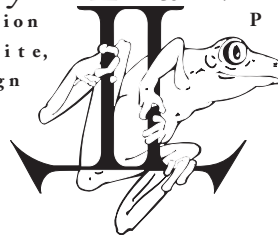


I K I T O M I D E S I G N

L a r r y L a v e n d e l
Scientific Illustration P . O . B o x 1 4 1 8
Graphics • Web Site, Aptos, CA. 95001
UI & Exhibit Design 8 3 1 • 2 5 1 • 9 6 3 4
www.ikitomi.com lavendel@ucsc.edu



SKILLS

Illustration & Graphics

Specialties

Information Graphics, especially conceptual and educational pieces. Publicly accessible illustration of scientific topics.

Illustration of various subjects particularly marine life, people, birds, reptiles, insects and botanical.

Online and print graphics production.

Media

Computer: illustration, desktop publishing, graphics, imaging, animation and interactive display design.

Line: outline, crosshatch, stipple, scratchboard and eyelash.

Continuous tone: pencil, coquille and ink wash.

Color: colored pencil, water color, acrylic and air brush.

Production and Design

Design and production of ads, documents and collateral materials for offset and digital printing: including layout, pasteup, mechanicals and comprehensive work either computer based or by hand.

Computers/Web

Specialties—Information Architecture, User Interface, workflow and look & feel. Web site design and production. Icon and window design.

Software—Photoshop, Flash, Illustrator, InDesign, Pagemaker, Painter, Dreamweaver, Acrobat, ImageReady, Framemaker, Word, PowerPoint and HASH Animation Master; experience with Quark, Premier, After Effects, Director, BBEdit, SoundEdit and Fontographer, .

Languages—HTML, Flash Action scripting, CSS and some JavaScripting.

Platforms—Macintosh & Windows.

Tasks—Research, design, prototyping, usability and production.

Documentation—Feasibility studies, technology studies, implementation plans, functional specifications, documentation and user guides.

Exhibits

Museum and outdoor display design, construction and installation.

Work with vinyl lettering and lamination. Theatre set construction, lighting design and installation.

Production of computer animation and interactive computer programs.

Interactive display concepts, design, construction and installation.

EXPERIENCE

1982 - present: Freelance illustration, animation, web site design, UI design, exhibits and graphics.

Work includes: UI design and specifications for new Sony PlayStation II Networked Operating System. Promotional Flash animations for Sonic Desktop Software, Rainmaker Systems, MediaFlex.com and Club Photo.com. Preparation of standards target graphics, UI design and implementation for Canon Research America and the ICC. Advertisements, flyers, programs and exhibits for the UCSC Seymour Discovery Center. User Interface design for blood glucose meter, TheraSense Inc.. Information architecture and web development for MediaFlex.com. Illustrations and promotional materials for the Gulf of the Farallones National Marine Sanctuary, NOAA. 3D animation and illustrations for the Monterey Bay Aquarium. Exhibit work for the Nevada State Museum.

12/04 - 2/06: Art Coordinator, CTB-McGraw Hill, Monterey.

Art direction, scheduling and tracking of illustrations for standardized tests. Development and maintenance of formal illustration standards for all projects. Illustration and design work.

10/94 - 7/05: Lecturer, University of California at Santa Cruz, Santa Cruz.

Lecturer in Computer Graphics (illustration, design, layout and production), Interactive Techniques (2D animation web site design and production) and Information Graphics for the Science Communication graduate studies program, Science Illustration track. Programs covered include: Adobe, Photoshop, Illustrator, InDesign, Acrobat, ImageReady & Pagemaker, Macromedia Dreamweaver & Flash and Corel

- Painter. Responsibilities include design, development and production of Science Notes web magazine and computer display for annual exhibit of student work at the Santa Cruz Museum of Natural History.
- 2/92 - 9/98: Senior Member of Engineering, "User Interface Guy", Canon Information Systems, Cupertino. Principal human-computer interface designer for new product research and development. In charge of CIS human-computer interface design and implementations for Canon world wide products: design of feature sets, workflow, look and feel, production of prototypes, functional specifications and icon, cursor and window bitmaps, design, direction and analysis of comprehensive and discount usability studies. Also photography, computerized illustration, page layout, and design and construction of conference exhibit elements and laboratory equipment.
- 7/90 - 2/91: Exhibit technician/Intern, Monterey Bay Aquarium, Exhibits department. Design, production and installation of exhibit elements for the new "Sharks" exhibit. Conceptual development, design, construction and installation of interactive exhibits. Scientific and interpretive illustration. Production of educational materials.
- 10/84 - 10/89: Systems Design Engineer, Ramtek Corporation, San Jose. On the research staff for new product development and design. In charge of human interface design and implementations. Design and development of 2D and 3D graphics instruction software.
- 9/79 - 10/84: Programmer analyst, NASA-AMES Research Center. Designed and implemented scientific graphic applications programs and created documentation for existing and newly created software packages.
- 7/82 - 9/82: Consultant, Xerox Corporation, Office Systems Division. Testing and development of experimental graphics editor.
- 4/78 - 8/79: Consultant, Xerox Corporation, Palo Alto Research Center. Design and execution of graphics for a computer project.
- 1/77 - 8/77: Lab Assistant/Tutor, Foothill College. In charge of the Business Computer Lab, with supervisory and tutorial duties. Tutored college students in Computer Science, Financial Accounting, Mathematics and Graphic Arts.

EDUCATION

- Graduate certificate: Natural Science Illustration, University of California Santa Cruz, June 1990.
- B.S. degree: Mathematics/Computer Science, Santa Clara University, June 1984.
- B.S. degree: Business Administration (Finance/Marketing), University of California Berkeley, June 1979.
- Training in Graphic arts: Foothill College, Los Altos Hills, 1974-1977, credits in excess of AA degree requirements.

PUBLICATIONS & PATENTS

- Guild of Natural Science Illustrators Handbook of Scientific Illustration, 2nd edition; chapter on Basic Computer Graphic Techniques; John Wiley & Sons; June 2003; ISBN 0-471-36011-2.
- "The Story of a Color Advisor"; with Tim Kohler; IS&T/SID Sixth Color Imaging Conference: Color Science, Systems and Applications; November 1998.
- "Gutenberg's Web Site: the Challenge of Web Printing"; with Tim Kohler; SPIE conference on Color Imaging: Device Independent Color, Color Hard Copy, and Graphic Arts II; February 1997.
- "The Other Side of Color Management"; SPIE conference on Color Imaging: Device Independent Color, Color Hard Copy, and Graphic Arts II; January 1996.
- "Color Use and Abuse"; IS&T conference in Advances in Non-Impact Printing Technologies; October 1995.
- U.S. PATENT NO. 5,615,320; "Computer-Aided Color Selection and Colorizing System Using Objective-Based Coloring Criteria", March 25, 1997
- U.S. PATENT NO. 6,301,586; "System for Managing Multimedia Objects"; October 9, 2001
- U.S. PATENT NO. 6,587,129 B1; "User Interface for Image Acquisition"; July 1, 2003
One Additional PATENT PENDING under "User Interface for Image Acquisition"
- U.S. PATENT NO. 6,784,925; "System to Manage Digital Camera Images"; August 31, 2004

ARTWORK EXHIBITED

New York State Museum. 1998

Elkhorn Slough Visitor Center, 1994

GNSI National Conference, 1991, 1992 & 1993

Pacific Grove Museum of Natural History, 1991

XEROX, PARC, 1990

Santa Cruz Museum of Natural History, 1990

Monterey Bay Aquarium, permanent display *Outer Bay* Exhibit

Smithsonian Museum of American History. permanent display *Information Age* Exhibit

OTHER ACTIVITIES

Member of the Guild of Natural Science Illustrators.

Docent at Seymour Discovery Center at the Long Marine lab, UC Santa Cruz.

UCSC research diver.

Interpretive and exhibits maintenance diver at Monterey Bay Aquarium.