

# Bruce Wands

## Office:

Chair, MFA Computer Art Department  
Founder, BFA Computer Art Department  
Director of Computer Education  
School of Visual Arts  
209 East 23 Street  
New York, NY 10010

Tel: (01)-212-592-2530  
Fax: (01)-212-592-2509  
Email: bwands@sva.edu  
brucewands@gmail.com

## Websites:

[www.mfaca.sva.edu](http://www.mfaca.sva.edu)  
[www.brucewands.com](http://www.brucewands.com)  
[www.nydigitalsalon.org](http://www.nydigitalsalon.org)  
[www.thamesandhudson.com](http://www.thamesandhudson.com)  
[www.wiley.com](http://www.wiley.com)

## Biography

**Bruce Wands** has been working in digital media and music for more than thirty-eight years as an artist, musician, writer, educator and curator. His book, *Art of the Digital Age*, was published by Thames & Hudson in 2006. He has lectured, performed, and exhibited his creative work internationally, including Europe, Japan, Korea, Malaysia, Hong Kong, Guangzhou, Xian and Beijing, China. Recent lectures and exhibitions include the American Algorists: Linear Sublime, New York, NY, 1<sup>st</sup> International Conference on Animation Education, Beijing, China, Art in the Digital Era Conference and Exhibition, Guangzhou, China, Decoding the Digital Conference, Victoria and Albert Museum, London, Computer Art & Technocultures Symposium, British Computer Society, 4<sup>th</sup> International Conference on the Arts in Society, Electronics Alive V, CHArt 2006, SIGGRAPH 2006, BUDI 2005 in Pusan, Korea, the ACM Creativity & Cognition Conference and Exhibition, "Thoughts on Hesse, Digital Art and Visual Music" at SIGGRAPH 2004, the First Beijing International New Media Arts Exhibition, and the SIGGRAPH 2003 Art Gallery and Traveling Art Show. *Time Out New York* named Bruce as one of the "99 People to Watch in 1999". His digital art, music, photography, and writing explore the relationship between visual art, mathematics and music and the invention of new forms of narrative. Bruce was the first musician to give a live performance over ISDN lines on the Internet in 1992, and performs regularly in the New York area. He is the Chair of the MFA Computer Art Department, Founder of the BFA Computer Art Department and the Director of Computer Education at the School of Visual Arts in New York. He has taught digital art for thirty years in the graduate, undergraduate, and continuing education programs. Graduates of the MFA Computer Art department have won eight Student Academy Awards. *U.S. News and World Report* ranked his department 5<sup>th</sup> in the United States in Multimedia/Visual Communications in 2007. *ImagineFX* in the UK named SVA as "One of the Top Ten Digital Arts Schools in the World." His department's web site, [www.mfaca.sva.edu](http://www.mfaca.sva.edu), was named by *Yahoo Internet Life* as one of the "100 Best Sites of 2002" for Best Original Web Art. He is the Director of the New York Digital Salon, which celebrated its 20<sup>th</sup> anniversary in 2013 ([www.nydigitalsalon.org](http://www.nydigitalsalon.org)). He is the author of *Digital Creativity*, published by John Wiley & Sons, Inc. in 2002. He has received grants from the National Endowment for the Arts, Rockefeller Foundation, New York State Council on the Arts, and the National Endowment for Science, Technology and the Arts (NESTA UK). As an educational and corporate consultant, his clients have included the New York State Department of Education, Hong Kong Arts Centre, College for Creative Studies, University of the Arts, Long Island University and Nanyang Technological University. He served on the NYC ACM SIGGRAPH Board of Directors for ten years. He has a BA with honors from Lafayette College and an MS from Syracuse University, where he studied computer art and mass communication. His web site is [www.brucewands.com](http://www.brucewands.com)

## Professional Positions

**Artist**, Creating interactive music sculpture and installations, digital art and photography for museums and galleries. Recent exhibitions include Art in the Digital Era, Electronics Alive V & VII, Online Digital Art Gallery D-ART 2008, 12th International Conference Information Visualisation iV 08, South Bank University London, Online Digital Art Gallery D-ART 2008, 5th International Conference “Computer Graphics, Imaging and Visualization” CGIV 08 Universiti Sains Malaysia (USM) Penang, Malaysia 2008, 2007 Computer Graphics Invitational, Everything I Do Always Comes Back to Me, Visual Arts Gallery, New York, 2007, BUDI 2005 in Pusan, Korea, Creativity & Cognition Exhibition at Goldsmiths College in London, the International Digital Media and Arts Association Exhibition, Electronics Alive III, 2004 First Beijing International New Media Arts Exhibition, SIGGRAPH 2003 Traveling Art Show, 2003 SIGGRAPH Art Gallery, ASCI Digital 01 Exhibition, 2001 ART AND SCIENCE International Exhibition, National Museum of Fine Art, Beijing, China, Museum het Toreke, Tienen, Belgium, Storm King Music Festival, Hong Kong Art Centre, SIGGRAPH 98 Community Outreach Program, and the New York Historical Society.

**Music Composer/Performer**, Producing, writing, and performing music for the AT&T DATAPHONE II film, Killington Ski Area film, ICOPRO TV commercial, MEDCO Media video. Performing as a solo artist, and with the *Bruce Wands Band*, an original jazz/blues group on a regular basis in Manhattan. Other performances include the Internet, “Art Dirt” on [www.pseudo.com](http://www.pseudo.com), 1992 ISDN Internet launch, the Loft Pioneers Show, Hardy’s Folk Club in Hong Kong, School of Visual Arts, Pratt Institute, and numerous venues in the tri-state area.

**Educational Consultant**, Areas of specialization include writing curriculum for the creative use of technology, the evaluation of educational computing facilities, recommendations for improvement and expansion, budget preparation and analysis. Clients include the New York State Department of Education, University of the Arts, Nanyang Technological University, Buffalo State College, Mercer County Community College, Raritan Valley Community College, and the Center for Creative Studies.

**Producer/Director**, Wands Studio, Verona, NJ, June 1980-Present

Overseeing the production of videotapes, films, digital media, 2D and 3D computer animation and print from concept to finished product. Producing and directing live action/animation for AOPA Air Safety Foundation and Quotron Foreign Exchange. Other clients include General Motors, United Technologies, Colgate Palmolive, Gillette, US Government, Hazeltine Corporation, Reeves Communications, Bray Studios and the Oxford University Press.

**Film Studio Art Director**, Bray Studios, New York, NY, July 1978-June 1980

Responsibilities included the creation and production of technical animation for educational and industrial films, videotapes and multimedia programs, daily management of a four-person art department and the design and production of titles, mattes, optical printing and special effects for films and commercials. Experience includes a comprehensive knowledge of film production, operation of typesetting equipment and the operation of the Oxberry animation camera. Clients included General Motors, Chase Manhattan Bank, US Navy, Chevrolet, Red Cross, CARE, Marriott Hotels.

**Computer Animator/Cameraman**, Spectacolor, New York, NY, November 1976-June 1978, Created and produced computer animation for billboard display in Times Square, NY, and the computer animated opening for *NBC Saturday Night Live*. Responsibilities included all in-house still and motion picture photography. Produced and directed commercials for KERN, WBTW, and the WNET Auction. Supervised computer operation and scheduling and trained staff.

## Academic Positions

**Chair, MFA Computer Art Department**, School of Visual Arts, New York, NY, 1998-Present.

Responsibilities include overseeing the operation of a graduate Computer Art department with 95 full-time students, supervising 7 staff members, managing a faculty of 40, directing the operation of a state-of-the-art computer graphics facility with 30 Macintosh computers, 45 PC computers, DVD authoring systems, HDTV and Blu Ray video editing and audio recording systems, DSL and T3 lines, planning and managing the \$3.5 million dollar budget, writing curriculum, interacting with other departments, schools and companies, and promoting the department through professional activities and lectures.

Accomplishments include eight Student Academy Awards won by graduates, *US News & World Report* ranking of 5<sup>th</sup> in the United States in Visual Communications/Multimedia in 2007, and the *Yahoo Internet Life* "Top 100 Web Sites of 2002" for Best Original Web Art. Alumni/student awards include an Academy Award nomination, National Finals of the Student Academy Awards, Adobe Design Achievement Awards, 2001 Leonardo Award for Excellence, the Smithsonian Museum of American Art New Media/New Century Award, Sundance Online Festival, SIGGRAPH Art Gallery, Artist and Sketches Program, Courses, Electronic and Animation Theaters, the New York, Ottawa, Ancecy, Anima Mundi and Hiroshima Animation Festivals, and the Picasso Foundation and NYFA grants.

**Director, The New York Digital Salon**, New York, NY, 1993–present.

The organization's mission is to exhibit, research, and develop an international awareness of digital art and the creative use of technology through exhibitions, publications, a Web site and public events. Responsibilities include curating and organizing traveling exhibitions, presenting public lectures and panel discussions on digital art, writing grant proposals, and supervising the production a special issue of *Leonardo: The Journal of the International Society for the Arts, Sciences and Technology*, published by the MIT press (1998-2003). Recent activities included *The American Algorists: Linear Sublime* 2013 exhibition and panel discussion at the School of Visual Arts in New York, *Vectors: Digital Art of Our Time* at the World Financial Center Courtyard Gallery and Winter Garden, and the *Digital Art and Culture Symposium* at the New York Museum of Modern Art Gramercy Theater in Spring 2003. Selected venues have included the Visual Arts Museum, New York; Circulo des bellas Artes, Madrid, Spain; and the Triennale de Milano, Italy. Lectures and screenings have taken place in Hong Kong, Beijing, Guangzhou, Wuhan, and Xian, China; Florence, Italy; Osaka, Japan; and London, England. Grants have been received from the National Endowment for the Arts, Rockefeller Foundation, New York State Council on the Arts, and the National Endowment for Science, Technology and the Arts (NESTA UK). Curator 1993 – 1995, Juror 1996, Director 1998-2014.

**Visiting Faculty/Honorable External Advisor, Hong Kong Arts Centre**, Hong Kong, China, 1994-2002.

Consultant on curriculum development and planning, helped to develop Computer Animation and other New Media Certificate and Diploma programs, taught courses on Interactive Multimedia, Traditional 2D Animation, and The Theory of Computer Animation, public lectures on digital art, new media, and computer animation, recommended facility hardware and software upgrades, participated in graduation activities and exhibitions of digital art.

Accomplishments included the expansion of the Computer Animation program from 15 to 150 students in four years, with an increase of annual revenues to over \$700,000. Student awards include the SGI Award in the 4th Biennial International Designers Awards and Silver Award in Animation at the Hong Kong Independent Short Film & Video Festival.

**Founding Chair, BFA Computer Art Department**, School of Visual Arts, New York, 1994-1998.

Responsibilities included overseeing the operation of a Computer Art Department (267 full-time BFA majors, 800 students from other departments and 1,000 continuing education students), writing curriculum for undergraduate and continuing education courses, managing a faculty of 130, directing the operation of a computer graphics facility with 40 Silicon Graphics computers, 100 Macintosh computers, 25 PC computers, 8 digital and analog video editing and audio recording systems, supervising 8 administrative and systems staff, planning and managing

the budget, interacting with other departments, schools and companies, and promoting the department through professional activities and lectures.

Accomplishments included founding the BFA Computer Art program, increasing full-time student enrollment from 80 to 240 students in three years with a 400% revenue increase. BFA student thesis work appeared in the SIGGRAPH Art Gallery and Electronic Theater. Assisted with achieving Disney Partner in Education status (only 15 schools world-wide). BFA graduate placement record of 100%, with employment at ABC.com, the Associated Press, Time Magazine, Disney Online, Simon & Schuster, MTV, Nickelodeon and others.

**Director of Computer Education**, School of Visual Arts, New York, NY, 1992-Present.

Responsibilities include writing computer art curriculum for academic departments, working with the Chairs of other departments to plan curriculum related to computer art, assisting the administration with the development and integration of new technology within the academic institution, meeting with students from other departments and continuing education students regarding curriculum, career planning, admissions counseling, and assisting faculty with the development of computer art skills.

**Graduate Faculty Advisor**, School of Visual Arts, New York, NY, 1989-1992

Responsibilities included assisting in the daily management of the MFA Computer Art department with 100 graduate students, meeting with students and faculty, assisting the Chair with the budget and curriculum development, teaching the MFA Thesis, Studio I, 3D Animation and Interactive Multimedia classes, advising graduate students, promoting the department through professional activities and lectures. Assisted with the expansion of graduate student enrollment from 30-100 in three years.

**Computer Art Faculty**, School of Visual Arts, New York, NY, 1984-Present

Teaching graduate, undergraduate and continuing education classes in computer art. Classes include MFA/BFA Thesis, 3D Modeling and Animation, Interactive Multimedia, Computer Video, Computers and Animation, Business Graphics, Graphic Design with a Computer, Desktop Publishing, MFA Studio I, Computers for Film and Video, Intermediate Computer Graphics Workshop, Principles and Practices of Computer Art, Storyboarding and Scripting with the Computer, Open Studio, and The History of Animation: Traditional to Digital.

## Education

**Rutgers University**, 2010-2011, Graduate courses in Jazz History and Research

**Syracuse University**, M.S. in Television/Radio, 1976, Newhouse School of Public Communication, Graduate program in film, video production, computer graphics, animation and sound recording. Dean's List and academic scholarship.

**State University of New York**, Upstate Medical Center, School of Medicine, 1970-72, Completed two years of medical school with coursework in the basic medical sciences, anatomy, physiology, biochemistry, pathology, histology, and preventive medicine.

**Lafayette College**, B.A. in Biology, 1971, cum laude, Top 10% of class, Dean's List.

## Exhibitions and Performances

SVA Staff Exhibition, Visual Arts Gallery, June 2013

Art in the Digital Era, South China Normal University, June 2010

Electronics Alive V & VII, Scarfone Hartley Gallery, Tampa, FL, February 2009 & 2011

Continuous Current, SVA West Side Gallery, New York, NY, October 2008

Online Digital Art Gallery D-ART 2008, 12th International Conference Information Visualization IV 08, South Bank University London, England, July 2008  
 Online Digital Art Gallery D-ART 2008, 5th International Conference “Computer Graphics, Imaging and Visualization” CGIV 08 Universiti Sains Malaysia (USM) Penang, Malaysia, August 2008  
 Computer Graphics Invitational, Mariani Gallery, Greeley, Colorado, November 2007  
 Everything I Do Always Comes Back to Me, Visual Arts Gallery, New York, NY, July 2007  
 Electronics Alive IV, Hartley Scarfone Gallery, Tampa, FL February 07  
 BUDI 2005, Pusan, Korea, May 2005  
 Creativity & Cognition Exhibition, Goldsmiths College, London, UK April 2005  
 International Digital Media and Arts Exhibition, Orlando, FL, March 2005  
 Electronics Alive III Exhibition, University of Tampa, Florida, February 2005  
 First Beijing International New Media Arts Exhibition, 2004  
 2003 New Year’s Eve at the C Note, Ave. C and 10<sup>th</sup> St., New York City  
*Drawing Conclusions II*, New York Arts Gallery, New York, January 2004  
*Variations 703*, interactive music presentation, Harvestworks, New York, September 2003  
 SIGGRAPH Traveling Art Show, 2003-2005, international touring group exhibition  
 Cleveland Museum of Art, December 2003, Ecole de Louvre, Paris, September 2003  
 SIGGRAPH Art Gallery, interactive music installation and digital print, July 2003  
 Korean Women Designers Exhibition, Seoul, Korea, May 2003  
 An Evening of Performance, Video and Sound, REMOTE, New York, May 2003  
*Prestidigitation* exhibition, Raritan Valley Community College, March 2002  
 Small Computers in the Arts 2001 Exhibition, Silicon Gallery, Philadelphia, PA, November 2001  
 Digital 01 Exhibition, Art Science Collaborations, Inc., Technology Gallery, New York Hall of Science, Sep.-Nov. 2001, Silicon Gallery, Philadelphia, PA, Dec. 2001-Jan. 2002  
*The Earth is Art*, ART AND SCIENCE International Exhibition, National Museum of Fine Art, Beijing, China, June 2001  
*Variations 01*, Interactive music exhibition and performance, Museum het Toreke, Tienen, Belgium, March 2001  
*Variations 00*, Interactive art installation, Storm King Music Festival, New York, July 2000  
 Group Exhibition, Chinese Normal University, Beijing, China, July 1999  
 Group Exhibition, Hong Kong Art Centre, Hong Kong, China, July 1999  
*The Binary Biker Project*, SIGGRAPH 98 Community Outreach Program, July 1998  
*Signs and Wonders* exhibition, New York Historical Society, New York, March 1998  
*Possessions* exhibition, Visual Arts Museum, School of Visual Arts, New York, October 1997  
 Tutor’s Exhibition, Hong Kong Art Centre, Hong Kong, China, 1994  
*Art, Architecture, & Animation* exhibition, York College, Jamaica, NY, 1992  
 Original music performances: regular jazz/blues appearances in New York and New Jersey

## **Lectures, Panel Discussions, and Publications**

“Recent Trends in Art & Animation Education,” CCI 2014 Conference, Dalian, China, June, 2014  
 “Educating the Whole Students for a Career of Change,” Forum: Disruptive Education, FMX Conference, Stuttgart, Germany, March, 2014  
 “The American Algorists: Linear Sublime” moderator and panel discussion, New York Digital Salon, School of Visual Arts, New York, NY, November, 2013  
 “Art of the Digital Age: 2012,” New York Institute of Technology, New York, NY October, 2012  
 “Digital Craftsmanship: How Artists Are Making Physical Objects from Virtual Data.” College Art Association Conference, New York, NY, February 2011  
 “The Evolution of Contemporary Art,” Rutgers University, Camden, NJ, December, 2011

“The New Face of Contemporary Art,” Ravensbourne, London, UK, October, 2011

“Developing Creativity by Using 3D Software in Animation Education.” Communications University of China, October, 2010

“The Future of Animation Education,” First International Conference on Animation Education, Tsinghua University, Beijing, China, October 2010

“The History and Teaching of Digital Art”, Art in the Digital Era, South China Normal University, June 2010

“Digital Art: Past, Present and Future”, Decoding the Digital Symposium, Victoria & Albert Museum, London, February 2010

“Creating Continuity Between Computer Art History and Contemporary Art”, Computer Art & Technocultures Symposium, British Computer Society, February 2010

“The Connections Between Digital Art History and Contemporary Art”, 4<sup>th</sup> International Conference on the Arts in Society, Venice, Italy, July 2009

“Technocultures: A History of Digital Art – A Conversation,” School of Visual Arts, New York, NY, March 2009

“Visual Music Marathon,” SVA Theatre, New York, NY, April 2009

“The Changing Nature of Contemporary Art”, Montclair State University, Montclair, NJ, March 2009

“From East to West: Computer Animation Education in China and the United States,” ISEA – International Society on Electronic Art, Singapore, July 2008

Keynote, “Integrating Digital Media into a Liberal Arts Art Department, Wabash College, March 2008

“Art of the Digital Age”, panel discussion, New York Institute of Technology, March 07

“Digital Diving: A Cut and Paste Update”, School of Visual Arts, February 07

“Art of the Digital Age”, public lecture, Columbia University, New York, December 07

Keynote Speech, Computers and the History of Art Conference, Kings College, UK, November 06

*Art of the Digital Age*, Thames & Hudson, London, UK, May 2006

“Digital Art and the New York Digital Salon”, BUDI 2005, Pusan Korea, May 2005

“The History of the New York Digital Salon”, Creativity & Cognition Conference, Goldsmiths College, London, UK, April 2005

“Artist Talk, Digital Art & the New York Digital Salon”, University of Arizona, March 2005

“Digital Art & Visual Music”, Electronics Alive III, University of Tampa, FL, February 2005

“Thoughts on Hesse, Digital Art and Visual Music”, SIGGRAPH 2004, Los Angeles, CA

First Beijing International New Media Arts Symposium, Beijing, China, May 2004

“Digital Art: Past, Present and Future”, Skidmore College, Saratoga Springs, NY, April 2004

“The History of Digital Art”, Art Education Graduate Department, School of Visual Arts, NY

“Digital Art”, Artists Talk on Art, New York, February 2004

Artist Talk, New York Arts Gallery, January 2004

“The Networked Digital Salon”, international online symposium, New York, May 2003

“Digital Happy Hour: The 10<sup>th</sup> Anniversary of the New York Digital Salon,” The Kitchen, New York, May 2003

“New Technology, Traditional Media,” Lower Manhattan Cultural Council, New York, May 2003

“An Evening with New Media Curators”, MoMA Gramercy Theater, New York, April 2003

Director, Digital Art and Culture Symposium, Museum of Modern Art Gramercy Theater, New York, April 2003

“The Importance of Creativity in Computer Graphics Education”, SIGGRAPH 2002 Educator’s program, San Antonio, July 2002

“Creating Digital Art”, The Storm King Music Festival, New York, July 2002

“The New York Digital Salon”, Parsons School of Design, New York, April 2002

“The Theory of Computer Animation”, Hong Kong Arts Centre, Hong Kong, August 2001

“The 10 Year Evolution of the New York Digital Salon”, EVA 2001, Florence, Italy, March 2001

“A Philosophical Approach and Educational Options for the e-Designer”, chapter in *The Education of an E-Designer*, Steven Heller, Allworth Press, 2001

“Digital Creativity”, book published by John Wiley and Sons Inc., New York, [www.wiley.com/wands](http://www.wiley.com/wands), June 2001

“Artists and Their Software”, panel discussion, Taipei Gallery, New York, July 2001

“Artists and Digital Art”, panel discussion, New York Digital Salon: Selected Works, Corning Gallery, New York, July-September 2001

“The Artists, Culture and Identity in the Digital Age,” New York Arts, Jan. 2001

“The Influence of Computers and the Internet on Illustration”, chapter in *The Education of an Illustrator*, Steven Heller and Marshall Arisman, Allworth Press, 2000

“Producing Independent Animation in a Graduate Student Environment”, Small Computers in the Arts Conference, Philadelphia, PA, November 2000

“The Theory of Computer Animation”, Hong Kong Arts Centre, Hong Kong, July 2000

“The New York Digital Salon”, Hong Kong University of Science and Technology, July 2000

“How To Enter the Computer Graphics Industry”, 3D Conference, California, May 2000

“The Education of a 3D Artist”, 3D Conference, California, May 2000

“Virtual Sets”, cover story, 3D Magazine, April 2000

“The Theory of Computer Animation”, Hong Kong Arts Centre, March 2000

“Digital Art and the New York Digital Salon”, EVA 2000, Florence, Italy, March 2000

“The New York Digital Salon”, Takarazuka University of Art and Design, Osaka, Japan, March 2000

“The State of the Art of Computer Animation” ASIFA, New York University, February 2000

“Technology’s Impact on Artistry and the Future”, American Chamber Music Society, New York, January 2000

“The History of Interactive Art on the Internet” College Art Association, NY, January 2000

“The Current State of Computer Art”, London College of Music and Media, January 2000

“Technology and the Arts” Panel Moderator, National Conference on Humanities and the Arts, School of Visual Arts, New York, October 1999

“The Theory of Computer Animation” Hong Kong Arts Centre, July 1999

“Cybercasting: The TV of the 21<sup>st</sup> Century?” Chair of conference, NYC ACM SIGGRAPH, New York, May 1999

“Becoming a 3D Artist”, 3D Design Conference, Santa Clara, CA, May 1999

“2D Animation: Traditional and Digital”, Hong Kong Arts Centre, March 1999

“Computer Art” guest lecture, Bath Spa University, England, February 1999

“Computer Art and the New York Digital Salon”, London College of Music and Media, February 1999

“The Impact of Current Technology on Design Theory” AIAS Conference, School of Visual Arts, November 1998

“3D Computer Animation Theory”, The Hong Kong Arts Centre, October 1998

“The Evolution of a 3D Artist”, 3D Design Conference, San Francisco, CA, May 1998

“2D Animation Workshop”, Hong Kong Arts Centre, March 1998

“Computer Animation in the United States”, Hong Kong Arts Centre, Guangzhou Academy of Fine Art, China, March 1998

Interview and performance, Art Dirt, [www.pseudo.com](http://www.pseudo.com) with GH Hovagimyan, February, 1998

“Computer Art: The Wave of the Future” Hong Kong Arts Centre, Hubei Technical University and Wuhan University, Wuhan, China, June 1997

“The Education of a 3D Artist”, 3D Design Conference, San Francisco, CA, May 1997

“Interactive Multimedia Workshop” Hong Kong Arts Centre, 1995, 1996, 1997

“Careers for the 21st Century”, Chair of Conference, NY/ACM SIGGRAPH, New York 1997

“Multimedia Integration”, Chair, NY/ACM SIGGRAPH Educator’s Conference, NY, 1996

“Click, Drag and Roll”, *Upper and Lower Case Magazine*, 1995

“Musical Images: Creating Abstract Art Using Computer Graphics and MIDI” 2nd Computers in Art Design Conference, Virginia Commonwealth University, Richmond, VA, 1993

“Creating Abstract Images Using 3D Software and MIDI” Small Computers in the Arts Symposium, Philadelphia, PA, 1992

“The Visualization of Music: Then and Now” Small Computers in the Arts Symposium, Philadelphia, PA, 1991

## **Professional Activities**

Chair, SIGGRAPH Art Awards Committee, 2011-2014

Juror, 13<sup>th</sup> National Student Master Design Award, Shanghai, China, November 2010

Panelist, New York State Council on the Arts, 2005-2007

Jury Chairman, BUDI 2005, Pusan, Korea, May 2005

Nominator, The Program for Media Artists, July 2004

Co-Curator, Digital Downtown Exhibition, Pace University, New York, April 2003

Juror, SeNef Online Festival, [www.senef.net](http://www.senef.net), Seoul, Korea, 2002

Steering Committee member, NASAD Periodic Review Report, School of Visual Arts, 2002

Contributor, "Open Architecture Online Forum", Eyebeam Atelier, New York, July 2001

Juror, 3DNY.org Digital Art Competition, New York, July 2001

Juror, Lower Manhattan Cultural Council, "World Views Residency", 2000, 2001

Juror, “Digital Smart Exhibition”, University of Bridgeport, Connecticut, April 2000

“Technology and the Arts” and other topics, Panel Moderator, National Conference on Humanities and the Arts, School of Visual Arts, New York, October 1999, 2000, 2001, 2003

## **Awards and Honors**

*ImagineFX*, UK, Top Ten Digital Arts Schools in the World

*US News & World Report*, dept. ranked 5<sup>th</sup> nationally in Visual Communications/Multimedia in 2007

National Endowment for the Arts grant, NY Digital Salon, 2003, 2004, \$45,000

Rockefeller Foundation, Digital Art and Culture Symposium, 2002, \$40,000

New York State Council on the Arts grants, New York Digital Salon, 2001 - 2005, \$28,750

National Endowment for Science, Technology and the Arts (NESTA UK), Research grant

Department Web Site “100 Best Sites of 2002” *Yahoo Internet Life Magazine*

*Time Out New York*, “99 People to Watch in 1999”

3D Design Conference Advisory Board, 1998-2000

NY SIGGRAPH Board of Directors, 1990-2000

Silver Medal, New York Art Director’s Club, “Quotron Foreign Exchange” Forex ‘92 videotape

National Computer Graphics Association Educator’s Scholarship, 1989

National Safety Council Award for Excellence, Air Safety Foundation, 1984

Gold Medal, Chicago Film Festival, AT & T *Dataphone II* Film, 1982

Silver Medal, New York International Film Festival, Air Safety Foundation *Using the Airspace*

*Poems of Light*, computer animated poetry, Spectacolor Billboard, Times Square, New York,

8th place 2nd Annual Poetry Film Festival, 1977

Academic Scholarship, Syracuse University, 1975