

ADRIANA COPETE

I aim to inspire and challenge students to venture beyond their artistic comfort zones, exploring innovative ways to combine traditional art forms with emerging technologies. My diverse experience is a key factor when it comes to mentoring students for interdisciplinary projects; exploring references from fine art, film, animation, documentary, video installation and live performances.

Education

University of San Diego, Professional and Continuing Education.

CTE Art and Entertainment credential. 2017- 2020

California Institute of the Arts

Master of Fine Arts (MFA), Experimental Animation, 2013 - 2016

Pontificia Universidad Javeriana

Bachelor of Arts (BA), Audiovisual Production, 2006 - 2011

Pontificia Universidad Javeriana

Diploma, Experimental Animation, 2010

Artistic Professional Experience

Devoti Tutti (01:04:53) 2023

Lead Animator & Art Director

Rehabitando (04:43) 2020

VR Animation Director
360 animation, 200 years of the Javeriana University

123 X MI (02:54) 2020

Animation Director
RTVC, Con la lavadora de fondo. Short film Episode

Aqui te espero... (01:14) 2020

Guest director
RECLAB Collective VR ensemble.

Voragine 31 (02:54) 2020

Guest director
Asifa Colombia, Exquisite corpse short film.

Bronze , Brass, Jazz (04:45) 2017

VR Director

360 Animation for the Los Angeles Asian Pacific Film festival

Nenufares (06:22) 2016

Animation Director

Stop Motion short film

Drowning thoughts (2016)

Director

Underwater video installation.

Hourglass (03:25) 2016

VR and Performance director

Dome Video performance

Rite of spring, Youth philharmonic of colombia US tour 2015

Animator

Animated scenic visual performance

Busking Tales (07:25) 2014

Animation Director

Mix media short film

Wind up memories (12:03) 2012

Animation Director

Charcoal animation short film

Talent Acquisition Intern at Nickelodeon Animation Studio

June 2014 - August 2014

Production Assistant - Jala Films

September 2011 - April 2012

Teaching Experience

Animation Workshop Instructor - Advanced center for media studies.

Johns Hopkins University

Mar 2023

(STEAM) Art & Technology Curriculum development. EPA Center arts.

Aug 2020 - Dec 2020

Adjunct Professor - Fine Arts Faculty. Javeriana University

Aug 2020 - Dec 2020

Saul Zaentz Innovation Fund Fellows Mentor. Johns Hopkins University

Feb 2020 - May 2020

Animation Teacher- Resident artist. EpaCenter arts. East Palo Alto

April 2019 - march 2020

Animation Teacher. The primary school. East Palo Alto.

May 2019 - June 2019

Animation Teacher. Freestyle Academy. Mountain View Los Altos UHSD

September 2017 - May 2019

Lead Fellow Teacher. Animation Program at the California *Institute of the Arts*

September 2016 - August 2017

Stop motion Workshop Instructor, Fine Arts Faculty. Javeriana University

Aug 2016

T.A. Film & Animation at CAP AIA group in LAUSD Patrick Henry middle school and Van Nuys high school

Sept 2015- May 2016

T.A. High School Animation program, SOHDA & Inner city arts, CALARTS LA area. CA

Oct 2013 – May 2016

T.A. Animation at CSSSA California state summer school for the arts. Valencia. CA

Jul- Aug 2015 Jul- Aug 2016

T.A. middle school Animation program CAP Pacoima and SFG Sony media arts program . Pacoima, CA

Oct 2013- Jun 2015

ADOBE YOUTH VOICES. Bogota, Colombia

Apr 2013 - Aug 2013

Exhibits

2016 | Rounder Than You Think, Inmersion Group, (May 7) Vortex Dome LA,CA,USA

2015 | Drowning thoughts Solo Exhibit, C113 Calarts (March 11-14), CA,USA

2013 | Moebius Collective Exhibit, contemporary Colombian animation, Rojo Gallery (Aug25 - Sep 30), Colombia

2013 | La independiente Collective Exhibit, Independent Colombian animation, Santafe Gallery (Apr 27-28)Colombia.

2012 | Machines to lose time and other frames Collective Exhibit, contemporary Colombian animation, Santafe Gallery (Oct 26 - Nov 30) Bogotá, Colombia.

2011 | Artis 2011 - Windup Memories - Solo Exhibit Skandia Gallery (Jul 21 – Sep 28) Bogotá, Colombia.

2009 | Drawings in movement Collective Exhibit, EIEje Gallery and cultural center, Bogotá, Colombia.

Grants & Nominations

2023 | Festival de nuevas Narrativas de No Ficción.– Aqui te espero.. NOMINATION Rosario, Argentina

2021 | 9th Panoram du cinema colombien Paris , VR .– Aqui te espero..- Paris- France

2021 | Samedis de la VR. Cinematic VR. Forum des Images.– Aqui te espero..- NOMINATION Paris- France

2021 | Cine Toro International film festival – Aqui te espero..- NOMINATIONToro - Colombia

2021 | VR Fest MX– Aqui te espero..- NOMINATION Ciudad de México - México

2021 | Athena's Digital art festival – Aqui te espero..- NOMINATION Athenes - Grece

2020 | AnimaFest Zagreb VR animation – Aqui te espero..- NOMINATION Zagreb - Croatia

2020 | Bogoshorts film festival VR – Aqui te espero..- NOMINATION Bogota, Colombia.

2016 | Cartagena International film festival – Windup Memories- NOMINATION Cartagena, Colombia.

2015 | Idartes 2015 Animation short film development GRANT – Drowning thoughts

2015 | Slamdance – Busking Tales- NOMINATION Park City , UT, USA.

2015 | Florida international film festival – Busking Tales- NOMINATION Orlando , FL, USA.

2015 | Mauvais genre International Film Festival – Busking Tales- NOMINATION Tours , France.

2012 | Idartes 2012 Animation short film development GRANT – Busking Tales

2012 | Otto de Greiff National thesis award , arts category - Windup Memories- NOMINATION

2012 | Message to man Film Festival - Windup Memories- NOMINATION Saint Petersburg , Russia.

2012 | Alter-Native Film Festival - Windup Memories - NOMINATION, Rumania.

2010 | Film Development Fund Cultural Ministry of Colombia, animation dev GRANT - Windup Memories

Languages

English & Spanish

Skills & Expertise

- CCSS & VAPA standards, classroom management, conflict management, lesson plan , syllabus & curriculum writing.
- Traditional Animation, 2d Computer Animation & stop motion Production, Motion graphics, Compositing, Graphic design
- Composition, perspective and anatomy drawing, dry and wet techniques.
- After Effects, Photoshop, Illustrator, Dragon Frame, Premier, Final Cut, Maya.
- Project Management, Project Planning, Scheduling, Budgeting, Digital Asset Management.