


Ursula Murray Husted
uhusted@gmail.com
apocalypticangerine.com
ursulamurrayhusted.com



Education

University of Minnesota-Twin Cities

PhD, Design

Thesis Title: A Funny Thing Happened on the Way to the Forum: The Life and Death of Internet Memes

2007- Anticipated Completion May 2012

Minneapolis College of Art and Design

MFA, Comic Art

Written Thesis Title: The Graphic Novel as Literature

Studio Thesis project: Looking Up (graphic novel)

2005 – 2007

Kansas City Art Institute

Post-Baccalaureate Course Work in Fine Arts

2004

Marshall University

BFA, Graphic Design/East Asian Studies

Capstone Project: Making Rain (graphic novella)

2000 – 2004

関西外国語大学 (Kansai Gaidai- Kansai Foreign University, Osaka Japan)

Certificate, East Asian Studies

Activities and Societies: Sumi-e (traditional ink painting), Language, History, Culture studies

2001 – 2002

Research Interests

Memetics and Meme Behavior

Internet Subculture

Cultural Production and Innovation in the Digital Environment

Digital Ethnography/Ethnology

Creative Production in Comics/Sequential Art

Comics/Sequential Art in Information Design

Technical Skills

Analog

- Comics and Sequential Art
- Character Design
- Traditional Animation Design
- Book Binding and Construction
- Painting and Drawing
- Illustration
- Color Theory
- 2-d Design
- 3-d Construction (soft sculpture, fibers)
- Print Making (relief, screen, etching)

Digital

- Adobe Creative Suite
- Editing and layout
- Flash
- Animation
- XHTML/CSS
- Web 2.0
- Moodle
- Blackboard
- Web Vista
- Mac os8-osX+
- Microsoft Windows 95-Vista
- Microsoft Office
- Micro and Macro Publishing
- Photography

Professional Teaching Experience

Graduate Lecturer in Design

University of Minnesota

Teaching undergraduate studio classes

August 2007 – 2012

2311- **Drawing and Illustration.** Three credit class. Focus on drawing and illustration skills with a strong emphasis on media skills, studio practice, and portfolio building.

Taught twice: Spring 2012, Fall 2011

1311- **Introductory Drawing and Techniques.** Four credit class. Intensive course on introductory drawing and arts/design methodology.

Taught twice: Spring 2011, Fall 2008

2334- **Computer Applications.** Three credit class. Applications for print and web taught with a focus on developing design methodology, typography, and color use.

(applications: Photoshop, Illustrator, InDesign, Flash, Dreamweaver)

Taught five times: Fall 2010, Fall 2009, Spring 2009, Spring 2008, Fall 2007

4334- **Computer Applications 2.** Three credit class. Advanced applications for interactive and web based applications with a focus on interactivity and programming for the web.

(applications: Flash, Dreamweaver, XHTML, CSS, Actionscript, Javascript)

Taught once: Spring 2010

Adjunct Faculty

Minneapolis College of Art and Design (MCAD)

Developing and teaching online courses in the Comics degree program.

2007-2010

Comic Storytelling: The Short Story. Three credit class developed and taught completely online as part of MCAD Comics degree program. Content covers adapting existing material to a graphic storytelling format with a focus on the literary short story.

Taught three times: Summers 2010, 2009, 2008

Webcomics. One credit class developed and taught completely online. Content covers web design for comics, episodic story telling, format overviews, and character/plot creation.
Taught once: Fall 2007

Adjunct Faculty

Developing and teaching in the associate Game Design program
Brown College
Spring 2009

Art 350 **Humanities and the Arts (Art History).** Three-credit class developed and taught as part of the game design associate degree program. Pre-History to Early Renaissance with an intensive focus on cultural context and production. Students studied art history with the final goal of producing a co-operative interactive art history video game.

Taught once: Spring 2009

Instructor/Teaching Assistant

Summer Expressions Series at MCAD
Pre-college summer program for high school students
Summers 2006-2008

Lead **Drawing** instructor, Summer Expressions Series. Summer 2008

Head teaching assistant in the **Comics** program, Summer Expressions Series. Summer 2007, 2006

Designer and LEGO® Robotics Outreach Instructor

Nick J. Rahall II, Appalachian Transportation Institute
August 2000 — May 2003

Worked as an outreach Instructor in LEGO® Robotics, travelling to rural underserved elementary and middle schools in Appalachia to increase interest in math and science enrichment programs. Was also responsible for graphic design, logo design, webpage design, and programming for the Rahall Institute.

Guest Lectures/Teaching

Luther College: Art Department

The Entire History of American Comics (in less than half an hour) and presentation of personal work.

Guest instructor in life drawing

Fall 2011

MCAD: Sophomore Professional Practice Seminar.

Professional practice in comic art.

2011, 2010, 2009, 2008

Saint John's University: Freshman English Seminar

The Graphic Novel as Literature

Fall 2009

MCAD: Introductory Comic Story-Telling

Guest studio instructor focusing on the creation of narrative intensive short works with DaDa story seeding.

Fall 2008

Publications

Solo Graphic Novels and Major Projects

- **Vincent in Arles** (serialized graphic novel) 2011-ongoing
- **Lions of Valletta** (graphic novel) 2011- ongoing
- **Girls Making Comics: A Midsummer Night's Dream** (Kickstarter and Buckman Foundation funded graphic novel project) 2011
- **Drawing on Yourself** (graphic novella) 2010
- **Looking Up** (graphic novel) 2008
- **Making Rain** (graphic novella) 2004

Collaborative books and projects

- **Citypages** comic issue 2011, 2007
- **Lutefisk Sushi D**, Gallery show and Mini Comics Box Set, International Comics Conspiracy. 2010

- **Lutefisk Sushi C**, Gallery show and Mini Comics Box Set, International Comics Conspiracy. 2009
- **Big Funny- A Tribute to Newspaper Comics**, Gallery show and Anthology International Comics Conspiracy. 2008
- **MCAD Graduate Print Portfolio** (Wood block print) 2007
- **MCAD Graduate Print Portfolio** (Screen Print/Mini Comic) 2006

Selected Gallery Exhibitions

Selected pages from The Lions of Valletta. The Women of Mix- Selected women comic artists from the Minneapolis Indie Expo. MCAD Gallery, Fall 2011.

Coal Country Sketchbook Drawn lines, an exhibition of faculty sketchbooks. MCAD Library, Spring 2009.

Dis'Armament (Pascal) 15ft tall dove puppet with embedded webcam streaming photographs to the internet from protests at the Republican National Convention in Saint Paul, MN. Position and Imposition: MCAD Faculty Responds to Politics. MCAD Gallery, Fall 2008.

Still Lives Three El Día de los Muertos illustrations. MCAD Faculty Show: Rotten Sun: On the Grotesque in Art and Design, MCAD Gallery, Fall 2007.

So you say. Mixed media work. The Most Curatorial Biennial of the Universe. Apexart, New York City, NY, Spring 2007.

Academic Service/Presentations

Mechademia: An Annual Forum for Anime, Manga and the Fan Arts

Annual Journal published by the University of Minnesota Press.

Images editor/assistant to Editor in Chief Frenchy Lunning

2006-ongoing

Panel chair and organizer for **Crowd Sourced Funding** panel at Minneapolis Indie Expo, 2011.

Presented **A Funny Thing Happened on the Way to the Forum: The Life and Death of Internet Memes** and participated in a panel discussion: Ethnography and Ethnographic Methods: Locations, Dislocations, and the Construction of Meanings across Time and Space at Midwest Popular Culture Association/American Culture Association Conference, 2011

Presented **Invisible Cat/Invisible Bike: Exploring Social Authorship through Shared Imagery** and participated in a panel discussion: The Praxis of Web 2.0 at Midwest Popular Culture Association/American Culture Association Conference, 2008

Honors/Awards

Buckman Fellowship For Leadership in Philanthropy

2010-2011 Fellow

Project: **Girls Making Comics- A Midsummer Night's Dream**

Attended fellowship workshops on developing organization and fundraising. Orchestrated a graphic novel drawing workshop for teenage girls. 162% of the necessary funds to publish and print the final book were raised using the crowdfunding webpage Kickstarter.com resulting in a total of \$7,292 raised. Graphic novel debuted at Minneapolis Indie Expo, 2011.

Graduate Teaching Fellowship

Studio Design Classes in Technology, Drawing, and Illustration

University of Minnesota, Minneapolis/Saint Paul, MN

2007-2012

Graduate Research/Grading Fellowship

Assistance in teaching technology and grading term papers

University of Minnesota, Minneapolis/Saint Paul, MN

2008-2009

Graduate Assistant to Online Learning

Minneapolis College of Art and Design

August 2005 — August 2007

Trustee's Scholarship

MCAD, Minneapolis, MN

2005-2007

Art Department Merit Scholarship

Marshall University, Huntington, WV
2004

President's List

Marshall University, Huntington, WV
2004

Governmental Merit Scholarship for Study Abroad Students

National Ministry of Education, Osaka Prefecture, Japan
2002

Merit Based Faculty Dependant Scholarship

Marshall University, Huntington, WV
2001-2004

Dean's List

Marshall University, Huntington, WV
2000-2004

Professional Presence at Conventions

Curated, Exhibited, Paneled Minneapolis Indie Expo 2011 Minneapolis
Exhibited RainTaxi Festival of Books 2011 Minneapolis
Exhibited Stumptown 2011 Portland, OR
Exhibited Minneapolis Indie Expo 2010 Minneapolis
Exhibited MoCCA 2010, NYC, NY
Exhibited Alternative Press Expo 2009, San Francisco, CA
Exhibited SpringCon- 2006-2011 Minneapolis
Exhibited FallCon- 2005-2010 Minneapolis
Exhibited San Diego Comic Convention 2003 San Diego, CA

Collections/Commissions

Minneapolis Institute of Art
Target Corporation
Private Collections- Minneapolis

Private Collection- San Jose

Private Collections- New York City