

# Curriculum Vitae

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Kevin Kreneck  
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Richland College  
12800 Abrams Road  
Dallas, TX 75243

## Education

The University Of Texas at Austin  
BFA in Fine Art

Syracuse University  
MA in Illustration/Design

## Teaching Experience

Collin County Community College August 2015 –December 2015  
Adjunct Instructor / Graphic Design

Wade College October 2015 – January 2015  
Adjunct Instructor/ Graphic Design

Richland College November 2011 – December 2015  
Adjunct Instructor/ Continuing Education / Graphic Design

The Art Institute in Dallas January 1997 – January 2015  
Instructor / Graphic Design

## Exhibitions, Presentations, Publications and Papers

Invited to speak at the Free Speech Under Fire symposium at Texas Woman's University. 2006, 09: Work submitted by OpArt Syndicate for Pulitzer Competition. 2015

Work shown in retrospective of artwork done over the Past ten years for The Texas Observer. Opening was in Austin, TX. 2005

Established website to showcase my work and that of my students. Go to <http://kevinkreneck.com/index.html> 2001

One of 125 illustrators chosen for the Graphis "Counting Sheep" book. 1995

Work published in Spectrum's "Best Of The Year" annual for Fantastic Art. 1994, 95, 96, 97

Received award of excellence for illustration from the Dallas Press Club. 1993. 96

One of 120 U.S. artists chosen to exhibit work in 1992

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“The Artist And The Baseball Card.” Show toured the country.

Received award of excellence for illustration from the Society of Newspaper Design’s annual show. 1988, 91

Helped judge the North Carolina Press Women’s contest for newspaper graphics. 1990

Work featured in the Society of Newspaper’s “Design” magazine. 1988

Illustration exhibited in Society of Illustrator’s “Humor” show. 1988, 89

Received first and third place awards from Virginia Press Association. 1987, 88

Artwork acquired by Ohio State University for its collection of cartoon art. 1988

## Relevant Work Experience

### I have taught the following classes from 1997 – 2015

**Digital Illustration:** The class uses Adobe Illustrator to create vector based logos for the first half of the quarter and an information graphic for print media in the second. All the basic info graphic design elements are then used to produce a website facsimile in Adobe Acrobat.

**Graphic Illustration:** Students create illustrations using a variety of mediums. Assignments are project based. Students read assigned articles form ideas based on the article’s theme, then use those ideas as the basis for illustrations. All assignments are ultimately taken into a computer based format complete with type.

**Type Hierarchy:** Students learn the rudiments of type and visual hierarchy within vector based computer formats. Adobe Illustrator is used for the first poster assignments. InDesign is then used to produce menus, brochures and a website facsimile using Indesign’s interactive tools.

**Conceptual Imagery:** This portfolio prep class allows students to produce a wide variety of finished work utilizing Adobe Illustrator, Photoshop, and InDesign. It also gives final polish to their skills in all three programs.

**Digital Color:** Students learn how to use color and color schemes to logically organize elements in a composition. This Bachelor’s level

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course is more comprehensive and centered around computer – driven, project based assignments. Students produce two large vector graphics using Adobe Illustrator. They then analyze what they've done in terms of color schemes, Itten's color contrasts and color psychology.

**Fundamentals of Drawing:** Students learn to render environments in terms of one, two and three point perspective. They then graduate to rendering objects in tints, tones and shades using a variety of black and white mediums.

**Life Drawing:** Students begin with renditions of the skeleton, then graduate to live human models. All drawings are rendered in black and white. There is some experimentation with mediums. While the medium of choice is pencil, charcoal and pen and ink are also used.

**Digital Layout:** Students produce a complete magazine including: cover, table of contents, three feature sections, department pages and a website facsimile using InDesign. They also produce a newsletter and brochure.

**Story Boarding:** Students learn to produce hand drawn sequential frames to be used in storyboards for advertising and movies. Students are introduced to basic lighting and camera use. All final storyboards are completed in Adobe Photoshop and InDesign.

**Digital Imaging:** Students are drilled on the fundamentals of Adobe Photoshop. Layer masking, channel masking, color application, selections etc are covered in depth. These functions of Photoshop are then applied to a wide range of projects including single page ads and drop-in illustrations

**Characterization for Animation:** Students begin forming ideas for stories and character model sheets they'll eventually re-create in programs such as Maya and 3D Max. Students are encouraged to colorize work in a variety of mediums. Photoshop is generally the medium of choice.

**Design Layout:** Students produce hand drawn thumbnails, rough comps and final comps in preparation for ads, two page magazine spreads, and brochures. Students take their favorite project into a final digital comp.

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**Fundamentals of Design:** This introductory class explores the elements and principles of Design and uses them as problem solving tools for a wide variety of Freshman class projects.

**Experimental Type:** Using a combination of programs, Typetool and Illustrator, students create their own typefaces for a variety of projects ranging from labels to logos to promotional posters.

**Designer/Graphic Artist** 1985 --  
2015 Chicago Tribune OpArt Syndicate

**Designer/Graphic Artist** 2000 --  
2015 The Washington Spectator

**Designer/Graphic Artist** 2000 .  
-2015 The Progressive Populist

**Designer/Graphic Artist** 1986 --  
1991 The Roanoke Times and World News

**Designer/Graphic Artist** 1984 --  
1986 The Dallas Times Herald

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