

Candidate statement:

I propose a case for promotion to full professor in research/creative endeavor and competence in teaching and service.

My research and creative endeavor as a 3D computer animator and digital artist engage my decades of experience blending this artistic undertaking with my desire to innovate using new media and emerging technologies for visualization such as Virtual Reality, Augmented Reality, and Mixed/Extended Reality. My animation work is based on a symbolic narrative originally inspired by surrealism and metaphysical painting, reenacting, and reinterpreting their masterpieces as a visual time-based process. I am eager to assemble a new conceptual language of symbols and metaphors. I find the raw materials for this new language in my artistic work and my scholarly research, and I fuse them into the artistic expression and technical accomplishment of my 3D animations and Extended Reality (VR/AR/MR) installations.

RESEARCH AND CREATIVE ENDEAVOR

I present a case for excellence in research/creative endeavor based on the integration of painting and drawing imagery into a 3D computer animated narrative within immersive interactive environments using Extended Reality (XR). XR is the confluence of Virtual Reality, Augmented Reality, and Mixed Reality. Since 1996, I have been constantly creating digitally animated pieces using 3D animation and rendering software. During the 2000's, I began creating animated pieces developing characters immersed in a fictional and surreal storyline. Then in 2004, I began developing installations with a substantial use of available and emerging technologies that included animation and interactive systems inviting the viewer to become an active participant in the piece.

According to the Department of Art and Design Criteria for Reappointment, Tenure, and Promotion, to establish a case for excellence in research/creative endeavor, a faculty member will present evidence of ongoing significant contributions to the body of knowledge or literature and media information in the field or creative endeavor leading to professional reputation beyond national or international level.

I have clearly met and exceeded these criteria. Since being promoted to Associate Professor with Tenure in 2016, I have published three peer-reviewed articles, and one book chapter in international journals and conference proceedings, exhibited in five internationally respected events in film and animation, been accepted in one national, one regional, and four international conferences related with my core research/creative subject, published a book of research and teaching, done lectures and seminars in Chile, and received travel, creative, and collaborative grants and one international awards for an animation project.

My case of excellence is a combination of the scholarly achievements I have built up and the creative work I continue to nurture using emerging technologies, digital animation, and interdisciplinary experiences toward consistently excellent outcomes. A rigorous and documented peer review process was conducted for the publishing of my three articles: “Andrea Mantegna's Wedding Chamber: An Early Renaissance Immersive Masterpiece Rendered as a Modern Extended-Reality Installation,” in the International Journal of Art, Culture, Design, and Technology (IJACDT) published by IGI Global publishers in January 2023, the article “Pictorial and Virtual simulation of Andrea Mantegna's fresco The Wedding Chamber through a Mixed

Reality Environment Installation,” published in the Association of Computing Machinery (ACM) Digital Library as a proceeding selection of the ARTECH 2021: 10th. International Conference on Digital and Interactive Arts, Aveiro, Portugal, Portugal, October 2021, and the article “Interactive Spatialized animations in The Wedding Chamber Project as a methodology to produce phenomenological diegetic renderings inside an XR immersive environment,” in the proceedings of the 6th IEEE VR Internal Workshop on Animation in Virtual and Augmented Environments (ANIVAE-2023,) in the IEEE VR 2023: the 30th IEEE Conference on Virtual Reality and 3D User Interfaces conference in Shanghai, China.

My book chapter “Extended Reality as the Immersive Environment Conjunction of Augmented Reality, Virtual Reality, and Mixed Reality: A Phenomenological Response Facing Modern Culture,” published in the interdisciplinary book “Handbook of Research on Urban Tourism, Viral Society, and the Impact of the COVID-19 Pandemic,” published by IGI Global publishers in September 2022, was reviewed by a rigorous double blind process. Moreover, the international impact of this publication has been significant, and is well documented with specific metrics and reviews. In addition, I started the process of collecting the research experiences for teaching methodologies I have implemented in one of my classes to be part of a textbook. The textbook was successfully published in December 2022, and the textbook name is “Introduction to 3D Modeling, author Andres Montenegro”, published by Kendall Hunt Publishers.

My 3D animated project “The Alley,” an animation of nine minutes that started its development process in Fall 2017, has been one of my chief pieces of research and creative production, in where I have deployed a concrete desire of mixing technology and art. This animated project contains a long-term development since was entirely created, edited and post-produced by me. The animation was finished in Fall 2020, and since then has been, juried, selected, and screened in the following Film Festivals and venues: The “Paris Film Festival,” where the animation was nominated as Best Animated Film in 2021, The Cannes Short Film Festival where the piece was nominated Best Animation in 2021, the “International Film Festival of Lulea,” Sweden, where the piece was awarded as Best Animated Film in 2021, the Roma Prisma International Film Festival” where the piece was semifinalist for Best Animated feature, and the Official Selection for the “International Film Festival Canton,” Guangzhou, China, 2021.

I have been accepted and presented at the interdisciplinary national conference “Expressive Therapies Summit 2016” with the subject of augmented reality applications for Music Therapy, within the workshop “Listening to Music, Art & Movement: Exploration in Co-Created Non-Verbal Communication,” New York City, Executive Conference Center 1601. Broadway, November 2016, also I have been accepted and presented at the regional conference “Teach, Play, Learn, Indiana University’s 1st Annual Conference on Game-Based Teaching and Learning” with the presentation “Ani-mate: Coping with Anxiety Through Augmented Reality and Interactive Play,” South Bend, Indiana. 2018.

At international conferences, I have been accepted, and presented the Micro Talk “Mapping the Metaphorical and Uncanny narrative of Balthus’s painting “Passage Du Commerce Saint Andre, through *The Alley*, an Animated Interpretation of the Former”, in the “Animate Energies, Society of Animation Studies 2021 SAS Conference” at Tulane University, New Orleans, 2021. I have been accepted and presented at the ARTECH 2021: 10th International Conference on Digital and Interactive Arts, in Aveiro, Portugal, October 2021, with the paper “Pictorial and Virtual simulation of Andrea Mantegna's fresco The Wedding Chamber Through a Mixed Reality Environment Installation.” I have been accepted and presented at the CAGA 2022

6th Conference of AG Animation, Dimensions of Animation, at the Lucerne University of Applied Sciences and Arts with the research paper and onsite prototype demonstration “Using 2D and 3D Interactive Animations as an Expanded Narrative to Render the Pictorial and Virtual Simulation of Andrea Mantegna’s fresco The Wedding Chamber Through a Mixed Reality Environment Installation.” I have been accepted and presented at the IEEE VR 2023: the 30th. IEEE Conference on Virtual Reality and 3D User Interfaces conference in Shanghai, China, with the paper presentation “Interactive Spatialized animations in The Wedding Chamber Project as a Methodology to Produce Phenomenological Diegetic Renderings Inside an XR Immersive Environment” for the “Internal Workshop on Animation in Virtual and Augmented Environments” (ANIVAE-2023) March 25-29, 2023. In terms of international juried art shows, my installation work “Pictorial and Virtual Simulation of Andrea Mantegna’s Fresco the Wedding Chamber Through a Mixed Reality Installation” was selected to be part of the digital art show in the ARTECH 2021: 10th. International Conference on Digital and Interactive Arts, in Aveiro, Portugal, October 2021. My video animation “The Most Beautiful Room in the World” was selected for the online and onsite screening show at the 30th IEEE Conference on Virtual Reality and 3D User Interfaces conference in Shanghai, China, from March 25-29, 2023.

My scholarly and creative work has been focused from 2017-2023 in these two major projects, the 3D Animation “The alley”, and the Installation “Pictorial and Virtual Simulation of Andrea Mantegna’s Fresco the Wedding Chamber Through a Mixed Reality Installation”. The latter has been the flagship project in my creative/research endeavor since its subject has allowed me to establish a coherent and sequential line of research that has provided new insights and methodologies for interactive visualization in my artistic work. Both projects crosspollinate from the experiences provided by new technologies of virtual immersive visualization and traditional visual art that incorporate aesthetic principles. Both projects have had an outstanding international presence and impact in the fields of Digital Arts, Virtual Reality, Extended Reality, and New Media.