

Corinne Takara  
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#### GAME DESIGN

10/96-2/97 **Purple Moon** and **Convivial Design**, San Francisco, CA. Game design for Secret Paths, CD ROM game.

#### ICON DESIGN

5/98 **Niku Corporation**, Redwood City, CA. Icon, interface design and poster illustration.  
6/97-12/97 **Sony**, San Francisco, CA. Icon creation for digital remote TV channel selections.  
9/96 **Web TV**, Palo Alto, CA. Icon design for Japanese version of WebTV interface.  
1/96-3/96 **General Magic**, Mountain View, CA. Icons and illustration for Japanese Magic Cap.  
5/96-7/96 **Netscape**, Mountain View, CA. Illustration and icon design for Netscape Navigator CD.  
10/95-3/96 **Silicon Graphics**, Mountain View, CA. Screen design, illustration, icon design and simple animation for NEC's Japanese interactive TV pilot project, Zoetrope.  
7/95-3/98 **PF Magic**, San Francisco, CA. Icons, hand cursors and flash screen for the software, Dogz and Catz.  
12/93-1/94 **Apple Computer**, Cupertino, CA. Icon design for the online service, eWorld.  
10/93-11/93 **Vivid Publishing, Inc.**, San Francisco, CA. Icon design for a redesign of The Well online service.  
8/90-3/91 **Tolfa Corporation**, Palo Alto, CA. With a team of four created the 1,800 static and 300 animated icons for the pictorial software, Lingraphica, a communication assistant for Aphasics. Funded by Apple Computer and The Stanford V.A. Hospital.

#### ANIMATION

10/96-2/97 **Purple Moon** and **Convivial**, San Francisco, CA. Animation for Secret Paths games.  
8/96-1/98 **Tenth Planet**, Half Moon Bay, CA. Animation of Maori arriving in New Zealand, (woodblock style). Animation of a marching band and marching instruments, (airbrush style). Claymation of rabbit, monkey and waiter. Part of math and literacy curriculums.

#### ILLUSTRATION

5/97- 10-98 **Silicon Gaming**, Palo Alto, CA. Magician face cards for a digital deck of cards and a series illustrations of 1960's style game show prizes. Part of computer gambling software.  
11/95 -4/96 **West Office Exhibition Design**, San Francisco, CA. Seventy illustrations for exhibit panels at The Great Lake Science Museum, Cleveland, Ohio.  
1/94 **Silicon Graphics**, Mountain View, CA. CD cover for Hot Mix 7 and cover of pricing book.  
12/93-11/94 **Wild Planet Toys**, San Francisco, CA. Illustrations for packaging, product studies and playing cards.  
9/94-9/95 **Fractal Design Corporation**, Aptos, CA. Illustrations for packaging of Painter products.  
7/94 **Colossal Pictures**, San Francisco, CA. Icons and screen elements for Q-online Shopping Network.  
11/93 **Meta Design West**, San Francisco, CA. Animated demonstrations of drawing in perspective. Pieces created for an interactive CD titled VizAbility.

#### AWARDS

12/08 **Artist-In-Residence**. The de Young Museum, San Francisco, CA.  
7/98 **Design Excellence in Entertainment**. Project: Dogz II by P.F.Magic (contribution of animated cursors and icons ). *Communication Arts, Interactive Design Annual 4, 1998*.  
7/96 **Design Excellence in Information Design**. Project: VizAbility by Meta Design West (contributions of illustration and animation). *Communication Arts, Interactive Design Annual 1, 1995*.  
11/93 **First place in Fine Art 2-D competition**, *Computer Pictures*, 1993.

8/93                   **Recognition for Design Excellence in symbol design**, *Print Regional Design Annual*,  
1993.  
6/93                   **Helen Bing Artist in Residence Grant**, Stanford Alumni Association, 1993.  
6/90                   **The Guilla Webster MacFarland Award in Design**, Stanford University, 1990.

#### EDUCATION

6/90                   **Stanford University**, Stanford, CA. Bachelor of Arts in Design.

#### SKILLS

Illustration, icon design, cursor design, packaging design, logo design and storyboarding.

#### SOFTWARE

Photoshop, Illustrator, Premier Element, Gif animation

#### PUBLISHED WORKS

**Communication Arts Interactive Design Annual 1** and **Communication Arts Interactive Design Annual 4**. Animation work for Vizability, a Meta Design product, and icon and cursor design for Dogz, a PF Magic product.

**PRINT Magazine Regional Design Annual**, 1993. Logo design.

**Step-by-Step Electronic Design**, March 1996. *Texturizing a Pond*. pgs. 4-7. Illustrations for an article on creating textures using Photoshop and Painter.

**Stanford Magazine**. Spot illustrations.

**MacUser**, July, 1992. Illustrations for step-by-step article on the software program, Painter.

**Computer Currents**, April 20, 1993, pg. 20. *Bay Area Artist Strut Their Stuff*.

**Computer Pictures**, 1993. pgs. 2 and 17. *The Winners of Computer Pictures' First Annual Art & Design Contest*.

**OnLine Design**, October, 1993, pg. 51. *Pixels & Paint*.

**I/O Magazine** (a Japanese Design Magazine), 9/93. Pg. 148.

**The Guardian**, 8/5/92. Spot illustrations.

**The Book of Summer**, by The Heyeck Press, Woodside, California. 1995.

**Nanaue The Shark Man and Other Hawaiian Shark Stories**, Kalamaku Press, Honolulu, 1994. Cover illustration.

**Careers in Multimedia**, Ziff Davis Press.

**The Color PC Production Techniques**, Marc Miller and Randy Zaucha, Hayden Books.

**Photoshop FX**, Cathy Abes, Ventana Press.

**The Ultimate Guide to Painter**, Adele and Seth Droblas, Sybex Publications.