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Curriculum Vitae

Profession

I am a Multimedia Artist working in the area of Installations. Specifically I design and develop interactive artworks that transforms the way people interact with their environment. I also develop the tools used to make interactive and multimedia installations and through workshops and university courses, teach people how to use them.

Education

Spring 2005

Undergraduate Degree: Parsons School of Design, New York.
BFA Design and Technology – Honours Student.

Summer 2000

6th Form: Latymer Upper School, London. Awarded three A-Levels for Mathematics, Physics and Politics (BBA).

Summer 1998

Primary & Secondary: Ibstock Place School, London.
Awarded ten GCSE's: three A*'s, six A's and a B.

Recent Employment and Achievements

Spring 2009 – Presentation / Workshop

Presented openFrameworks at the first Art and Code conference at Carnegie Mellon university in Pittsburgh. Together with Zachary Lieberman and Arturo Castro we led workshops which introduced participants to the openFrameworks environment.

Spring 2009 – Permanent Installation

Installed Funky Forest as a permanent installation at the Moomah children's art center in New York. This edition of Funky Forest is custom designed specifically for Moomah and includes four different seasons each with unique characters, creatures and visual style.

Fall 2008 – Art Exhibition

Premiered 'Card Play' as part of YCAM's (Yamaguchi, Japan) Minimal Interface exhibition. Card Play is an interactive installation that lets the participant use a deck of cards to create a realtime augmented audio-visual performance.

Fall 2008 – Teaching

Running an interaction lab program as part of the Crosslab curriculum at WDKA in Rotterdam. Teaching classes on subject like computer vision for interactive art and designing interactive installations.

Summer 2008 – Workshop

Four day openFrameworks workshop at Yamaguchi Center for Art and Media (YCAM) in Japan based on the theme of 'The role of the Technician as an Artist'.

Summer 2008 - Art Award and Exhibition

openFrameworks receives special mention of the jury award in the category of Interactive Art at the 2008 Ars Electronica Festival. Theodore Watson and Zachary Lieberman organize a free floating 3 story high lab space at the Ars Electronica Festival, dedicated to making art projects with openFrameworks.

Summer 2008 - Art Exhibition

Terrarium interactive multimedia installation shown as part of Biome Exhibition at the Riviera Gallery in New York. Terrarium presents an unusual living world of plants and creatures that feed on the sounds made by the visitors to the gallery.

Summer 2008 - Art Exhibition

Laser Tag exhibited at the Tate Modern in London as part of the Street Art Exhibition. Tate Modern is London's most prestigious modern art museum.

Spring 2008 - Art Exhibition

Exhibited 'Here to There' a poster series for children that combines principles of maths and physics with story and narrative. Exhibited as part of Servicio Ejecutivo's online exhibition.

Spring 2008 - Press

Featured in the prestigious IDN magazine's Pick of the Month section as well as the accompanying DVD.

Spring 2008 - Art Exhibition

Laser Tag part of the 'Design and the Elastic Mind' show at the MoMA in New York. In addition to being in the exhibition, Laser Tag was setup at the opening night with NYC's most infamous graffiti writers writing their tags on the walls of MoMA. MoMA is New York's most prestigious modern art gallery.

Spring 2008 - Workshop

Gave two day openFrameworks workshop in London for Tinker.it. Covering topics such as face tracking, computer vision and communication with serial devices.

Winter-Spring 2008 - Teaching

Teaching 'Make' class and "Sound and Shape" class in the Crosslab program at the Willem De Kooning Akademie in Rotterdam.

Winter 2007 - Teaching

Teaching 'New Forms of Storytelling' class in the Crosslab program at the Willem De Kooning Akademie in Rotterdam.

Fall 2007 - Press

Three page article about my work in Blend Magazine a Dutch design and fashion magazine.

Autumn 2007 - Art Exhibition

Funky Forest, an interactive ecosystem for children premiered at the Cinekid festival in Amsterdam to critical acclaim. Articles in the national press.

Autumn 2007 - Art Exhibition

Laser Tag shown as the highlight of the Amsterdam Museum N8, festival. Full-page article in the NRC newspaper.

Autumn 2007 - Art Exhibition

Laser Tag shown at the Ars Electronica Festival (Prix Selection), Austria.

Laser Tag shown at the SHIFT festival in Basel Switzerland.

Laser Tag shown at the New Media Meeting in Sweden.

Summer 2007 - Art Exhibition

Creators Series festival, New York and Los Angeles

For the Creator's Series I was invited to show a new version of Daisies and Vinyl Workout and also give a talk on the subject of social interfaces.

Summer 2007 - Presentation

Seminar: 'Designing Interactive Environments', MediaGilde, Amsterdam, Netherlands

Arranged and presented the first in a series of talks at the MediaGilde on designing interactive environments.

Summer 2007 - Art Exhibition

Audio Space, Netherlands Institute for Media Art, Amsterdam, Netherlands

The newest iteration of Audio Space was on show for six weeks as part of the '(in)visible sounds' exhibition. This iteration takes a more musical approach and for the first time uses a projection to visualise the sounds floating around the space.

Summer 2007 – Art Exhibition

Laser Tag and Projection Workshop, OFFF Festival & Hangar, Barcelona, Spain

During OFFF the Graffiti Research Lab and I put together three nights of Laser Tagging from the GRL mobile projection unit. After OFFF we ran a three-day mobile projection workshop at Hangar that addressed all the different challenges of making high impact projection for an urban environment.

Summer 2007 – Art Exhibition

Liners Performance, OFFF Festival, Barcelona, Spain

A realtime performance with Zachary Lieberman that takes a scrapbook style approach by dynamically joining movie clips and animations seamlessly together, to tell the story of a never ending line.

Spring 2007 – To Present – Developing Artistic Tools

openFrameworks, ongoing development, Amsterdam Netherlands.

Working with Zachary Lieberman we have released the first openFrameworks private beta to over 300 artists and students. openFrameworks is a Processing like API for writing creative code in C++ and is what we use for most of our own projects.

Spring 2007 – Art Exhibition

Interactive installations, Michel Gondry exhibition, La Colette Paris.

Installed the 'Piano' and 'Eyes' piece for 'The Science of Sleep' DVD launch in the La Colette store in Paris.

Winter 2007 – Art Exhibition

Laser Tag and KPN Façade, Graffiti Research Lab, Rotterdam Netherlands.

Working with the Graffiti Research Lab I organised and programmed the Laser Tag system and the animation software for the KPN Façade.

Winter 2007 – Art Exhibition

Interactive installations, Michel Gondry exhibition, C'N'C Milan.

Installed and improved the interactive pieces for 'The Science of Sleep' exhibition in Milan.

Autumn 2006 – Art Exhibition

Vinyl Workout, Rotterdam Electronic Music Festival, Rotterdam Netherlands.

A brand new work created for the REMF festival in Rotterdam. A large interactive record player that is powered by human movement.

Autumn 2006 – Art Exhibition

Daises, ResFest and Blend Store, Amsterdam Netherlands.

Daises interactive installation installed during Amsterdam Museum Night at the Blend Magazine concept store. It was also included as part of the Amsterdam ResFest tour 'The Dutch Mix'.

Autumn 2006 – Art Exhibition

Interactive installations, Michel Gondry exhibition, Deitch Projects New York.

I built three separate installations for the Michel Gondry 'The Science of Sleep' exhibition. The pieces are all interactive and use physical sensors and cameras combined with custom written software.

Summer 2006 – Professional Assistance

Setup and Installation, for Zachary Lieberman and Golan Levin, Tokyo, Hanover.

This summer I got to fly around a bit and help install works for Zach and Golan. I went on their behalf to the Cebit conference in Hanover to setup Messa De Voce. Recently I also flew out to Tokyo to help them install seven of their works for an exhibition at the ICC.

Summer 2006 – Art Exhibition

Audio Space v2, Eyebeam Summer Exhibition, New York.

A new version of Audio Space was shown as part of Eyebeam's Summer Exhibition of new work.

Summer 2006 – Workshop

openFrameworks workshop, Eyebeam, New York.

Gave a three day workshop with Zachary Lieberman and Evan Roth on a C++ framework we have been developing to help artists write creative code. Topics included animation, particle systems and computer vision.

Spring 2006 – Autumn 2006 - Art Residency

Production Fellow, Eyebeam, New York.

I am currently working on interactive and multimedia projects at Eyebeam. The work includes real-time data visualization for Preemptive Media's Air (distributed pollution tracking) project, animation software for children and interactive projections as part of the Graffiti Research Lab.

Autumn 2005 – Art Exhibition

Dumbo Art Festival, New York.

A video excerpt from my project Architect, was shown in the rule based systems category at the Dumbo_Video exhibition.

Summer 2005 – Art Exhibition

Audio Space, Transmissions Exhibition, ICHIM 05, Paris.

Audio Space was exhibited in Paris amongst some of the best new media art from around the world at the ICHIM conference.

Spring 2005 – Game Design Winner

Atari Retro Redux 24 hour game design competition.

My team Club Awesome won Top Game, for the title Ninja Garden. Our game, which was the only two player offering, will be put on Atari's next Flashback console. We received press coverage and were featured in the Arts section of the New York Times.

Summer 2004 – Art Residency

Ars Electronica, Linz, Austria.

Worked in the Futurelab developing an installation for the museum's multimedia elevator, as well as working with many different artists to coordinate and write software for interactive projections, during the festival.