

Jeff Brice is a digital artist with a studio in Seattle, WA. He has a long career as an illustrator and now works in motion design. His work has appeared in books and magazines around the world, as well as museums and galleries.

He has taught courses in undergraduate Digital Design, Systems Communications, Visual Communications and Illustration at Rhode Island School of Design and Cornish College of the Arts.

At New York Institute of Technology, Jeff taught graduate courses in Computer Graphics.

Jeff attended Parsons School of Design and received a BFA from Carnegie Mellon University in 1980. He received a full fellowship and his MA from NYIT in 1984. Jeff was an international instructor for the Computer Graphics Lab, N.Y.C., with clients such as the CIA, FBI, Omni Group, Logoven, Venezuela.

#### A Selection of Illustration Clients 2001-2007

**McGraw Hill Publishing**, Cover illustration for "Art in Focus" textbook

**Peachpit Press Publishing**, Cover illustration for "Real World Color Management" book

**Artist Circle Ltd.**, Giclee print for Corporate Lobby

**ABM, Corporate annual report** Website and collateral material illustrations

**The Moving Space**, Website development

**Yamas Controls Group** Corporate collateral Brochures illustrations

**Ricoh Copiers** Cover illustration for OMS brochure

**Digital Video Magazine**, Editorial illustrations

**Microsoft Corporation**, Splash screen and spot illustration for "Money" program

**McGraw Hill Publishing**, Cover illustration for "Art Talk" textbook

**Key Curriculum Press** Cover illustration for IPDS brochure

**McKesson** Brochure cover

**Peachpit Press Publishing** Cover illustration for "Real World Color Management" book

**Key Curriculum Press** Cover illustration for Financial Textbook

**Digital Video Magazine** Editorial illustrations

**McGraw Hill Publishing**, Cover illustration for "Developing Mathematics" textbook

**Peachpit Press Publishing** Cover illustration for "Real World Go Live" book

**Microsoft Corporation** Splash screen and spot illustration for "Money" program

**Forbes ASAP Magazine**, Editorial illustrations

**Iridium Communications** Cover illustration for history of NEC brochure

**Athlon Communications** illustrations for Medpointe website

**Wayne State University**, Illustration for Conflict Management Poster

**Museum of Science and Industry**, Illustration for display on genetics

**Addison Wesley**, Cover illustration for textbook

## Exhibitions

- National Academy of Science**, Collection, Washington, D.C. 2007
- The Manipulated Image**, Group Show, Winslow, WA 2007
- Design Faculty Show**, Cornish College of the Arts, Seattle, WA 2004
- The Manipulated Image**, Group Show, Winslow, WA 2004
- Weather**, Group Show, Winslow, WA 2004
- Siggraph Juried Group Show**, San Antonio, TX 2002
- Digital Hall of Fame Group Show**, Museum of Technology, Cleveland, OH 2002
- ACC Juried Show**, Ann Arbor, MI 2002
- ACC Juried Show**, Baltimore, MD 2002
- ACC Juried Show**, Atlanta, GA 2001
- ACC Juried Show**, San Francisco, CA 2001
- N.W. Printmakers**, Group Show, Seattle Art Museum Rental Gallery, 2001
- Hand, Heart, Hard Drive**, Group Show, Kirkland Art Museum, 1998
- Group Show**, Seattle Art Museum Rental Gallery, Seattle 1997
- Openings of Wired magazine**, Group Show SF Museum of Modern Art, San Francisco 1997
- Digital Salon**, Society of Illustrators, New York November 1996
- Arcane Domain**, One Person Exhibition Linda Cannon Gallery Seattle, WA. May 1996
- 12th Annual Print Exhibition Group Show**, Microsoft Corporation Seattle, Washington April 1996
- Linda Cannon Gallery**, Group Show January 1996
- Siggraph**, Traveling, Group Digital Show June 1995
- Mural**, Digicolor Inc. Seattle, Washington 1995
- BitMovie**, Group show Bologna, Italy April 1995
- Media west Pixel Pushers**, Group Show Vancouver, Canada June 1994
- Scan** Group show of Digital Art Pacific Lutheran University, Tacoma, WA. October 1993
- Scan** Group show of digital art. The Franklin Institute, Philadelphia, PA. October 1993
- Into Landscapes** Solo show of digital prints. The Trolleyman Lounge, Red Hook Brewery, Fremont, WA. October 1992
- Second Story Gallery**, Group Show Seattle., WA. September 1992
- Add Noise** International group show of computer artists. San Francisco, CA. June 1992
- Reflux** The Seattle node of a global telematic art exchange. Other nodes included The Center for Creative Inquiry (Pgh, Pa.),
- Sao Paulo Biennial**, Telematic Gwent (Wales), Royal Academy (Copenhagen). August -September 1991
- The Labrynth** Collaborative multi-media installation. The National Gallery of the Pittsburgh Center for the Arts. 1991
- TechnoArt**, Group computer art show and computer installation. The Robert Allman Gallery, Seattle, WA. June 1991
- Texts, Bombs and Videotape: Journies into the Zone**, The Seattle node of a global telematic art exchange. Other nodes included, Pittsburgh Center for the Arts, Watershed Media Center (Bristol), Museum in Progress (Vienna) 1991.
- Art's Birthday**, The Seattle node of a global telematic art exchange. International Festival of Telecommunications Art, Vancouver, Canada. January 1991
- Earth Day '90 Global network and impromptu**. Slow scan t.v., telefax and text exchange event unifying artists in 12 cities in North and South America, Europe and the Middle East. April 22, 1990. Published in 'New Observations', Issue 76, August 1990. Event catalog courtesy of Carnegie-Mellon University.
- Aspects of Gaia: Digital Paths Across the Globe**, The Seattle node of a global telematic art exchange. Other nodes included Pittsburgh and Linz, Austria. The tenth Ars Electronica Festival, Linz, Austria. September 1989
- The Robert Allman Gallery**, Solo Show Computer generated cibachromes. Seattle, WA. September 1989
- Italia Restaraunt**, Group Show Seattle, WA. August 1989
- Ninth Prix Ars Electronica Festival**, Honorary Mention in the international competition, Linz, Austria. September 1988.
- Fourteenth Annual Conference on Computer Graphics Competition**, Anneheim, CA. July 1987
- National Computer Graphics Invitational**. Group Show Traveling show including Reynolds Gallery, University of the Pacific, CA., 1987, Southwestern University, Georgetown, Texas, 1987, High Museum, Atlanta, GA. 1986.

## Exhibitions continued

**Computer Arts Show**, Pixel Gallery, N.Y.C., N.Y. December 1986

**The Nite Gallery**, Group Show N.Y.C., N.Y. November 1986

**Thirteenth Annual Conference on Computer Graphics and Interactive Techniques**, Siggraph Art Show  
International computer graphics competition Dallas, Texas. July 1986

**Computer Graphics Show**, Traveling international computer graphics competition including Barcelona, Spain,  
June 1986, Sandai, Japan, 1986, University of Colorado, November 1985, ISETAN Museum, Tokyo,  
Japan, November, 1985.

**Pixel Gallery**, Three Person Show, Computer generated cibachrome prints. N.Y.C., N.Y. December, 1985

**12th Annual Conference on Computer Graphics and Interactive Techniques Siggraph Art Show**, International  
computer graphics competition. San Francisco, CA. May 1985

**International Art Competition**, Mussavi Gallery. N.Y.C., N.Y. July 1985

**Life-O-Mation**, Slowscan TV transmissions via amateur radio. Electronic Visions II, New Orleans Contemporary  
Arts Center. 1985

**The Monument Redefined International**, Group show featuring performance, installation and sculpture.  
Professional Art Center, N.Y.C 1984

**Cloud Chamber**, Solo Installation and collaboration of gridded tape, plastic and other media. WPA Gallery, N.Y.C.,  
N.Y. March 1983

**Holograms**, Group Show of holograms Holographic Film Foundation. N.Y.C., N.Y. May 1983

**Three Rivers Arts Festival**, Videotape included in International arts festival. The Point Park. Pgh., PA. June 1980

## Work and Interviews featured in Books

Photoshop for windows and macintosh 2001

Painter 5 Wow Book 1998

Photoshop 4 Wow Book 1998

Extreme Graphics 1998

Photoshop for Macintosh 1997

Going Digital 1997

Mind Grenades 1996

Painter 4 Wow Book 1996

The Painter Wow Book 1996

The Official Photo CD Handbook 1995

Photoshop 3 Wow Book 1995

The Desktop Color Book 1994

Photoshop FX October 1994

Collage June 1994

SuperDesigning 8 May 1994

Becoming a Computer Artist March 1994

Computer Graphics 2 February 1994

SuperDesigning 1994

Click: The Brightest in Computer-Generated Design and Illustration September 1990

Mestervwerke Der Computerkunst September 1988

## Work and Interviews featured in Magazines

EFX Magazine 2004

Surface Design Magazine 2002

DesignNet Magazine 2001

LEONARDO Magazine 2000

LEONARDO Magazine 1998

IDN Magazine 1996

Wired Magazine 1995

Print Magazine January 1993

macweek Magazine October 1992

Macuser Magazine 1992

Macuser Magazine September 1991

Step by Step Electronic Design Magazine January 1991  
IEEE Computer Graphics Magazine December 1987  
Photo District News August 1985  
California Living Magazine July 1985

#### Courses and classes

##### **Cornish College of the Arts, Seattle, WA 2009**

Head of Motion Design  
Digital Playground  
Interactive Narrative Environments  
Visual Narrative for Design  
Dynamic Information Design  
Motion Effects  
Motion Editing  
Senior Studio  
Complex Systems

##### **Salve Regina University, Newport, RI 2007-present**

Introduction to Creative Technology

##### **Rhode Island School of Design, Providence, RI 2006-present**

Continuing Education program  
Adjunct Professor Digital Art and Photoshop

##### **Cornish College of the Arts, Seattle, WA 2002-2006**

Head of Digital Design  
Associate Professor, Design Department

As Head of Digital design, my role in the design department was to create, teach and unify all digital courses. I advised the department

head Alyson Vanstone, in the development of the current Motion Graphics stream within the department that included

animation, 3D graphics, sound, advanced interactivity, type in motion, and video documentation. I was responsible for unifying

the visual communications courses and the digital courses. I developed and taught the following courses:

Digital design 1: Adobe Photoshop Adobe Imageready, Adobe Illustrator. 1st year

Digital design 2: Adobe Indesign 1st year

Visual Communications 2nd year Semiotics

System Communications 2nd year Advanced Semiotics

Illustration Studio 1 3rd year

Professional Practices 4th year

Fractal Fairytales elective

##### **Henry Cogswell College 2000-2002**

Assistant Professor

Design Basics 2nd year

Digital Darkroom 3rd year

Digital Photography 3rd year

Patterns in Nature 3rd year

##### **New York Institute of Technology 1984-1987**

Computer Graphics Graduate level

##### **Computer Graphics Lab 1985-1987**

International Instructor for research and development laboratory. Developed training seminars.

Clients include CIA, FBI, Omni Group, Logoven, (Venezuela), Navy research lab.