

Marcos Carrasco
MULTIDISCIPLINARY ARTIST, ANIMATOR,
AND EDUCATOR.

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I am a multidisciplinary/mixed-media artist, animator, musician, and educator. My artistic work and video-art installations merge traditional, and digital artistic disciplines: sculpture, photography, etching, drawing, painting, film, 2D-3D animation, fabrication of stereoscopic devices, visual effects (VFX), music, and virtual reality (VR).

Education:

2023 Jewelry fabrication

2022 Sculpture Continuous Studies

2022 Abstract Painting Crealdé School of Art

2022 Oil & Acrylics Crealdé School of Art

2021 Sculpture Continuous Studies

2021 Blacksmith Fundamentals Crealdé School of Art

2021 Bronze Casting

2021 **Fellowship in Sculpture. Crealdé School of Art**

2021 **MFA Emerging Media Animation and Visual Effects, University of Central Florida**

2020 Welding Crealdé School of Art

2020 Silkscreen workshop, Jacobus Reyes

2014 **BFA Animation, Savannah College of Art and Design**

2008 Intaglio workshop Museo de Bellas Artes, (Caracas-Venezuela)

2003 Filmmaking, Mariela Capriles Film School (Caracas- Venezuela)

1996-1999 Advanced Jazz Studies and Jazz Guitar, Professor Gonzalo Micô.

1996 Sculpture and Painting Apprentice, Edgar Carrasco (Ecuador)

1992 **BFA Graphic Design**, Universidad Autónoma de Guadalajara (Mexico)

1992 Intaglio-Etching Apprentice, Professor Gustavo Aranguren

Professional Experience.

2023 Resident Studio Artist at Crealdé School of Art

2022 Art judge at the National Arts Program, Osceola FL.

2005- to present, Multidisciplinary Artist and Animator.

2020-21 **Graduate Teacher Associate Instructor:** Experimental Animation, 3D Modeling, VFX, and Rigging, **University of Central Florida.**

2018-19 Graduate Teacher Assistant: 3D modeling, Rigging, and Visual Effects, University of Central Florida.

2016-18 Professor of 3D Animation, 3D Modeling, Filmmaking, and Motion Graphics Teacher, The Center for Digital Design (Caracas)

2016-18. Production Pipeline Consultant & Instructor: 3D Animation, 3D Modeling, Filmmaking, and Motion Graphics

2015 Motion Graphics and After Effects Compositing Intern at Nitrous LTD, New York
2014-15 Freelance CGI Generalist, Storyboard Artist, and Animator
2007-10 Art Director, Motion Graphics Designer, and Animator for ENCONTRATE TV
(Caracas)
2003 Director of photography and editor of the short documentary, *Todasana*
1999 to present, Jazz Guitar Professor and Performer

Art Exhibits and Concerts:

2022 *Emerge*, Crealdé School of Art. (*Collective*), (*Sculpture*) FL-USA
2022 1st Thursdays Eclectic Knights XIII, (*Collective*), UCF-Orlando Museum of Arts
2022 *Art Without Borders*, Osceola Center for the Arts, FL-USA
2022 *41st Crealdé Annual Juried Student Exhibition*, FL-USA
2022 *ReVision*, Osceola Center for the Arts, FL-USA
2022 *Playfully Artistic*, Polasek Museum, (*Collective*), (*Sculpture*). FL-USA
2022 *Dream Shapes*, Osceola Center for the Arts, (*Collective*) (*Sculpture*). FL-USA
2021 College Park Gallery, *Physique (Collective)*, (*Sculpture*).
2021 College Park Gallery, *Work in Progress (Collective)*, (*Sculpture*).
2021 Mount Dora Center for The Arts, *The Best of Florida Sculptors Guild (Collective)*
2021 First Thursdays, (*Sculpture*), Crealdé- Orlando Museum of Art (*Collective*)
2020 Eclectic Knights XII –Painting (*Collective art exhibit*) Orlando Museum of Art
2018 *Transitaires* – (Photography solo exhibition, and Jazz concert) Caracas
2017 *In-Justice For All-* Collective at Studio 5404 Artspace. (Video-Art) New York
2013 *Far from Home* – Collective at Savannah College of Art and Design
2009-10 *Abstracciones de Luz* – Venezuela and Mexico (photography and video-art)
solo exhibition
2009 *Urbanoscopia*, Caracas (stereoscopic animated video art installations and new
media – solo exhibition)
2008 *LXIV Salón Arturo Michelena* – Venezuela (stereoscopic video art installation).
Collective exhibition
2007-2008 VI Salon de Artes Visuales Dycvensa – Venezuela (video Art installation)
Collective exhibition
2008 *En cualquier vereda*, Cuenca – Ecuador (New media-photography). (Solo exhibit
and Jazz concert in the Bienal of Cuenca, Ecuador)
2007 *Transitar*, Sala Sidor – Venezuela (photography). Solo exhibit and Jazz
Concert)
2006 *En cualquier acera*, Fundacenaf (Photography. Solo exhibit and Jazz Concert –
Venezuela)
2005 *I Bienal del fuego*, (collective art exhibit, Biblioteca Nacional, Caracas-
Venezuela)
2005 El Hatillo Jazz Festival –Concert, Venezuela
2004 El Hatillo Jazz Festival – Concert, Venezuela

Achievements, Awards, Film Festivals, and Publications:

2023 Studio Artist Residency Award, Crealdé School of Art

2022 Crealdé School of Art Catalog features one of my sculptures

2022 Crealdé School of Art Exhibition Poster features one of my sculptures

2021 Member of The Florida Sculptors Guild (FSG)

2021 Fellowship Award Crealdé School of Art.

2021 *RUBICON: The Dialectic*, VR animated mixed media video-art installation. MFA thesis.

UCF Pegasus Magazine, Article about my artwork *Nebula*

2019. Information about my film 'HERE' was published in *Animating Short Stories: Narrative Techniques and Visual Design* by Cheryl Briggs

2018 Provost's Fellowship MFA Emerging Media program, UCF

2017 Jury for the international Latin-American animation contest ANIMANDINO.

Hosted by the French Embassy in Venezuela, Bolivia, Colombia, Peru, and Ecuador.

2014-21 "*HERE*" short film selected for several festivals including

SPARK CG SOCIETY, ANNUAL EASTERN NORTH CAROLINA FILM FESTIVAL,

FICMA BARCELONA 2015, and over 20 others.

2011 Academic and Artistic Scholarship, Savannah College of Art and Design

2009 Two of my animated short films were nominated for Bilbao Fantasy Film Festival-Spain. Published in catalogs.

2008 Catalogue *Urbanosopia* Published by The Romulo Gallegos Center for Latin American Studies CELARG

2006 *En Cualquier Acera* Catalogue of My Photography by Venezuelan National Institute of Photography FUNDACENAV

2001. *Marcos Carrasco & El Quinto Jujú Jazz Standards*. CD Record. (Lead Guitar, Graphic Design and Producer)

2001-2009 Several TV, newspapers, and radio interviews about my art or musical projects.

Technical Skills and Software Expertise:

Idioms: English, Spanish,

New Media and CG: Stereoscopic and 3D conversion: Nuke, Maya and After Effects. Animating: Maya, 3D Studio Max, C4D, ToonBoom Harmony and TV Paint. Modeling: Maya, Cinema 4D, 3D Studio Max, ZBrush, TopoGun. Rigging: Maya. Lighting and Rendering: Maya, C4D, 3D Studio Max, Mental Ray, Renderman. Crowd Simulation and Motion Capture: Massive, Vicon Blade, Motion Builder. Texturing and UV layout: Adobe Photoshop, Maya, Headus UV layout-Pro. Editing, camera tracking, and compositing: Nuke, After Effects, Premiere Pro, Final Cut Pro. Screenplay Writing: Celtix. Virtual Reality and interactivity: Unreal Engine. Scripting: Mel, Python

Traditional media: Drawing, Etching (Intaglio and Drypoint), Silkscreen, Painting, Photography, Sculpting (Clay, Bronze, and Iron Welding).

Music: Jazz, Rock and Blues Guitar, Voice, and Harmonica