

DANE WEBSTER

MOTION GRAPHIC ARTIST
ANIMATION · 3D & ILLUSTRATION · VISUAL STORYTELLING
NORMAN, OK / REMOTE

806 309 3814 | websterdane@gmail.com | danewebster.com | 25+ Years in Animation & Visualization

PROFILE

01

Animator, illustrator, and visual storyteller with a broad, hands-on production skill set spanning 2D and 3D animation, modeling, illustration, motion graphics, video, and creative coding. I turn concepts into clear, engaging visuals and thrive as part of a collaborative creative team working toward a shared goal. Twenty-five years of producing animated content for diverse audiences — from museum exhibitions and scientific research to game-based learning — with a consistent focus on aesthetic quality, brand consistency, and storytelling that connects. Comfortable across the full pipeline: storyboarding, modeling, rigging, animation, rendering, and final delivery for web and interactive platforms.

SKILLS

02

CRAFT

Visual Storytelling · 2D & 3D Animation · Character & Environment Design · Illustration · Motion Graphics

3D & MOTION

Maya · Blender · After Effects · Photoshop · Rigging · Rendering

CODE & ENGINES

Processing · p5.js · JavaScript · HTML/CSS · Unity · Unreal Engine

PRODUCTION

03

Smithsonian NMNH — AR Exhibition

Animated specimen models for a national-museum augmented-reality experience (sponsored)

2014

Bat Bioacoustics Animation

3D animation of horseshoe-bat anatomy with an engineering research team; published in J. Acoustical Society of America

2015

Science Magazine — “Free Agents”

Visualization renders and animation produced for the journal's online feature

2018

Virtual Jamestown — Interactive 3D

Modeled & animated a to-scale historic site for learning; 110,000+ views, used by six school districts

2008–11

Data Visualization — p5.js

Interactive, code-driven visualizations including *Election as Organism* (county voting data)

2020

EXPERIENCE

04

TEXAS TECH UNIVERSITY

Lubbock, TX

2020 — Present

Professor, School of Art

3D Animation & Creative Coding

- Taught 3D graphics, animation, modeling, environment art, and creative coding
- Built project-based curricula taking students from concept and storyboard through final render

CU DENVER & VIRGINIA TECH

Denver, CO · Blacksburg, VA

2005 — 2020

Animation Faculty & Program Director

Digital Animation Center · School of Visual Arts · ICAT

- Founded and taught a 3D computer animation program; courses in character animation, modeling, rigging, and short film
- Produced animation and visualization on funded, cross-disciplinary research teams alongside scientists and engineers
- Collaborated daily with artists, faculty, and researchers to deliver visual content on deadline

KANSAS STATE UNIVERSITY

Manhattan, KS

2000 — 2005

Faculty — Photography & Computer Animation

- Taught digital imaging, photography, and computer animation; produced award-winning short films

EDUCATION

05

DEGREES

M.F.A. Photography & Digital Imaging

Washington State University · Pullman, WA
2000

B.S. Art — 2D Media

Weber State University · Ogden, UT
1998

AWARDS & EXHIBITIONS

Best Animation — Boulder Adventure Film Fest

2006

First Place, Animation — Utah Short Film & Video

2003

Silver ADDY — Interactive Media

2009

Cover Illustration — Bulletin of the AMS

2017