

# Vicki Shively

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## Summary of Qualifications

Over twenty-five years of experience as an award-winning Creative Director, designing and animating main title sequences for feature film and television programs. With a servant-leadership management philosophy, successfully led artistic teams of up to ten variably skilled and disciplined artists while project-managing hundreds of high-profile, complex, multi-faceted audiovisual projects. A senior level designer, animator, and compositor in both 2D and 3D industry-standard formats. With a dedication to moving image production that encompasses the entire process, from concept to legacy conservation, took a two-year hiatus to pursue an MLS in digital libraries, specializing in audiovisual archives. Other qualifications include skilled scholarly research and analysis, cataloging, color timing, editorial, digital restoration, and minor film repair conservation.

## Employment History

### [Moving Image Archive Assistant. Indiana University Libraries Moving Image Archive \(IULMIA\). Bloomington, Indiana.](#)

January 2016 to Present

- Co-editor of *Sustainable Audiovisual Collections Through Collaboration: Proceedings of the 2016 Joint Technical Symposium*. Managed the assets, legal documents, and progress of 29 authors while editing 12 of the 29 papers. Co-designed the book cover and worked closely with IU Press' print team.
- Curation, research, and development of two digital exhibitions for *IU Original 16mm Film Productions* and the Stanford doctor and activist, the *Henry Mayer Collection*.
- Editorial cut-down *John Ford Home Movie Collection* for Cinémathèque Française Orphan Film Symposium.
- Digital restoration of the *Feil's Collection - The Inner World of Aphasia (1968) and The World's Fair Home Movie*. Color correction for derivatives, and editorial cut-downs for screening at MoMA.
- Discovery and digital restoration of *The Effects of Metallic Ions and Osmotic Disturbances of the Heart (1945)*, the first educational 16mm film produced by Indiana University.

### [MLS Internship. Lockheed Martin. Denver, Colorado.](#)

May 2017 to July 2017

10-week internship with the Space Systems Company, Visual Communication division at the Deer Creek facility to assist in developing a digital asset management system that will quickly retrieve files currently being worked on, as well as projects done over forty-years ago.

- Rebuilt a 12,000 asset tape library, including development and implementation of a visual coding system for more efficient retrieval.
- Developed a working project folder structure for the production pipeline to increase efficient workflow, share resources, and ensure nightly back ups and full-project archiving.
- Developed the Cantemo Digital Asset Management System pipeline, a granular taxonomy for metadata search and retrieval, and a forty-page user documentation instructional guide.

### [Senior Art Director. Picture Mill. Los Angeles, California.](#)

March 2014 to September 2015

Worked as a creative lead for a talented group of artists, as well as being one of the creative team members, helming a variety of feature film main title sequences and other projects across multiple platforms and media for high-profile clients.

- Responsible for design pitches, and creative liaison between the creative director, the feature film director & post production supervisor, and the artists during the production process.
- Creatively supervising teams of two to ten 2D & 3D artists through project completion.
- Develop strong, detailed design concepts and storyboards in 2D & 3D.
- Highly recognized design acclaim for the prologues of *Dawn of the Planet of the Apes* and *Dracula Untold*.
- Designed over 100 feature film main title sequences in less than two years.
- Clients included Fox Searchlight, MGM, Sony ImageWorks, and Gary Sanchez Productions.

### [Freelance Art Director & 2D/3D Motion Graphics/VFX Generalist. Los Angeles, California.](#)

February 2010 to March 2014

Hired on a per project basis by a broad range of clientele to cover their motion graphic and visual effect needs.

- Clients included Picture Mill, Imaginary Forces, CBS Digital, New Wave Entertainment, mOcean, Pongo, Disney Media Networks, Westernized, Elastic Creative, Studio Cassis, Pembroke Productions, Buddha Jones, GSN Network, and HeavenSpot.

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## Employment History

### Creative Director. New Wave Entertainment. Burbank, California.

January 2009 - January 2010

After the sabbatical, returned to NWE as Creative Director and Visual Effects Supervisor, overseeing all 3D projects and Maya 3D artists. In addition to supervising, worked hands-on as a team member designing, modeling, texturing, lighting, animating and compositing.

- Restructured and strengthened the in-house 3D pipeline, and managed five 3D artists.
- Designed and supervised the production of a successful photo-realistic 3D animated baby chick for the director of Glee.
- Mentored a team of designers to move beyond their creative comfort zones to become an award-winning VFX team.
- Adapted to continually tightening deadlines and budgets in a fast-paced environment.
- A leader in creative brainstorming sessions, inspiring fresh ideas within other artists.
- Award winning Main Title and Show Package Design for HBO's *Sports of the 20th Century*.
- Clients included Fox, Sony, Universal, HBO, Disney Channel and Paramount.

### Sabbatical. Gnomon School of Visual Effects. Los Angeles, California.

July 2008 - December 2008

Six month sabbatical as a full-time Gnomon student to develop my Maya skill levels for feature films, commercials, and games as a texture artist, lighter and 3D generalist.

### Associate Creative Director. New Wave Entertainment. Burbank, California.

January 2000 - June 2008

Creatively directed, designed, produced and animated motion graphics and visual effects for feature film and TV main titles, trailers, promos, national commercials, feature film Blu-ray and DVD menus and featurettes.

- Designed, directed and animated up to 15 projects per month with wide ranging budgets.
- Worked on over 300 DVD & Blu-ray menu titles, all A-List films for both new and re-released older feature films.
- Sony's chosen menu designer to beta-test their original Blu-ray discs.
- Fox, Sony and Universal preferred Vendor for all their A-List Sci-Fi & Fantasy animated Menu & UI Designs.
- Award winning Main Title and Show Package Designs for HBO's *Sex and the City* & the DVD menu for Jet Li's *The One*.
- Emmy nomination for the Main Title, Show Package and Set Design for HBO's *On The Record With Bob Costas*.

### Freelance Art Director. Odyssey Network. Los Angeles, California.

July 1999 - December 1999

Designed and animated 2D motion graphics and visual effects for network identity and promotional spots. Designed the new network branding for Odyssey's On-Air look for the year 2000.

### 2D Designer/CG Artist . Crosspoint. Denver, Colorado.

July 1996 - June 1999

Designed, animated and composited 2D motion graphics and visual effects for national and regional television ads, industrial programs, and local television shows.

- Clients included Saatchi & Saatchi, J. Walter Thompson, Coors, Time Warner, Ford and Gart Sports.

### Freelance Motion Graphics Artist. Denver, Colorado.

June 1994 - July 1996

Edited, designed, animated and composited 2D graphics, as well as production assistance on live shoots for The Pixel Factory, Garkie Communications, and Video Training Source.

### Commercial Director/Editor. Columbine CableVision Channel 14. Fort Collins, Colorado.

May 1991 - June 1994

Wrote, produced, directed, shot and edited over 300 regional commercials for Northern Colorado businesses.

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## Education

Indiana University - [Expected graduation date: December 2017](#)

- Candidate for Master of Library Science (MLS) specializing in Digital Libraries.

Gnomon School of Visual Effects (continuing education classes only) - 2006 through 2008

University of Oklahoma - 1990

- Bachelor of Fine Arts (BFA) in Art/Filmmaking
- Additional focus in Commercial Art and Television Production

## Invited Talks

Shively, V. (2015, October). Career perspective and *Dawn of the Planet of the Apes* Prologue Breakdown. Siggraph Guest Speaker Series. IUPUI School of Informatics. Indianapolis, Indiana.

Shively, V., Williams, S., & Snyder, M. (2007, August) The nuts and bolts of designing Blu-ray menus. Motion (formally known as Best in the Southwest). Albuquerque, New Mexico.

Shively, V., & Wubben, D. (2005, September) 3D artists are from Mars, 2D designers are from Venus. How the two collaborate. MGLA. Los Angeles, California.

## Publications

Stoeltje, R., Shively, V., Boston, G., Gaustad, L., & Schueller, D. (2017). Sustainable audiovisual collections through collaboration: Proceedings of the 2016 Joint Technical Symposium. Bloomington, IN: Indiana University Press.

## Professional Service

Volunteer for the AMIA Conference, Pittsburgh, Pennsylvania, November 2016.

Visual Effects Society Awards Judge, Hollywood, California. 2009 - 2011, 2014-2015.

BDA World Gold Judge, Hollywood, California. 2008.

## Organizations

Active Member of the Association of Moving Image Archivists (AMIA) since 2016.

Active Member of the American Library Association (ALA) since 2016.

Active Member of the Visual Effects Society (VES) since 2009.

## Awards & Honors

The African Film Festival, *Michael (Kenya)*, poster design, designer. 2017.

Create Awards, HBO's *Sports of the 20th Century* main title design, designer, 2008.

Emmy Nomination, HBO's *On The Record With Bob Costas* main title design, designer/ animator, 2004.

PROMAX Awards, HBO's *Sex and the City Season 5* promotional campaign design, designer/art director, 2003.

BDA Bronze Award, *The One* DVD menu design, designer/art director, 2002.

Cable Ace Awards, *Alley Trax* local programming show series, camera operator/set designer, 1993.

Telly Awards, *KTCL* regional commercial design, designer/editor, 1992.

Telly Awards, *Outpost/Sunspot* regional commercial design, designer/compositor, 1992.

## Skills

Maya, Mental Ray, Cinema 4D & Body Paint, After Effects, Mocha, Photoshop, Illustrator, Indesign

AE Plugins: Particular, Form, the entire Red Giant Suite including Magic Bullet & Psunami, Plexus, Composite Wizard, DigiEffects, Frischluft, Image Lounge, Primatte, and RSMB.

Cinema 4D Plugins: CityKit, Texture Kit, HDRI Lighting Kit, Studio Kit, Transform, Kernamator and Thrausi

Metadata Encoding: RDF/XML, HTML

## References

Please feel free to contact any of my references listed under my Linked-In profile recommendations:

[linkedin.com/in/vicki-shively](https://www.linkedin.com/in/vicki-shively).