



# Dave Beck

Assistant Professor of Design  
University of Wisconsin - Stout

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## Education

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- 2007 M.F.A. - Sculpture & Extended Media, University of Wisconsin, Madison  
*Thesis: After the Hunt: Creating Trompe L'Oeil Imagery with Contemporary Tools*
- 2006 M.A. - Studio Art, University of Wisconsin, Madison  
*Thesis: Corporate/Domestic: Portrait of Myself at 50 in the Corporate World*
- 2002 B.A. - Studio Art & Ancient Studies, St. Olaf College  
*Cum Laude, Departmental Distinction*

## Professional Academic Experience

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### Teaching

- 2011 – Present Assistant Professor of Design, University of Wisconsin – Stout (Menomonie, WI)
- 2007 – 2011 Assistant Professor of Digital Arts & Sciences, Clarkson University (Potsdam, NY)
- 2004 – 2007 Instructor of 3D Design, University of Wisconsin – Madison, Art Department

### Leadership

- 2007-2011 Director, Digital Arts & Sciences Program, Clarkson University (Potsdam, NY)

## Professional Artistic Experience

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### Selected Solo and Two-Person Exhibitions

- 2012 Kimmel Harding Nelson Center for the Arts, Nebraska City, NE (forthcoming)
- 2010 *Continuation*, Gibson Gallery, State University of New York, Potsdam  
*Simulated Landscapes*, SARUP Gallery, University of Wisconsin-Milwaukee
- 2009 *The Interior Plot*, Overture Center Gallery, Madison, WI
- 2007 *After the Hunt*, 7th Floor Gallery, Madison, WI
- 2006 *Corporate/Domestic*, Slingshot Gallery, Madison, WI  
*UW-Marathon Distinguished Visiting Artist Exhibit*, Marathon, WI
- 2005 *Support Our Troops*. Galerie Seven Thirty Four, Madison, WI
- 2004 *Your Heart is No Match for My Love*, The Soap Factory, Minneapolis, MN.
- 2002 *Rings*, Dittmann Installation Room (inaugural show), St. Olaf College, Northfield, MN.

### Selected Group Exhibitions

- 2012 *ArtsWest 33*, L.E. Phillips Memorial Library, Eau Claire, WI  
*Open Door 7*, Rosalux Gallery, Minneapolis, MN (juried by Steve Dietz)  
*Way Up State*, Courthouse Gallery, Lake George, NY (forthcoming)  
*Sustainable Seafood*, Smithsonian Museum's Sant Ocean Hall, Washington, DC

- 2011 *Faculty Art Exhibit*, Furlong Gallery, University of Wisconsin-Stout, Menomonie, WI  
*Somewhere Elsewhere*, Larson Gallery, University of Minnesota, St. Paul, MN  
*UW-Faculty Exchange*, Wankelman Gallery, Bowling Green State University, OH  
*Geography of Somewhere*, Ferguson Gallery, Concordia University Chicago, IL  
*IDEAS '11 Exhibition*, Savannah College of Art & Design, GA  
*Beacons*, Urban Institute for Contemporary Art (UICA), Grand Rapids, MI  
*IMPACT*, Adirondack Lakes Center for the Arts, Blue Mountain Lake, NY
- 2010 *Digital Matter(s)*, Saranac Art Projects, Spokane, WA  
*Art on Bascom*, University of Wisconsin-Madison, WI
- 2009 International Juried Art Exhibition, Frederic Remington Museum, Ogdensburg, NY  
*Tabula Rasa*, Gallery Aferro, Newark, NJ. Curated by Evonne M. Davis  
*Art vs. Starlight*, Madison, WI. Curated by Wisconsin Union Galleries
- 2008 *Animal Magnetism*, Orange County Center for Contemporary Art, Santa Ana, CA  
*North Country Regional Art Show*, Gibson Gallery, Potsdam, NY  
*Gimme Baby Robots* Touring Exhibition (Boston, Chicago, LA, San Francisco, & Memphis)
- 2007 *iDEAs '07 Exhibition*, F.U.E.L. Gallery, Philadelphia, PA  
*The Art of the Digital Show*, Lyceum Gallery, San Diego, CA. Curated by Neal Benezra  
*Sculpture at the Edge*, Lawton Gallery, Green Bay, WI. Curated by Stephen Perkins  
*SIGGRAPH Conference Space -Time Exhibition*, San Diego, CA  
*Impossible Cities*, Peter Jones Gallery, Chicago, IL.  
*Drawing No Conclusions*, UICA. Grand Rapids, MI. Curated by Dominic Molon
- 2006 *PhotoMidwest*, Porter Butts Gallery, Madison, WI, Curated by Catherine Edelman  
*North by Northwest*, Diamond Ink Art Gallery, Milwaukee, WI  
*Art Student Invitational*, State Street Gallery, Madison, WI.  
*Madison - Milwaukee Exchange*, Commonwealth Gallery, Madison, WI. Curated by MIAD
- 2005 *Art Basel International Miami Beach*, The Daily Constitutional, Miami, FL  
*Big Ten Conference Center Year Long Juried Exhibition*, Park Forest, IL  
*Things Have Been Strange*, Bad Dog Gallery, DeKalb, IL. Curated by Geoffrey Todd Smith  
*Online Auction of "Missile Car"*, www.ebay.com  
*Artist Designed Mini-Golf*. Mini-Golf Course, Madison, WI.  
*National Compact Competition*. Baton Rouge, LA.
- 2004 *Voice Your Vote*, St. Olaf College, Northfield, MN. Curated by Jane Becker  
*Sculpture*, Silo Gallery, Stoughton, WI. Curated by Aris Georgiades
- 2003 *The Associates*, Northfield Arts Guild, Northfield, MN. Curated by Kirsten Johnson.  
*Sweets*, Flaten Art Museum, St. Olaf College, Northfield, MN. Curated by Jill Ewald.  
*5 Minutes of Fame*, online, [www.mnartists.org](http://www.mnartists.org). Sponsored by the Walker Art Center.
- 2001 *Minnesota State Juried Show*, Rochester Arts Center, Rochester, MN.

#### Permanent Collections & Commissions

*Smithsonian Museum*

*Culver's Corporation*

*Wells Fargo*

#### Fellowships

- 2012 Board of Directors Award Fellow, KHN Center for the Arts, Nebraska City, NE  
Fellow, Lanesboro Artist Residency, Lanesboro, MN
- 2010 Fellow, Minnesota Science Museum Pine Needles Residency, St. Croix, MN
- 2009 Fellow, Kimmel Harding Nelson Center for the Arts, Nebraska City, NE
- 2002-03 Apprentice Fellowship, St. Olaf College, Northfield, MN (9-month residency)

### Honors & Awards

- 2011 NYFA Award: New York Foundation for the Arts MARK '11 Participant
- 2010 2010 Innovative Program Award (given to the Clarkson program I directed), iDMAa  
Outstanding New Teacher Award, Clarkson University  
Honorable Mention, Scientific Visualization Challenge, National Science Foundation
- 2008 Phalanx Commendable Service Award, Clarkson University
- 2006 Distinguished Visiting Artist Exhibition & Lecture Series Participant, UW-Marathon, WI  
Artwork chosen to represent UW-Madison at The Big Ten Conference Center, Park Ridge, IL
- 2002 Departmental Distinction, St. Olaf College Art Department, Northfield, MN

### Reviews

- Marc Leuthold, [Sculpture Magazine](#), September 2011, Vol. 30, # 7, Pgs. 68-69
- Kelly Nosari, [DailyServing](#) International Contemporary Art Forum, 5/4/11
- Molly Kimelman, "Luminous Art exhibit illuminates galleries at UICA", [Grand Rapids Press](#), 1/13/11
- Sean Ryan, "Artists, Architects Collaborate at UWM," The Milwaukee Business Journal, Nov. 5, 2010
- Todd Moe, *North Country Public Radio Interview*, 11 minutes, [www.ncpr.org](http://www.ncpr.org), 9/15/10
- Grace Johnson, "Artist Works with Volunteers for GPS Project" Nebraska City News-Press, 5/28/09
- Kristian Knutsen "Rockstar Squashes Online Installation" [www.isthmus.com](http://www.isthmus.com) 2/14/06
- Elizabeth Wachowski, "Madison man, missile make a statement on eBay" *WI State Journal*, 8/28/05
- Doug Moe, "Artist Spitting Image to be Shown" *Capital Times*, 2/7/05
- Jakki Spicer, "Mortality in Deer and Infants at the Soap" [www.mnartists.org](http://www.mnartists.org), 6/4/04
- Kelly Zwagerman, "Minneapolis Artist Working at St. Olaf on a Grant," *Northfield News*, 1/11/03

### Publications

- The New York Times* Online Slideshow "Visualizing Science" Image 3, 2/19/10
- National Geographic* Online Slideshow "Best Science Pictures Announced", 2/19/10
- National Science Foundation Online* International Science & Engineering Challenge Winners, 2/19/10
- Science*, International Science & Engineering Visualization Challenge Winners, 2/19/10
- the blogpaper* (UK-based newspaper about blogs), Jellyfish Burger (page 9) Issue #1 9/25/09
- Jellyfish Burger* (artist credit) in DISCOVER Magazine Online, 7/09 [www.discovermagazine.com](http://www.discovermagazine.com)
- Jellyfish Burger* (artist credit) in BlueSci Magazine, Issue #15 of 4/09, University of Cambridge, England
- "Gamescenes. Art in the Age of Videogames" (Featured artist) Bittanti Quaranta. 2006. [gamescenes.org](http://gamescenes.org)
- Dave Beck, "My Car/Missile" *The Daily Constitutional*, 12/05 [www.dailyconstitutional.org](http://www.dailyconstitutional.org)

### Grants

- 2012 Professional Development Grant (\$3780), University of Wisconsin – Stout  
Curricular Incubation Grant (\$7181), University of Wisconsin - Stout
- 2011 JIT Professional Development Grant (\$1000), University of Wisconsin – Stout

George I. Alden Trust Facilities Improvement Grant (\$150,000), Clarkson University  
2008 Creativity & Visual Communications Seminar Leader, STEM Grant (08-09)  
2007 Safe Schools, Healthy Students of St. Lawrence County Grant Co-Coordinator (07-08)

### Teaching, Service, and Learning

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#### Courses Taught

##### *University of Wisconsin – Stout, School of Art & Design (2011- Present)*

DES 220 2D Digital Imaging (Fall 2011)  
DES 372 3D Modeling & Animation I (Spring 2012)  
DES 373 Digital Characters (Fall 2011)  
DES 374 3D Modeling & Animation II (Spring 2012)  
DES 381 Advanced Animation (Fall 2011, Spring 2012)

##### *Clarkson University, Digital Arts & Sciences Program (2007-2011)\**

DA 100 Introduction to Digital Art (Summer 2011)  
DA 200 3D Digital Design (Fall 2007- 2010)  
DA 225 Digital Painting (Fall 2010)  
DA 300 3D Imagery & Animation (Spring 2008-2011)  
DA 310 Digital Object Design (Fall 2007-2009)  
DA 400 Directed & Collaborative Development (3D Modeling and Animation) (Fall & Spring 08-11)  
DA 410 Directed & Collaborative Development (Digital Object Design) (Fall & Spring 08-11)  
DA 470 Motion Capture (Fall 2010)  
DA 491 Professional Practice (Fall 2007-2009)  
DA 492 Senior Studies (Spring 2008, 2009, 2011)

*\*All above Clarkson courses were created and designed by Beck, as Program Director*

##### *Clarkson University, Team-Taught Courses and Graduate-Level Courses (2007-2011)*

ES 305 Interdisciplinary Product Design (taught w/ Engineering & Business Faculty) (Fall 08 & 09)  
MA 705 Graduate Course: Physics Based 3D Animation w/ Numerical Modeling (Spring 2010)

##### *University of Wisconsin – Madison, Department of Art (2005-2007)*

ART104 Introduction to 3D Design (Fall 2006 & Spring 2007)  
ART108 Foundations of Contemporary Art (Fall 2005)  
ART208 Current Directions in Art (Spring 2006)

#### Advising

2011-Present University of Wisconsin – Stout, School of Art & Design  
Advised 5-10 undergraduate Multimedia Students

2011-Present University of Wisconsin – Stout, Game Design & Development Program  
Advised 10-15 undergraduate Game Design & Development Students

2007-2011

Clarkson University, Digital Arts & Sciences Program

Advised 50-75 undergraduate Digital Arts & Sciences Students

### Service

#### *Service within UW-Stout School of Art & Design*

2012 Juror, Prometheus Competition

2011 School of Art & Design Curriculum Committee Member

#### *Service within Profession*

2012 Consultant, Astrum Terra (Science and Art Consultants for Video Games)

2011 Reviewer, Call for Papers, International Digital Media and Arts Association Conference

2010 Juror, Remington Museum Members Exhibition, Ogdensburg, NY

2009 Juror, SUNY-Potsdam, Potsdam, NY

Juror, St. Lawrence University, Canton, NY

### Professional International Affiliations

IGDA Member, International Game Developers Association

iDMAa Advisory Board Member, International Digital Media and Arts Association

CAA Member, College Art Association

FATE Member, Foundations in Art: Theory and Education

ISC International Sculpture Center

### Digital Skills

#### *3D Modeling & Animation*

Autodesk Maya (Expert)

Rhino CAD (Expert)

Pixologic ZBrush (Expert)

Autodesk Mudbox (Proficient)

AutoCAD (Proficient)

Stereolithography (Expert)

Vicon MoCap w/ CAVE (Proficient)

Virtools (Basic)

Autodesk 3DS Max (Basic)

Unity Game Engine (Basic)

#### *2D (Design, Photo, Web)*

Adobe Photoshop (Expert)

Adobe Illustrator (Proficient)

Adobe Dreamweaver (Proficient)

Wordpress (Proficient)

Corel Painter (Proficient)

Adobe InDesign (Basic)

HTML (Basic)

#### *Video/Flash*

Adobe Premiere (Proficient)

Adobe After Effects (Proficient)

iMovie (Proficient)

Final Cut Pro (Basic)

Adobe Flash (Basic)

### Sculpture Skills

*Expertise in casting and digital 3D printing, specifically with plaster, synthetics, and bronze. Expertise in foundations-level sculpture (wood working, found object, etc) and proficient in welding & other forms of direct-metal work (including metal lathe, milling, and CNC machinery).*