UNIVERSITÉ LAVAL

Faculté d'aménagement,
d'architecture, d'art et de design
École de design

2 PROFESSOR POSITIONS IN ART AND SCIENCE OF ANIMATION

POST NO (1): 22208 and POST NO (2): 22219

The School of Design is opening two professor positions for its programs in Art and Science of Animation (CASA/BASA).

ART AND SCIENCE OF ANIMATION PROGRAMS

The Art and Science of Animation programs at the School of Design at Université Laval offer solid training in 2D and 3D animation. Based on the project management model used in animation studios, these programs allow students to experiment and design ambitious creative productions in various current and contemporary fields of animation. With constant technological monitoring, these programs integrate the latest advancements into their pedagogical renewal, ensuring training that is always at the forefront of societal and technological innovations.

SCHOOL OF DESIGN

These programs are linked to the School of Design, which also offers undergraduate and graduate programs in Graphic Design, Interaction Design, Product Design, and Design. It shares many advanced workshops and labs with the School of Art. The School of Design is located in the heart of the Saint-Roch district in Quebec City and offers an inspiring work environment, promoting interactions with technological, artistic, and cultural networks and partners. Among these partners are animation studios, visual effects studios, video production companies, event production companies, video game companies, as well as artist-run centers, galleries, workshops, and theaters.

JOB DESCRIPTION

- Teaching at the undergraduate, graduate, and doctoral levels;
- Supervision of undergraduate, graduate, and doctoral students;
- Research and/or research-creation, publications, experiments, participation in conferences;
- Participation in the development and management of programs;
- Participation in the academic and administrative life of the School of Design;
- External participation, including academic activities marking the social engagement of the professor.

REQUIREMENTS

A relevant Ph.D., or one in progress, in the field of 2D or 3D animation supported by recognized work experience in the animation industry. Failing that, a master's degree accompanied by at least 8 years of sustained animation practice, recognized by peers and with international outreach, will be considered by the selection committee. The ideal candidate must demonstrate an excellent research record on societal and technological issues of animated imagery. This record should also attest to university teaching experience. Research, creative, or research-creation works recognized by peers will support their expertise. The candidate must illustrate exemplary practice, particularly through the receipt of prestigious awards and distinctions in their field, publications, or productions as an author, and participation in conferences as a speaker. Lastly, they should demonstrate that their vision aligns with the program's orientations and values.

SPECIFICALLY, THE CANDIDATE MUST DEMONSTRATE:

- A strong interest in societal and technological issues of animation;
- Experience in university teaching (both practical and theoretical);
- Recognized professional experience in the field of animation;
- The ability to conduct research, creation, and/or research-creation;
- Proficiency in written and spoken French (the university offers candidates who cannot fully meet this requirement the opportunity to take training to improve their knowledge of French).

THE APPLICATION MUST INCLUDE:

- A curriculum vitae;
- A letter of intent demonstrating how the candidate meets the position's requirements, outlining their vision and how they intend to contribute to the program's development and research;
- Three signed letters of recommendation addressed to the director of the School of Design;
- A dossier outlining professional and personal achievements, research, and/or a creative portfolio. Course syllabi and teaching evaluations are also encouraged.

The complete dossier in digital format must be sent to Claudia Déméné, Director of the School of Design, at the following address: direction@design.ulaval.ca

APPLICATION DEADLINE:
The review of applications will begin on December 15, 2024, and will continue until the positions are filled.
START DATE: APRIL 2025.

ENGAGEMENT AND WORK CONDITIONS
Full-time regular position.

According to the current collective agreement at Université Laval.

Université Laval applies an equal access employment program for professors (PAEPP), specifying the groups targeted by the program. Valuing diversity, Université Laval invites all qualified individuals to apply, especially women, visible and ethnic minorities, Indigenous people, and people with disabilities. However, priority will be given to individuals with Canadian citizenship or permanent resident status.