

## Curriculum Vitae

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# M. Javad Khajavi

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Born: August 1985, Iran

## EDUCATION

### Nanyang Technological University (NTU Singapore)

Doctor of Philosophy (Ph.D) | Media Arts + Design

*Thesis title: Re-Animating the Script: An exploration of new directions in calligraphic animation with reference to the Kinesthetic, Plasmatic and Transformative qualities of Islamic calligraphy*

*The thesis is an examination of the temporal behaviors of calligraphy/typography in time-based media. It investigates the consequences of temporal behaviors of letters and words in terms of legibility, readability and meaning-making.*

School of Art, Design & Media (ADM)

2012 – 2017

### Tarbiat Modares University (TMU)

Master of Arts (M.A.) | Animation

*Thesis title: Codes of Reality, borders of Illusion: A Social Semiotic Study of Reality in Animated Documentary*

*Drawing upon multimodal social semiotics, this thesis proposed an analytical model for understanding and analyzing reality representation in animated documentaries.*

School of Art and Architecture

2008 – 2012

### Ferdowsi University of Mashhad (FUM)

Bachelor's Degree (B.Sc) | Civil Engineering

School of Engineering

2003 – 2008

## PUBLICATIONS

### 1. Books

Khajavi, M. J. (Forthcoming: 2019), *Reading in Motion: A Theory of Time-based Calligraphic Art*, London, UK, Palgrave McMillan. (Contract is signed with the publisher)

### 2. Book Chapters

Khajavi, M. J. (in press), "Animating with the Primordial Pen: Mystic and Sufi Inspirations in Calligraphic Animation" in *Animating the Spirited: Journeys and Transformations*, Yokuta, Hu and Horvath (Eds.), Jackson, MS, University Press of Mississippi.

### 3. Journal Articles

Khajavi, M. J. (Submitted), "Calligraphic Animation as Visual Music: The Influences of Musical Analogies Used in Describing Islamic Calligraphy on Contemporary Calligraphic Art", *Cinema – Journal of Philosophy and the Moving Image*, Issue 9.

Bottini, C., Gonzalez, J. C., Khajavi, M. J. (submitted), "A Comparative Study of the Effects of Animated and Static Logos on Viewers' Attitude Towards a Brand", *Journal of Marketing Research*.

Khajavi, M. J. (2011), "Decoding the real: A Multimodal Social Semiotic Analysis of Reality in Animated Documentary", *Animation Studies Journal*, 6: 46-51.

## PAPERS AND PRESENTATIONS

### 1. Conference Paper Presentations

"Re-defining Calligraphic Animation: Toward a Taxonomic Demarcation", *Animation and Philosophy Symposium*, Stuttgart, Germany, April 25, 2018. (Submitted)

"Change, Movement, and the Fabric of Reality: Animated Image as a New Mode of Inquiry in Scientific Research", *Then Now Next: The 30th Annual Conference of the Society for Animation Studies (SAS)*, Concordia University, Montreal, Canada June 18–22, 2018. (Submitted)

"From Alhambra to Digital Projection: Designing a New Media Cultural Heritage Project Based on the Transformative Qualities of Islamic Calligraphy", *Florence Heri-Tech – The International Conference on the Future of Heritage Science and Technologies*, Florence, Italy, May 16–18, 2018. (Accepted)

"Toward theorizing temporal behaviors of Arabic letterforms for time-based artworks, screen media, and computer programming", *Twelfth International Conference on Design Principles & Practices*, Elisava School of Design and Engineering, Barcelona, Spain, March 05-07, 2018. (Accepted)

"Fluid Calligraphy: The Multi-faceted Evolution of Islamic Calligraphy in Time-based Media", *ILM: Science, Religion, and Art in Islam*, University of Adelaide, Adelaide, Australia, July 21-23, 2016.

"The Way of the Word: Re-animating Islamic Calligraphy Through Time-based Art", *The Cosmos of Animation: the 28<sup>th</sup> Annual Conference of the Society for Animation Studies (SAS)*, Nanyang Technological University, Singapore, June 26-30, 2016.

"Music in Silence: Toward an Understanding of Musical Analogy in Islamic Calligraphy", *International Forum on Contemporary Islamic Art, Design and Architecture (CIADA 2015)*, Nanyang Technological University, Singapore, October 8, 2015.

"The Poetry of Ink: A Practice-based Exploration of the Transformative Functions of Islamic Calligraphy in Animation", *Beyond the Frame: the 27<sup>th</sup> Annual Conference of the Society for Animation Studies (SAS)*, Canterbury Christ Church University, Canterbury, United Kingdom, July 14, 2015.

"Ink, Light, Music, Action: Visual Music through Islamic Calligraphy and Calligraphy-painting", *Graduate Student Conference in Visual Culture 2015*, Center for Contemporary Arts (CCA) and School of Art, Design and Media, Singapore, April 29, 2015.

"The Reflection of Loneliness: An exploration of the aesthetic possibilities of augmented reality for visual poetry", *Re-Defining Animation: the 25<sup>th</sup> Annual Conference of the Society for Animation Studies (SAS)*, University of Southern California, Los Angeles, USA, June 23-26, 2013.

"Codes of Reality, Borders of Illusion: A social semiotic study of reality in animated documentary", *The Rise of The Creative Economy: the 23<sup>rd</sup> Annual Conference of the Society for Animation Studies (SAS)*, University of Indianapolis, Athens, Greece, March 18-20, 2011.

## **2. Invited Presentations**

*Calligraphic Animation as Visual Music* | Guest lecturer at Lasalle College of the Arts | Singapore | 6 January 2016.

*Calligraphy in the State of Flux* | Guest lecturer in the course "Islamic art and design" (invited by: Dr. Gul Inanc and Peer Satikh) | School of Art, Design & Media | Nanyang Technological University | Singapore | 13 October 2015.

*3dsMax: the key concepts – Concepts in 3d animation* | Presentation at the School of Art and Architecture, Tarbiat Modares University | Tehran, Iran | 8 December 2009.

## **ACADEMIC AND PROFESSIONAL EXPERIENCE**

### **Associate Professor (førsteamanuensis)**

Volda University College (Høgskulen i Volda)

Department of Animation, Faculty of Media and Journalism

Volda, Norway

September 2017 - present

*Teaching undergraduate and postgraduate courses, research, and administrative work*

## Teaching Assistant

Nanyang Technological University

History of Animation | Prof. Giannalberto Bendazzi

Singapore

March 2014

*Preparation of course content for part of the class, teaching part of the class*

## Conference Moderator

The Cosmos of Animation: the 28<sup>th</sup> Annual Conference of the Society for Animation Studies (SAS)

School of Art, Design and Media, Nanyang Technological University

Singapore

29 June 2016

*Moderating the panel, Middle Eastern Animation, at SAS conference*

## Trainer

Tertiary Infotech

3D computer graphics | Courses titles: *3DS MAX for Architectural Visualization – the Key Concepts*, *3DS MAX Modeling for Games – The Core Concepts*, *Realistic Architectural Visualization with 3DS MAX and Mental Ray*, *Advanced 3DS MAX for Architectural Visualization*

Singapore & Kuala Lumpur

September 2016 – September 2017

*Designing the syllabus and teaching skill-based courses in computer graphics*

## Trainer

Tarbiat Modares University (TMU)

3D computer animation | Course title: *3D computer animation – the Core concepts*

Tehran, Iran

March – July 2010

*Designing the syllabus and teaching the course to a group of Master's students*

## **Curator**

Co-curator of *Bayu: An Exhibition of Contemporary Islamic Art*

Gallery 2 at the School of Art, Design & Media, Nanyang Technological University

Singapore

9 – 31 October 2015

*Selection of artworks, Organizing art exhibition in gallery space, Budget management, Writing exhibition catalog, Working with a team of gallery directors, artists, graphic designers, scholars, gallery technicians, light technicians, etc.*

## **Freelance GUI Designer and Animator**

Mabna Institute

Tehran, Iran

June – July 2011

*Designing the Graphic User Interface for an educational software, tradigital animation*

*Adobe Flash, Autodesk 3dsMax, Adobe After Effects*

## **Media Consultant, GUI Designer and Animator**

Mahan Institute of Higher Education | Department of E-Learning

Tehran, Iran

April – July 2010

*Designing Graphic User Interface for educational software, Advertisement, tradigital animation, 3D animation*

## **Freelance 3D Architectural Visualization Artist**

Various Architectural Firms

Mashhad, Iran

2008 – 2012

*Architectural Visualization, Information Visualization, Motion Graphics*

*Autodesk 3dsMax, Mental Ray, VRay, Autodesk AutoCAD, Adobe After Effects, Adobe Photoshop, Adobe Flash*

## **Instructor**

Safir Language Academy | Mashhad, Iran

May 2012 – July 2012 | Education

TESOL instructor

## LIST OF ARTWORKS

### **The Third Script (2017)**

Animation (00:05:45)

Experimental Animation, Calligraphic Animation, Hand-drawn, Visual Music

### **The Passion of Love (2016)**

Installation (Loop 00:01:30)

New Media Installation, Projection Mapping, Calligraphic Art

### **The Conference of the Birds (2015)**

Video Art Installation (Loop 00:08:55)

New Media Installation, Projection on canvas, Calligraphic Art

### **Cosmic Symphony (2013)**

Media Art (00:01:15)

Media Experiment, Full-dome Projection

### **The Boarding House (2013)**

Animation (00:04:45)

Experimental Animation, Animated Documentary, 2D Animation,

### **The Reflection of Loneliness (2012)**

New Media Experiment

Augmented Reality Proto-type

### **Symphony No. 40 (2010)**

Animation (00:02:40)

Animation, Character Animation, Visual Music, Hand-drawn, colored-pencil on paper

## SELECTED EXHIBITIONS AND SCREENINGS

### *1. Selected Exhibitions*

#### **Echoes and Identity (Group exhibition)**

The Third Script (2017) | Exhibited at Peter Crawly Building

Trinity Grammar School, Melbourne, Australia

14 March – 3 April 2017

#### **The Passion of Love (Solo exhibition)**

*The Passion of Love* (2016) | Exhibited at the Photo-studio at the School of Art, Design & Media

Nanyang Technological University, Singapore

8 – 19 August 2016

#### **Bayu: An Exhibition of Contemporary Islamic Art (Group exhibition)**

*The Conference of the Birds* (2015) | Exhibited at ADM Gallery 2

Nanyang Technological University, Singapore

9 – 31 October 2015

#### **Animation Preproduction Exhibition (Group exhibition)**

Preproduction Artwork for *The Boarding House* (2013) | Selected Artworks Exhibition of the 23<sup>rd</sup> annual conference of the Society for Animation Studies

University of Indianapolis, Athens Campus, Athens, Greece

18 – 20 March 2011

### *2. Selected Festival Screenings*

Monstra International Animation Festival 2018, Lisbon, Portugal, Official Selection, "*The Third Script*"

Ottawa International Animation Festival 2017, Ottawa, Ontario, Canada, Official Selection, "*The Third Script*"

Auckland International Film Festival 2017, Auckland, New Zealand, Finalist, "*The Third Script*"

Seoul International Cartoon Animation Festival 2017, Seoul, South Korea, Official Selection, "*The Third Script*"

Switzerland International Film Festival 2017, Official Selection, "*The Third Script*"

Miami Epic Trailer Festival 2017, Miami, FL, United States, Semi-Finalist, "*The Third Script*"

9<sup>th</sup> Tehran International Animation Festival 2015, Tehran, Iran, National Student Competition, "*The Boarding House*"

International Eurofilm Festival 2015, Marbella, Spain, "*The Boarding House*"

5<sup>th</sup> Golden Kuker-Sofia International Animation Film Festival 2014, Sofia, Bulgaria, International Student Competition, "*The Boarding House*"

9<sup>th</sup> Athens Animfest 2014, International Student Competition, Athens, Greece, "*The Boarding House*"

11<sup>th</sup> Istanbul International Architecture and Urban Films Festival 2017, Istanbul, Turkey, "*The Boarding House*"

7<sup>th</sup> Tehran International Animation Festival 2011, Tehran, Iran, National Student Competition, "*Symphony No. 40*"

6<sup>th</sup> Athens Animfest 2011, Panorama Section, Athens, Greece, "*Symphony No. 40*"

Ankara International Film Festival 2011, Ankara, Turkey, International Short Film Competition, "*Symphony No. 40*"

## HONORS, AWARDS AND GRANTS

### 1. *Grants and Scholarships*

#### **NTU Research Scholarship**

Full Scholarship for four consecutive years

2012 – 2016

### 2. *Honors and Awards*

#### **Winner – CRAFT International Animation Festival (Indonesia)**

Special mention for amazing creativity for *The Third Script* (2017)

2017

#### **3<sup>rd</sup> top in nationwide university entrance examination**

Awarded by the Iranian National Organization for Educational Testing (NOET)

2008



## **MEMBERSHIPS**

### **Society for Animation Studies (SAS)**

Member

CA., USA

2011 to present

### **Design Principles and Practices Research Network**

Member

University of Illinois Research Park, Champaign, IL., USA

2018 to present

## **CERTIFICATES**

### **University Teaching for Teaching Assistants Certificate**

Centre for Excellence in Learning and Teaching (CELT)

Nanyang Technological University, Singapore

2013

### **Research Integrity in Arts and Humanities Certificate**

Nanyang Technological University, Singapore

2014

### **Certificate in Research Planning, Technical Writing and Presentation, and Research Ethics**

Professional Graduate Student Research Workshop

NTU Graduate Student Council (GSC), Nanyang Technological University, Singapore

2014

### **HTML, CSS & JAVA SCRIPT Certificate**

HTML5 and FIREFOX OS BOOTCAMP

NTU Ventures in accordance with Mozilla Asia, Singapore

2013

## RESEARCH EXPERTISE AND INTERESTS

### **Animation Theory and Practice:**

Experimental Animation, Animated Documentary, Animated Poetry, Calligraphic Animation, Fine Art Animation, Animation in Game

### **Animated Image in Visual Design:**

Kinetic Typography, Animated Logo, Animated Infographics

### **Cross-disciplinary Applications of Animation:**

Scientific Imaging and Visualization, Scientific Animation, Information & Data Visualization, Information Design, Medical Animation, Animated visualization in Scientometry

## TEACHING EXPERTISE AND INTERESTS

### **Animation Techniques, Skills and Tools:**

3D: 3D Animation - The Core Concepts, 3dsMax for Animation and Game, Autodesk Maya, Character Animation with 3dsMax/Maya, ZBrush: The Essentials

2D: Advanced Tradigital Animation, Principals of 2D Animation, Mechanics of Motion for Animators, Drawing for Animators, Adobe Flash/Animate, Adobe After Effects

Experimental Animation: Visual Music and Intermedia, Fine Art Animation, Kinetic typography

### **Animation and Media Theory:**

Animation - Theory and Aesthetics, Computer Animation History, History of Artistic Animation, Visual Communication through Animated Media, Multimodal Visual Grammar, Semiotics for Design

### **Cross-disciplinary Media Art:**

Animation for Scientific and Information Visualization, Educational Animation, Art Technology and the Image, GUI Design

### **New and Experimental Media Art:**

Projection Mapping in Art & Design, Immersive Media Art, Fulldome Projection Media, Islamic Art and New Media

### **Research Methodologies and Methods:**

Research Methodologies in Art and Design, Academic Writing

## PROFESSIONAL SKILLS

### 3D Animation:

Autodesk 3dsMax, Autodesk Maya, Zbrush, Mental Ray, Arnold Renderer

### 2D Animation:

Adobe Flash/Animate, Adobe After Effects, Adobe Photoshop, TVPaint

### New Media Art:

Video Projection Tools (VPT), Pure Data, MadMapper

### Web Design, Game & Interactivity:

Html 5, CSS3, Java Script, Action Script 3.0, Adobe Dreamweaver, Adobe Flash/Animate, Unity

### Sound Design & Mix:

Adobe Audition

## Languages

### English

Full Professional Proficiency

### Persian (Farsi)

Native

### Arabic

Limited Working Proficiency

### Korean

Elementary Proficiency

### Norwegian

Elementary Proficiency

## ACADEMIC AND COMMUNITY SERVICE

### Media Consultant, Designer, Animator and Videographer

NTU's Graduate Student Council

Nanyang Technological University, Singapore

May 2013 – December 2013

*Graphic Design, Animation, Videography, Video Editing*

## CITATIONS AND BIBLIOGRAPHY

Frølund, L. (2013) "Facing the Audience: A dialogic perspective on the hybrid animated film" in *Understanding Machinima: Essays on Filmmaking in Virtual Worlds*, Jenna Ng (ed.), New York: Bloomsbury.

Fröschl, M., et al. (2014) "Computer-generated images of microscopic soil organisms for documentary films." *Soil Organisms* 86: 95-102.

Blair, J M. (2015) Animated autoethnographies: Using stop motion animation as a catalyst for self-acceptance in the art classroom. Diss. UNIVERSITY OF NORTH TEXAS.

Young, M. (2014) "The Memory Machine." *International Humanities, Social Sciences and arts* 7.4: 161-175.

"Bayu, An Exhibition of Islamic Contemporary Art in Singapore" (Oct 27, 2015) in *Islamic Arts Magazine*, retrieved from: [http://islamicartsmagazine.com/magazine/view/bayu\\_an\\_exhibition\\_of\\_islamic\\_contemporary\\_art/](http://islamicartsmagazine.com/magazine/view/bayu_an_exhibition_of_islamic_contemporary_art/).

"Student Artists Showcase Remarkable Contemporary Islamic Art" (Oct 28, 2015) in *AlArte Magazine*, retrieved from: <http://www.alartemag.be/en/en-art/student-artists-showcase-remarkable-contemporary-islamic-art/>.

## REFERENCES

### **Prof. Vibeke Sorensen**

Chair, School of Art, Design & Media, Nanyang Technological University

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Phone: (+65) 6316 8821

### **Assoc. Prof. Michael Walsh**

Associate Professor and the previous Associate Chair of research, School of Art, Design & Media, Nanyang Technological University

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### **Assoc. Prof. Hans-Martin Rall**

Associate professor in digital animation program

School of Art, Design & Media, Nanyang Technological University

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### **Giannalberto Bendazzi**

Renowned animation historian

Via Piandilucco 7, 16155 Genova, Italy.

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Phone: (+39) 0109413979

## **Ishu Patel**

Renowned artist, animator, photographer and Visiting Professor

*School of Art, Design & Media, Nanyang Technological University*

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