

College of Fine Arts, University of Utah  
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**EDUCATION**

- Ph.D. in Communication, exp. 2008. Competencies in Critical/ Rhetorical Theory, Media Technology, and Culture.**  
*University of Utah, Salt Lake City, UT*
- M.F.A. in Theatre Arts, 1986.** Emphasis in Lighting Design and Technical Direction.  
*California State University, Fullerton*
- B.A. in Theatre Arts, 1983.** Concentration in Lighting and Sound Design.  
*California State University, Fullerton*

**ACADEMIC EMPLOYMENT**

- University of Utah, Salt Lake City, Utah**  
**College of Fine Arts**  
*Assistant Dean for Technology, 1998 to 2008*  
*Director, Arts Technology Program, 1999 to 2007*  
*Adjunct Associate Professor of Film Studies, 2000 to Present*  
*Technology Coordinator, CIDAT, 2007 to 2008*  
*(Center for Interdisciplinary Art & Technology)*
- Center for High Performance Computing**  
*Research Associate, 2002 – 2005 (20% FTE)*
- Academic Outreach and Continuing Education**  
*Curriculum Development Consultant, 2000-2001(20% FTE)*
- Department of Theatre**  
*Head of Design and Production, 1994 to 1998*  
*Assistant Professor in Lighting Design /Technical Direction, 1993 - 2000*
- George Mason University, Fairfax, Virginia**  
**Institute of the Arts**  
*Adjunct Instructor of Theatre, 1991 - 1993*
- Bowie State University, Bowie, Maryland**  
**Department of Humanities and Fine Arts**  
*Instructor of Technical Theatre, 1988 to 1990*
- Middlebury College, Middlebury, Vermont**  
**Department of Theatre, Dance, and Film**  
*Assistant Technical Director, 1986 - 1988*

**PROFESSIONAL EMPLOYMENT**

- Freelance Designer**  
*Lighting, Set, and Sound Design, 1986 to Present*
- Washington Shakespeare Company, Washington, DC**  
*Resident Designer, 1990 to 1996*
- The Studio Theatre, Washington, DC**  
*Technical Director, 1990 - 1991*  
*Production Staff, 1988 - 1990*
- Potomac Theatre Project, Washington, DC**  
*Lighting Designer / Technical Director, 1987 & 1988 Summer Seasons*

**PROFESSIONAL ORGANIZATIONS:**

- United Scenic Artists, Local 829 - Lighting Designer**  
**Association for Computing Machinery (ACM - SIGGRAPH)**  
**United States Institute of Technical Theatre (USITT)**

**PROGRAM DEVELOPMENT**

Upon becoming Assistant Dean for Technology, I proposed and created the new college-level interdisciplinary **Arts Technology Program** (<http://www.artstech.utah.edu/courses>), which provides computer training to assist students in integrating digital technology into the creative process. The program began in 1999 and now hosts 35+ credit and non-credit courses per year in digital imaging, 3-D modeling and animation, web design, gaming, digital video production, and digital audio. I created and still teach the core course, [Fine Arts 2000 - Computers in the Arts](#).

I founded the **Entertainment Arts and Engineering (EAE)** Program with Robert Kessler (Computer Science) in the summer of 2007. This academic track provides an undergraduate, interdisciplinary academic path for those students interested in careers in the digital entertainment field (video games, digital animation, etc.) The EAE track is a collaboration between Computer Science and Fine Arts and students will finish their degrees as either an artist with a good technical background or a computer scientist with experience in the creative aspects digital production.

Working with Continuing Education, I created and implemented two programs, **Internet Multimedia Design Certificate (IMDC)** and **Sight, Sound, and the Digital Age: A Multimedia Arts Summer Camp**. The IMDC Program focuses on creative professionals who want to apply their creative skills to internet web page design and layout. The multimedia summer camp is for students 13-18 and strongly encouraged diversity among its participants through scholarships and recruitment.

As Department of Theatre faculty member, I helped develop and taught in a pilot **Master of Fine Arts in Directing/Theatre Education** program in collaboration with Sundance Theatre Lab designed specifically for working K12 teachers. Curriculum was delivered primarily 'on-line' although there was a two summer residency component. This 3-year 50 semester-hour program was the only one of its kind in the world.

**RESEARCH**

As a PhD candidate in **Communication**, I am focusing my research on the intersection of aesthetics, criticism, and media technology in contemporary postmodern visual culture. New media and technologies are fundamentally changing the way we communicate, think, produce and distribute knowledge. I suggest that the impact of these new discourses on meaning and knowledge is at least as significant as the way the printing press transformed the Western world from being primarily an oral society to one where knowledge is constructed and preserved through writing. A detailed research profile and other information are available on my web site: <http://david.zemmels.net>

The **Center for Interdisciplinary Art & Technology** (<http://cidat.finearts.utah.edu>) exists to promote, encourage and support the integration of innovative technologies and collaboration within the various visual and performing arts as well as between the arts and the sciences, thereby reframing creative inquiry, artistic practice and pedagogy for the 21st century. As the **Technology Coordinator** for the Center, I am a primary conduit for innovation and collaboration between all participating researchers. Current research projects I support range from interactive video technologies (Isadora, Max/MSP/Jitter) to multi-site collaborations over Internet 2.

As Research Associate for the **Center for High Performance Computing**, I was involved in a number of arts-based technology research projects. Projects included the **Association of Dance and Performance Telematics (ADaPT)**, an inter-university association of artists, technologists and scholars from five educational institutions dedicated to performance and media in 'telematic' space using Internet 2, and the **Symposium on Arts and Technology - Arts of the Virtual: Poetic Inquiries in Time, Space, and Motion** on this campus in October 2004 (<http://www.artstechsymposium.utah.edu>). Guests included Marcos Novak (Transarchitecture), Krzysztof Wodiczko (video/architecture/object), and George Lewis (music, electronics).

As Department of Theatre faculty member, I successfully completed several research projects that focused on integrating digital technology into the theatrical design process. The research resulted in the class, **THEATRE 611 - 3-D Imaging for Theatre**, which emphasized 3-D computer visualization of theatrical design, and adding 3-D drafting to the existing CADD course.

**UNIVERSITY TEACHING ACTIVITIES****University of Utah, Salt Lake City, UT****FINE ARTS 2000 – Computers and the Arts**

I created this course as the core course for the Arts Technology Program as an overview of the creative processes and software applications for the arts. Students learn the basics of digital imaging/illustration, digital video, digital audio, web design, interactive design, and animation.

**FINE ARTS 3030 – Digital Arts: The Theory and Practice of New Media**

I created this newly approved course for the Arts Technology Program. This course explores “the genealogy of the computer as an expressive medium:” past, present, and future. Through the exploration of these realms, new ways of conceptualizing ourselves emerge: our bodies, the spaces we inhabit, and the potential for personal creative expression in global constructions of mediated culture and art.

**FINE ARTS 3160/THEATRE 5160 – 3D Computer Imaging**

This course was the result of creative research in 3D visualization for Theatre and focused on computer modeling, rendering, and animation. Students finish with a strong portfolio of work in digital technologies.

**THEATRE 105/1560 – Production: Lighting and Sound**

This is one of the department’s core courses required of all Theatre majors. Originally conceived as a production skills course, I broadened the curriculum to include basic design theory and understanding of role light and sound.

**THEATRE 4100/5100 – Computer Aided Design & Drafting**

This course provides practical and theoretical instruction is digital design and drafting for theatrical designers using VectorWorks.

**THEATRE 115 -- Intro. to the Visual Art of Theatre**

The class investigated the elements and principles of design, learning to apply them in the analysis of costume, scenic, sound, and lighting design with the goal of understanding the visual world of the theatre, becoming an informed and appreciative observer of the performing arts. (Liberal Education Course)

**THEATRE 118 -- Basic Stagecraft**

Overview of modern theatrical technology. The course covers the fundamentals of technical management and the tools and materials of stage carpentry, rigging, and painting. Additional experience is gained by participating in the creation of departmental stage productions through the Lab component of the course.

**THEATRE 549 -- Lighting III**

The goal is to expand the spectrum of student’s design abilities and techniques through discussion of design concepts and a realization of those concepts in portfolio quality design projects. A study of film lighting as well as guest lecturers is included in the course.

**THEATRE 607 – The Art of Light**

I originally conceived this course while at Middlebury College but expanded it for the MFA Design curriculum at the University of Utah. Focused on the aesthetic, historical, cultural and physiological aspects of light in nature and by design.

**THEATRE 611 – 3D Imaging for Theatre**

This course was the result of creative research in 3D visualization for Theatre and focused on computer modeling, rendering and animation towards visualizing scenery and lighting designs.

**THEATRE 612 -- Research & Collaboration**

The course examined individual ways of communicating ideas as a way of creating a unified production. Each artist in a collaboration is expected to be sensitive to his/her partners' vision without sacrificing their own. It is the study of this tightrope that is the focus of our investigation.

**THEATRE 680 -- Grad. Design Seminar**

This class is a forum for discussion about the art and practice of lighting design in the performing arts with an emphasis on theatre. Roundtable discussion and design projects make up the content of the course.

**George Mason University, Institute of the Arts, Fairfax, Virginia**

**Introduction to Theatre Technology I (THR 230), Introduction to Theatre Technology II (THR 231), Lighting Design (THR 334), Survey of Theatre History (THR 351)**

**Bowie State University, Department of Humanities and Fine Arts, Bowie, Maryland**

**Stage Lighting (TH331), Sound in the Theatre (TH241), Stagecraft I (TH221)**

**Middlebury College, Department of Theatre, Dance, and Film, Middlebury, Vermont****The Art of Light: Architecture to Theatre (TH98.8)**

This course considered how light can influence our perception of space and form. We looked at how light defines space, reveals form, draws focus, and creates atmosphere (or 'mood'). We studied the practical, aesthetic, and psychological aspects of light as they applied to various disciplines such as art, theatre, film, and architecture.

**CONSULTING**2001-02 **Technology Consultant: The Murdock Technology Initiative**

Conducted disciplinary-based workshops for Theatre, Music and Fine Arts faculty as part of a two-year program designed to support the use of technology as a means of enhancing learning at four independent colleges in Washington State. The Initiative was funded by the M. J. Murdock Charitable Trust, sponsored by the Provosts at the four institutions, and administered through the Independent Colleges of Washington.

**PUBLICATIONS**

Bromberg, E., Birringer, J., Miklavcic, J., Facelli, J. C., & Zemmels, D. (2002). Telemediated Art: The Utah experience with the ADaPT (Association for Dance and Performance Telematics) Collaboration. EDUCAUSE 2002 Annual Conference, Atlanta, Georgia.

Zemmels, D. (2000). Merging Fine and Performing Art with Digital Technology: An Exploration of the University of Utah's Arts Technology Certificate Program. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (pp. 1837-1838). Chesapeake, VA: AACE.

Zemmels, D. (2000). Going the Distance: Offering Design Curriculum in the University of Utah's Distance Learning MFA in Directing/Theatre Education. In J. Bourdeau & R. Heller (Eds.), Proceedings of World Conference on Educational Multimedia, Hypermedia and Telecommunications 2000 (p. 1837). Chesapeake, VA: AACE.

Zemmels, D. (1999). VectorWorks in the Performing Arts. In J. Kent (Ed), WorksManual 8.5, Improbability Press. Contributed a chapter in this user manual on the Theatrical Lighting Toolkit module of Diehl-Graphsoft's VectorWorks 8.x, a popular computer assisted drafting (CADD) software program.

**ADDITIONAL ACADEMIC ACTIVITIES**

1998-date *Project Director* - The Lighting Design History Project. This project collects and maintains an archive of the lighting design profession and the individuals involved for research purposes.

1997 *Guest Lecturer* - George Mason University, Fairfax, VA. Lectured on the art of lighting design as part of a course giving Honors students an overview of the Performing Arts. Arranged by Dr. Pat Story, Director the Honors programs.

1997 *Delegation Member* - Citizen Ambassador Program/USITT sponsored professional exchange to China for technical theatre professionals. Met with professional designers, actors, puppeteers, etc. from theatres in Beijing, Shanghai, Nanjing, and Suzhou. Studied styles of modern Chinese drama as well as traditional opera, such as the Beijing Opera, etc. Co-wrote a journal published in Nov. 1997 by People to People International.

**PERSONAL GRANTS**

- 1998 John R. Park Teachers' Fellowship - \$7500 Award  
Awarded to fund expenses and release time to pursue research out-of-state. Approved research topic is to study the designers of the Federal Theatre Project with the theory that they represent the roots of the modern design aesthetic and practice.
- 1997 Dee Council - \$4475 Grant  
Awarded for Citizen Ambassador Program/USITT sponsored professional exchange to China of technical theatre professionals.
- 1995 *Developing a Computer Based Lighting Process* - \$15,000 Grant  
Awarded by the U/U Research Instrumentation Committee for computer equipment and software for research into computer generated rendering of light. Search for outside funding is ongoing.
- 1995 University Teaching Committee - \$1,833 Grant  
Awarded by the U/U Teaching Grant Committee to develop a new course, THE 611 3-D Imaging for Theatre. Course will emphasize 3-D computer modeling and rendering of theatrical design.

**CREATIVE ACTIVITIES****SELECTED LIGHTING DESIGNS**

<u>Date</u>	<u>Production</u>	<u>Director</u>
<b><i>Pioneer Theatre Company, Salt Lake City, UT (LORT 'B')</i></b>		
1996	Born Yesterday	John Going
1994	Hayfever	John Going
<b><i>Theatre of the First Amendment, Fairfax, VA</i></b>		
1997	Crystal	Rick Davis
1996	Sweet Ike	Rick Davis
1995	John Gabriel Borkman	Rick Davis
1994	The Living	Rick Davis
1993	Cellophane Xerox	Rick Davis
	Rushmore	Rick Davis
1992	Halcyon Days	Steven Dietz
	The Einstein Project	Steven Dietz
	(nominated for Helen Hayes Award for Outstanding Lighting Design)	
	"Live Wire"	Rick Davis
<b><i>Washington Shakespeare Company, Washington, DC</i></b>		
1999	Life of Galileo	Christopher Henley
1997	5th of July	Christopher Henley
1996	Travesties	Michael Comlish
1994	Waiting for Godot	Dorothy Neuman
	Lear	Christopher Henley
1993	The Tempest	Brian Desmond
	Uncle Vanya	Christopher Henley
	Edward II	Jim Stone
1992	The Grapes of Wrath	Christopher Henley
	Macbeth	Brian Hemmingsen
	Frankenstein	Richard Mancini
	No Exit	Brian Hemmingsen
1991	Bloody Poetry	Brian Desmond
	(nominated for Helen Hayes Award for Outstanding Lighting Design)	
	Hamlet	Chris Henley
1990	Saint Joan	Richard Mancini
<b><i>The Studio Theatre, Washington, DC</i></b>		
1991	Unchanging Love	Edward Morgan
	Oil City Symphony	R. L. Rowsey
	Road	Keith Alan Baker
1990	Nobody Here But Us Chickens	Maynard Marshall
	West Memphis Mojo	Ed Smith
	All Men Are Whores	Keith Alan Baker
<b><i>GALA Hispanic Theatre, Washington, DC</i></b>		
1993	Locos De Contento	Abel Lopez
	Accelerando	Susana Tubert
1992	La Vida es Sueno	Hugo Medrano
	Entre Mujeres	Abel Lopez
	Las Casas	Hugo Medrano
1991	Burning Patience	Jorge Huertas

**ADDITIONAL LIGHTING DESIGNS (SELECTED)**

2004	Godspell	University of Utah	David Dynak
2000	Summer and Smoke	University of Utah	Jay Rapheal
1999	School for Scandal	University of Utah	Marilyn Holt
1998	A Little Night Music	University of Utah	Dawn McCaugherty
1997	The Raid	Marriott Center Theatre	Richard Scott
	Twelfth Night	Salt Lake Shakespeare	Alex Gelman
	Side by Side by Sondheim	Salt Lake Shakespeare	Alex Gelman
1996	The Less Than Human Club	University of Utah	Kenneth Washington
	The Raid	Dept. of Theatre/ Utah Bar Asso.	Marilyn Holt
	Twelfth Night	Utah State University	Kevin Doyle
1995	Taming of the Shrew	Salt Lake Shakespeare	Alex Gelman
	Comedy of Errors	Salt Lake Shakespeare	Daniel Kramer
	Threepenny Opera	University of Utah	Alex Gelman
	Three Sisters	University of Utah	Daniel Kramer
1994	The Tempest	Kellogg/ Theatre for Young People	Roger Bennington
	A Midsummer Night's Dream	University of Utah	Daniel Kramer
1993	Free Will & Wanton Lust	Woolly Mammoth Theatre Co.	Nicky Silvers

**SCENIC DESIGNS (SELECTED)**

<u>Date</u>	<u>Show</u>	<u>Company</u>	<u>Director</u>
1996	The Raid	Dept. of Theatre / Utah Bar Asso.	Marilyn Holt
1994	The Tempest	Kellogg/ Theatre for Young People	Roger Bennington
1992	Edward II	Washington Shakespeare Co.	Jim Stone
	The Grapes of Wrath	Washington Shakespeare Co.	Chris Henley
	La Vida es Sueno	Gala Teatro Hispano	Hugo Medrano
	Las Casas	Gala Teatro Hispano	Hugo Medrano
1991	Bloody Poetry	Washington Shakespeare Co.	Brian Desmond
	Nobody Here But Us Chickens	The Studio Secondstage	Maynard Marshall
1990	All Men Are Whores	The Studio Secondstage	Keith Alan Baker
	Purlie	Bowie State University	Elliott C. Moffitt
1989	A Raisin in the Sun	Bowie State University	Elliott C. Moffitt
	The Odd Couple	Bowie State University	Elliott C. Moffitt
1988	Dracula	Bowie State University	Elliott C. Moffitt

**SOUND DESIGNS (SELECTED)**

1991	Mountain Language	Potomac Theatre Project	Richard Romagnoli
	Family Life	Potomac Theatre Project	Cheryl Faraone
	spell #7	The Studio Theatre	Ron Himes
1990	Frankie and Johnny in the Claire de Lune	The Studio Theatre	J. Zinoman & M. Russotto
1989	Good	Potomac Theatre Project	James Petosa
	The Castle	Potomac Theatre Project	Richard Romagnoli
1988	Magnificence	Potomac Theatre Project	Cheryl Faraone
	A Narrow Bed	Potomac Theatre Project	Douglas Sprigg
	Aunt Dan and Lemon	Middlebury College	Cheryl Faraone
1987	No End of Blame	Potomac Theatre Project	Richard Romagnoli
	Cloud Nine	Middlebury College	Dusty Hughs

Service Activities

## SERVICE TO THE FIELD

**United States Institute of Theatre Technology**

- 2000 *Panelist, Feeding the Beast* - Computer Commission  
Panel discussion on concepts and strategies for creating and maintaining computer lab facilities for arts integration in higher education.
- 1999 *Chair, Pilbrow's Showboat: Lighting for the Road* - Lighting Commission  
Panel discussion featuring Richard Pilbrow, Dawn Chiang, and Brent Oakley about the revival of *Showboat* on Broadway, and the logistics of designing a Broadway show and touring internationally.
- Panelist, Flat Field Fixtures* - Lighting / Engineering Commissions (Joint Session)  
Panel discussion of the optics and issues of flat field lighting fixtures in theatrical design.
- 1998-99 *Vice-Commissioner, Computer Applications and Research* - Lighting Design Commission  
Programming of USITT lighting sessions and research that relates to computer applications in the design and technology of the arts. This includes developing a computerized USITT Graphic Standard, organizing Professional Development Workshops in computer technology, etc.
- Chair, Computer Integration into the Design Process* - Inter-commission for Computer Applications.  
Panel discussion on how computer tools might change the collaborative design process. Presented at the 1998 USITT National Convention in Long Beach, CA.
- 1997 *Chair, Lighting Designers in Architecture* - Lighting Design Commission.  
Panel discussion on theatrically trained lighting designers who have chosen the field of architectural lighting. Presented at the 1997 USITT National Convention in Pittsburgh, PA.
- 1996 *Chair, Computer Visualization* - Lighting Design Commission.  
Presentation of the work of Robert Shakespeare in realistic computer rendering of light.  
Presented at the 1996 USITT National Convention in Ft. Worth, TX.
- 1996-98 USITT Light Lab Committee - Lighting Commission  
-Committee is responsible for the design, implementation, and operation of the USITT Light Lab at the USITT national conventions in Ft. Worth and Long Beach. The Lab is used to demonstrate new, state-of-the-art lighting equipment and showcase talents of student and professional designers.
- 1995 *MFA Exit Portfolio Project* - Lighting Commission  
-Developed portfolio guidelines for exiting MFA students seeking professional and/or academic employment.  
-Presented at the 1995 USITT National Convention in Las Vegas, NV.

## SERVICE TO THE UNIVERSITY

- 2000-present *Chair - CFA Technology Center Renovation Committee*  
*Office of Software Licensing Oversight Committee, Cliff Macintosh, Chair*
- 1998-present *Information Technology Council, Sarah Michalak, Chair*  
*Sponsored Project Operations Committee, Lynne Chronister, Chair*  
*Chair - College of Fine Arts Technology Strategy Committee*
- 1997-98 *Department Appeals Committee*  
*Chair - Departmental Technology Strategy Committee*  
*Fine Arts Museum Renovation Committee, College of Fine Arts*
- 1994-present *Head of Design - Department of Theatre*  
*Faculty Committee on Community and Governmental Relations*
- 1993-95 *Fine Arts College Council*

## SERVICE TO THE COMMUNITY

- Design Adjudicator - American College Theatre Festival* Region VIII
- 1997 **Regional Design Competition Judge** - 1997 Regional Festival, Cedar City, UT
- 1995-96 *The House of Bernarda Alba* - Utah State University, Logan, UT  
*The Crow and the Weasel* - Brigham Young University, Provo, UT  
*The Grapes of Wrath* - Weber State University, Orem, UT  
*Free at Last* - Brigham Young University, Provo, UT

*SERVICE TO THE COMMUNITY (CONTINUED)*

- Design Adjudicator - American College Theatre Festival Region VIII  
 1994-95 *Macbeth* - Weber State University, Orem, UT  
*Montpelier Farewell* - Brigham Young University, Provo, UT  
*Playing for Time* - Brigham Young University, Provo, UT  
 1993-94 *Dancing at Lughnasa* - University of Southern Utah, Cedar City, UT  
*Tales for a Winter's Night* - Utah State University, Logan, UT  
*The Hired Man* - Brigham Young University, Provo, UT

## Utah Theatre Association

- 1999 Workshop: Computers in Theatre - Salt Lake Community College, SLC, UT  
 Workshop: Design Auditions and Portfolio - Salt Lake Community College, SLC, UT  
 1995 Workshop: *Lighting Design* - Utah Valley State College, Provo, UT  
 1994 Workshop: *The Essentials of Lighting Design* - Utah State University, Logan, UT

## Rocky Mountain Theatre Association

- 1998 Workshop: *3-D Computer Modeling for Theatre* - Brigham Young University, Provo, UT  
 Workshop: *Drafting a Winning Light Plot* - Brigham Young University, Provo, UT  
 1994 Workshop: *Drafting a Winning Light Plot* - Weber State University, Ogden, UT

**Computer & Multimedia Background*****THEATRICAL PRODUCTION WORK***

- 1998 Recruitment Video University of Utah, Department of Theatre  
*Created a video display of images from past Babcock Theatre seasons.*
- 1997 Ground Zero University of Utah Des: Abigail Kinney Dir: Helen Richardson  
*Manipulated several images to represent the aftermath of a nuclear holocaust.*
- The Physicists University of Utah Des: Victoria Goro Dir: Alex Gelman  
*Took single image and created the effect of different times of day, etc. for rear projection through a window onstage.*
- 1996 As You Like It Salt Lake Shakespeare Des: Gage Williams Dir: Alex Gelman  
 Romeo and Juliet Salt Lake Shakespeare Des: Gage Williams Dir: Alex Gelman  
*Created and manipulated images for slide presentation as the scenic background both plays. Final images shot as three slides for rear projection on a large screen with a 1:3 aspect ratio.*

***Specific Software Competency***

Apple FinalCut Pro Studio, Cinema 4D XL, Strata StudioPro, Deihl-Graphsoft VectorWorks, Adobe Creative Suite: Photoshop /Illustrator /Dreamweaver /Flash, Lightwright, Microsoft Word/ Excel/ Powerpoint, Adobe Premiere, Adobe PageMaker, and various other programs including e-mail, HTML editing, utilities, and communications software.

**Workshops - Strata, Inc., St. George, UT**

- 1996 Beta Tester - Strata StudioPro 2.0b (Release date Jan. 1997)  
 1996 Advanced Seminar in Strata StudioPro Software, a 3-D modeling, rendering, and animation program.  
 1995 Basics Seminar in Strata StudioPro Software