animator (Freelance) 1996 – Present. Created images for print, web and video; corporate identity for motion graphic, multimedia, and design studio collective; produced music videos, animation for local musicians such as Bilal Salaam, Lulu Fall and Grammy-nominated Tamara Wellons; provide visual collateral, branding, artwork, websites, motion graphics and video installations for area artists filmmakers, businesses and organizations. Also produced animation for independent film “Paperchasers,” directed by Maxie Collier: a film that focused on hip-hop entrepreneurship. Other clients: Sistahs of Harlem, NYC, RYInk!

DC Commission on the Arts & Humanities, The National Medical Association, The African American Atelier, Inner Peace Productions and The Nanny Agency.

House of Culture Productions, Upper Marlboro, Maryland. Script Supervisor, Music Supervisor, & Motion Graphics Designer (Contractual) 2000 – 2007. Supervised script, character development and revisions for independent, and feature-length film, “Painted Smiles”; contacted and organized musicians for soundtrack for film Created opening and closing graphics/titles, press kit & marketing materials.

University of Maryland, Baltimore, County, Baltimore, Maryland. Graduate Research Assistant n 1996 –2000. Worked as computer lab assistant, and film & video equipment specialist, general maintenance of multimedia & computer graphic labs for undergraduate students.

Maryland Institute, College of Art, Baltimore, Maryland. Mentor/Animation Instructor n 1999-2000. Developed syllabus, mentoring program, and was a co-founder of The Baltimore Youth Television Project, better known as BYTV. Taught clay animation, video production to middle school students.

TECCO, Inc., Baltimore, Maryland. Computer Animation Artist. Designed and produced computer graphics, art and animation for interactive, multicultural, and educational software that teaches children algebra.

XI. PROFESSIONAL MEMBERSHIPS

The Association of Independent Video and Filmmakers (AIVF)
The National Alliance of Artists at Historical Black Colleges and Universities (NAAHBCU)
FocusOnDesign (formerly Organization of Black Designers, DC Chapter)
Designers 421
NOMMO Speakers’ Bureau
SIGGRAPH
DC Fashionista
Designers Without Borders (DWB)
Kappa Alpha Psi Fraternity, Incorporated

XII. SOFTWARE/SKILLS/RESEARCH AREAS

Motion, Adobe Creative & Master Suites (Bridge, Flash, Dreamweaver, Fireworks, PhotoShop, In Design, Illustrator, Premiere, Acrobat, After Effects and more) XHTML, Final Cut Studio, Encore DVD, DVD Studio Pro. Microsoft Office; Apple Macintosh and IBM/PC platforms.

Curatorial, animation, illustration, visual communication, design, character and set design, web design, digital video production, digital imaging, video/art installations, storyboards/animatics, screenwriting, motion graphics, new media, interactive art, multimedia, training, art direction, research & creative consultation, hip-hop studies, science fiction, synesthesia and urban art.

XIII. LANGUAGES

English – native language; French – speak, read, & write at intermediate to high level.

XIV. EXHIBITIONS & SCREENINGS

Exhibiting Filmmaker, The Hip-Hop Cinema Café, sponsored by The SolSource, Washington, DC (2009).

Exhibiting Artist, Annual CBC Hip-Hop Lounge sponsored by The SolSource, The Congressional Black Caucus, Washington, DC 2009.

Exhibiting Artist, M3: MC's, Mics and Metaphors, Gallery at Flashpoint, Cultural Development Corporation, Washington, DC (2009).

Exhibiting Artist, National Library Week, Thurgood Marshall Library, Bowie State University (2009).

Exhibiting Filmmaker, FLIK International Movie Festival & Interactive Art Exhibition, 2008 & 2009, Art Whino, The National Harbor, National Harbor, MD (2008 & 2009).

Exhibiting Filmmaker and artist collaboration with jazz musician, Lulu Fall, for video projection for song, "Senegal," Art Whino, The National Harbor, MD, 2009. Also screened video as Lulu Fall performed for launch of Gaia @ Loda, The Gallery, Silver Spring MD (2009).

Exhibiting Artist/Filmmaker, Change (a short documentary video on the election of President Barack Obama, as told by volunteers with The African Diaspora for Change); screened at the for The African Diaspora Inaugural Ball and celebration with guest artists/musicians Les Nubians and Angelique Kidjo, Harman Center for the Arts, Washington, DC (2009).

Exhibiting Artist, Coming by Force: Overcoming by Choice, Exhibition, University Galleries, North Carolina A & T State University, Greensboro, NC (2009); and The APEX Museum, Atlanta, GA. (2007).

Exhibiting Artist, Changing Perspectives in American Art, Exhibition, The African American Atelier/ Greensboro Cultural Center, Greensboro, NC (2007).

Exhibiting Artist, Mirror/Metaphor: Images of Identity, Exhibition, Marlboro Gallery, Prince George's Community College, Largo, MD (2007).

Exhibiting Artist, Colorfield Remix/Contemporary Color: Contemporary Artists and the Color School Legacy, curated by Sam Gilliam & Gina Lewis, Montpelier Art Center, Laurel, MD (2007).

Exhibiting Artist, Faculty Art Exhibition, Gallery of Art, Howard University, Washington, DC (2004).

Exhibiting Artist, Expressions & Explorations from Artists from Historically Black Colleges & Universities, at the Apex Museum. This was part of the National Black Arts Festival; in conjunction with The National Alliance of Artists from Historically Black Colleges and Universities (NAAHBCU); Atlanta, GA (2006).

Exhibiting Artist, Faculty Art Exhibition, Amos White IV Gallery of Art, Bowie State University, Bowie, MD (2006 & 2009).

Exhibiting Artist, Prevalence of Ritual exhibition, The African American Museum of History of Nassau County, Hempstead, NY (2005).

Exhibiting Artist, The Civil Rights Museum, Alabama State University, Montgomery, Alabama (2004).

Exhibiting Artist, Visions from Within, The Black Academy of Arts & Letters, Dallas, TX (2003).

Screening, Animated Shorts Series, Rooftop Films, Brooklyn, NY (2003).

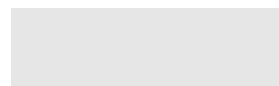
Exhibiting Artist, The 14th Annual Black Heritage Festival, The City of Savannah & Savannah State University, The Beach Institute, Savannah, GA (2003).

Exhibiting Artist, Art-O-Matic exhibition, Washington, DC, a month long exhibition of digital and mixed media artwork at the Waterfront building in SW, Washington, DC, (2002).

Screening of animation, Cultures for a Just Peace Neighborhood Festival; Washington, DC (2002).

Artist & Participant, "get-carded.net" a web-based, e card project to protest the US invasion, war and occupation in Iraq (2003-05).

Artist and Presenter, Right2Fight, A Conference and constellation of performances, film and video screenings, installations, showings of net.art and web-based pieces intended to prompt dialogue and questions on the Theme of Police Brutality, Sarah Lawrence College, New York, NY (2002).



Exhibition & Video Installation of Silent! (A memorial for victims of police brutality)
The National Black L.U.V. Festival, Malcolm X/Meridian Hill Park, Washington, DC
(2001).

Screening of animation, Animation Nation, The Imagenation Independent Film &
Music Festival, Harlem, NY, (2000).

Premiere of animated films & lecture presentation, The African American Film Series,
The Black History Center, Alexandria, VA (1996).

PBS/WETA, The Independent Eye, Washington, DC, (1996).

The Black International Cinema Festival, Fountainhead Tanz Theatre, Indiana
University at Southbend, in Berlin, Germany, (1993).

Premiere of animated works, The Sundiata Film Festival, Seattle, WA (1994).

PBS/CPB, In The Mix, Screening of animated film, New York, NY (1993).

PBS/WKQED, Independent Filmmakers Showcase, Screening of animation,
San Francisco, CA (1993).

XV. LECTURES, PRESENTATIONS, OTHER SYNERGISTIC ACTIVITIES:

Lecturer to English class on animation and documentary filmmaking, Instructor:
Dr. Renee Shea, Bowie State University (2009).

Lecturer to Humanities course, Honors Program, topic: visual arts, animation and
multimedia, Instructor: Dr. Gail Medford, Bowie State University (2009).

Invited Panelist, Hip-hop history and the current state of B-Boy culture, for campus
organization, The Black Male Agenda, Bowie State University, Bowie, MD (2009).

Invited Panelist/Artist, The 2nd Annual Bootleg Festival: Mixtapes, Films And
Hip-Hop's Underground Economy, sponsored by Words, Beats & Life, Inc. Panel:
The Art of Storytelling for Aspiring Artists and Media Makers, screened animated
video "Elevator Music" (featuring music by Asheru & Blue Black of Unspoken
Heard), Washington, DC (2009).

Invited Panelist/Presenter, SilverDocs Documentary Film Festival, School Docs:
The Role Of Media In The 21st Century Classroom, Technology in Education: Wiki
Text-blogging on Film, The AFI Institute & The Discovery Channel, Silver Spring, MD
(2009).

Moderator/Panelist, M3 Artist Talk & Special Performance with local hip-hop artists, MCs and poets for M3: MCs, Mics and Metaphors exhibition, Gallery at Flashpoint, Washington, DC (2009).

Invited Panelist/Moderator, Hip-Hop Theatre Festival (DC), Youth Panel: The Parallels Between Graffiti Art and Fine Arts, DC Commission on the Arts & Humanities, Ballou Senior High School, Washington, DC (2009).

Lecture on Hip-Hop and The Mis-education of the Negro, to classes in the Dept. of English & Modern Languages, Bowie State University (2009).

Invited Panelist/Lecturer, No Community Left Behind: A Holistic Community Education Model for the 21st Century, The National Organization of Minority Architects Conference & Expo, Panel, Washington, DC (2008).

Lecturer to students in Black American Music course, Dr. Joan Hillsman, Instructor; topic: The origins of Hip-Hop music, Bowie State University (2008).

Lecturer to students in Television Film: Documentary Production course, topic: Motion Graphics and After Effects; Dr. Kehbama Langmia, Instructor; Bowie State University (2008).

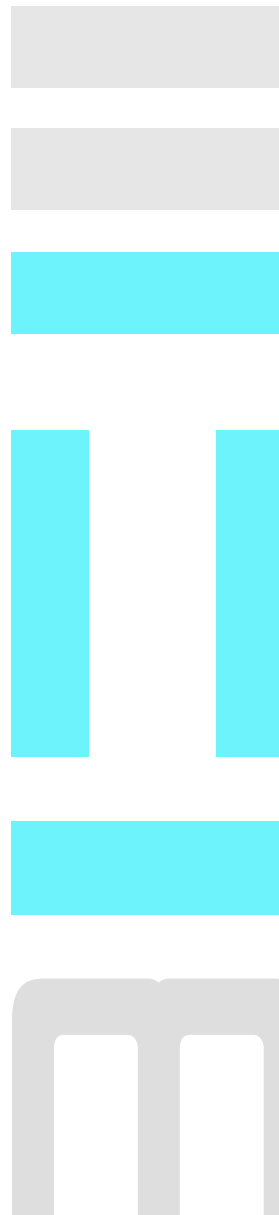
Invited Lecturer/Panelist, International Visitor Project: Film in the US - Women & Minorities in the Film Industry Panel, sponsored by The US Department of State, Bureau of Educational & Cultural Affairs, World Learning for International Development/Delphi International. Discussed film/video industry, presented films to visiting international filmmakers from the Middle East and the Ukraine. Washington, DC (2004 & 2007).

Organized VCDMA Film Festival of independent films and screenings on BSU campus of local, national and international filmmakers, as well as filmmaker/audience after film discussions; including the Annapolis Film Festival and Hip-Hop Cinema Café, Bowie State University, (2004-09).

Developed and served as panelist/guest artist AUDIOVISION, a program and workshop in conjunction with the NEA Jazz Master's Program, with prominent local visual artists, such as James Phillips and Frank Smith; music producer Robert Reid. Myself and other artists and musicians spoke to DFPA students and focused on the connection and common language share between the visual arts and jazz music. (2007-09).

Invited Lecturer/Presenter on careers in digital art, filmmaking before DC area high students, part of Black History Month Program, XM Satellite Radio, Washington, DC (2007).

Invited Lecturer to undergraduate students in The School of Communications, topic: Visual Literacy and New Media, Department of Communications,



American University, Washington, DC, (2006).

Invited Juror, The Paul Robeson Awards, a student film competition (graduate and undergraduate) in the Department of Radio, Television & Film, and Howard University. Final gala was held at the AFI silver Theater in Silver Spring, MD (2004-07).

Invited Speaker/Panelist, NeoCon East, FocusOnDesign Education Workshop, Baltimore, MD 2005.

Lecturer/Presenter on the History of African Americans in Animation; Advances in technology in the animation, film/video and cinema industry; sponsored by the IBM Corporation, Black Family Network and Career Communications Group; New York, NY; and The Annual Black Engineer's Conference, Baltimore, MD (2004).

Lecturer and Instructor, Animation workshops, The 1996 US Black Film Festival, The Johns Hopkins University, Department of Film Studies, Baltimore, MD.

Invited Curator/Juror for Artscape, film/video competition, Baltimore Festival of the Arts, Baltimore, MD, (1995).

Invited Curator/Juror for independent film and video competitions, Prized Pieces, The National Black Programming Consortium, (1993).

XVI. AWARDS & RECOGNITION:

Academic Excellence Award, Digital Video Narratives: New Concepts in Digital Video Art, Editing & Compositing, Office of the President, Howard University (2003-04).

Winner 1st Place in Animation, The Maafa Independent Film and Video Festival, Sponsored by the St. Paul Baptist Church/Medgar Evers College, New York (2000).

Winner, Rosebud Award for Animation, Rosebud Independent Film and Video Competition, Washington, DC (1997).

First Place, Animation. The Paul Robeson Award, The Newark Film Festival, The Newark Museum of Art (1993).

The Black Filmmakers Hall of Fame, Special Merit Award in Animation, The International Black Independent Film/Video Competition; Oakland, CA (1992).

Special Merit Award, Prized Pieces, The National Black Programming Consortium (1992).

Sony Innovator's Award in Animation, Sony Corporation, New York, (1992-93).

artist statement

Tewodross Melchishua
(pronounced tea-oh-droze mell-kay-shoo-ah)

My work consists of a variety of mediums and genres including digital art, multimedia, design, animation, film/video, installation, sculpture and painting. However, there seems to be one underlying theme: rhythm or movement. As a digital artist, designer, filmmaker and animator, I am interested in preserving cultural memory; and to use visual narrative to communicate life experiences. These experiences are universal and it is my intention that they generate movement (rhythm) on many different levels.

For the last few years, I have been inspired by music, theatre and specifically the work and imagery of artists/filmmakers such as Ralph Bashki, Julie Taymor, Takashi Murakami, Keith Piper, Nam June Paik, Bill Viola, and Margot Lovejoy.

I am intrigued by the relationships and connections between art/design, film and music (specifically jazz, hip hop, soul, reggae/dub and electronica). I enjoy working in digital art, video/film, because of the ability to transfer visual concepts easily and maintain the essence of light and sound.

Animation, motion graphics and digital art are my preferred mediums, however, I have been exploring ways to also incorporate traditional media (painting, photography, installation and design) with technology. Furthermore, I explore this media with the elements of sound (music), motion, image and text. It is through the integration of art with video/film and digital technology that I seek to affect my audience will “experience” my work rather than simply to passively observe it.

