

C.E.B. REAS

b. 1972

Lives and works in Los Angeles, California

BIOGRAPHY

C.E.B. Reas' ongoing *Process* series explores the dialectical relationship between naturally evolved systems and those that are engineered and synthetic. The imagery evokes transformation, and visualizes systems in motion and at rest. Equally embracing the qualitative nature of human perception and the quantitative rules that define digital culture, organic form emerges from precise mechanical structures.

Reas derives his software from short text instructions explaining processes that define networks. The instructions are expressed in different media including natural language, machine code, computer simulations, and static images. Each translation of these instructions reveals a different perspective, and may combine with the other forms of visualization to express a more complete representation of the constructed network of form.

C.E.B. Reas is the recipient of a 2008 Tribeca Film Institute Media Arts Fellowship, supported by the Rockefeller Foundation. In Korea this September, Reas will be featured in the 5th Seoul International Media Art Biennale. New installations based on *Process 14* and *Process 18* debuted at bitforms gallery nyc in March 2008.

Based in Los Angeles, C.E.B. Reas has exhibited and screened his work internationally in galleries and museums including Institute for Contemporary Art, London; New Museum for Contemporary Art, New York; P.S.1 Contemporary Art Center, New York; Museum of Contemporary Art, North Miami; Museum of Modern Art, Shanghai; Institute for Contemporary Art, Boston; Laboral, Gijon, Spain; Cooper-Hewitt National Design Museum, New York; The Dallas Contemporary; Fabric Workshop and Museum, Philadelphia; National Museum for Art, Architecture and Design, Oslo; Contemporary Arts Museum, Houston; Mary and Leigh Block Museum of Art at Northwestern University; Eyebeam, New York; CCCB, Barcelona; STUK, Leuven; iMAL Center, Brussels; Daelim Museum, Seoul; NTT ICC, Tokyo; ZKM, Karlsruhe; bitforms gallery, New York and Seoul; Telic, Los Angeles; <>TAG, The Hague; BANK, Los Angeles; the Danish Film Institute, Copenhagen; and Künstlerhaus, Vienna; among other venues. Commissioned to create work for the Whitney Museum's ArtPort collection online in 2004, Reas is also the recipient of a Golden Nica from Ars Electronica.

Reas is an Associate Professor at UCLA, and holds a masters degree from the Massachusetts Institute of Technology in Media Arts and Sciences, where he studied in John Maeda's Aesthetics and Computation group. With Ben Fry, Reas initiated Processing.org in 2001. Processing is an open source programming language and environment for creating images, animation, and interaction. In September 2007, they published *Processing: A Programming Handbook for Visual Designers and Artists*, a 736 page comprehensive introduction to programming within the context of visual media (MIT Press).

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EDUCATION

- 2001 Master of Science in Media Arts and Sciences. Massachusetts Institute of Technology (MIT), Media Laboratory, Aesthetics & Computation Group
- 1996 Bachelor of Science in Design, University of Cincinnati, College of Design, Architecture, Art, and Planning (DAAP)

AWARDS

- 2008 Tribeca Film Institute Media Arts Fellowship, supported by the Rockefeller Foundation
- 2005 Prix Ars Electronica, Golden Nica for *Processing.org*

SOLO AND TWO-PERSON EXHIBITIONS

- 2009 *Code and Form: C.E.B. Reas and Marius Watz*, Pittsburgh Center for the Arts
- Transfers and Actions*, Mejan Labs, Royal Academy of Fine Arts, Stockholm
- 2008 *Process / Form*, bitforms gallery, New York
- 2007 *The Protean Image*. <>TAG, The Hague
- Austin Heitzman and Casey Reas: Microstates*. James Edward Carlos Gallery, University of The South, Sewanee
- Tissue Collection*, collaboration with 1 of 1 Studio, Concrete Image, Amsterdam
- 2006 *C.E.B. Reas & Suzung Kim*, bitforms gallery, Seoul
- 2005 *Natural*. Bank, Los Angeles
- Process / Drawing 2*, DAM, Berlin
- Process/Drawing*, bitforms gallery, New York
- 2004 *TI*. Telic Arts Exchange, Los Angeles
- 2002 *Casey Reas/Golan Levin*. bitforms gallery, New York

GROUP EXHIBITIONS

- 2009 *Decode: Digital Design Sensations*, Victoria and Albert Museum, Porter Gallery, London
- OPEN*, Grey Area Gallery, San Francisco
- Abstract Cinema*, Museum of Contemporary Art, North Miami
- Art and Electronic Media*, bitforms gallery, New York
- Scalable Relations*, BEALL Center for Art + Technology at UC Irvine
- Collider: Interactivity and New Media*, Emily Davis Gallery, Myers School of Art, Akron
- Incognito*, Santa Monica Museum of Art
- HelloWorld.show*, CreateHere, Chattanooga
- 2008 *Matters of Sensation*, Artists Space, New York
- 5th Seoul International Media Art Biennale*, Seoul
- eLandscapes*, Zendai Museum of Modern Art, Shanghai
- Space, Color, Motion*, Block Museum, Northwestern University, Evanston
- Imaging by Numbers*, Block Museum, Northwestern University, Evanston
- Design Life Now: National Design Triennial*, Contemporary Arts Museum, Houston
- Holy Fire*, iMAL Center, Brussels
- Impermanent Markings*, Pratt Manhattan Gallery, New York
- Live Arts Fringe festival, Philadelphia
- 2007 *Scriptedbypurpose*, FUEL Collection, Philadelphia
- Design Life Now: National Design Triennial*, Institute of Contemporary Art, Boston
- Ephemeral: Explorations in Light*, Claremont Museum of Art, Claremont
- bitforms gallery, New York
- 2006 *Design Life Now: National Design Triennial*, Cooper-Hewitt National Design Museum, New York

- Cybernetic Sensibility*, Daelim Museum, Seoul
Further Processing, Kunstverein MEDIENTURM, Graz, Austria
Interferenze, New Arts Festival, San Martino Valle Caudina, Italy
Drawing / Painting / Sketching, CCCB, Barcelona
Drawing Conclusions on the Wall, Chapman University, Orange
 ARTEFACT, STUK, Leuven, Belgium
Software Art Space, Decordova Museum, Lincoln
Faculty Exhibition, UCLA, Los Angeles
- 2005
- Bioart*, Gallery António Prates, Lisbon
 SWARM, Fabric Workshop and Museum, Philadelphia
Generator.x, National Museum for Art, Architecture and Design, Oslo
Thick Works, Betty Rymer Gallery, School of the Art Institute of Chicago, Chicago
Abstraction Now in White Noise, Australian Centre for the Moving Image, Melbourne
Moving Pictures, Dallas Center for Contemporary Art, Dallas
Inaugural Exhibition, bitforms gallery, Seoul
SónarClub, Sónar, Barcelona
8 Abstractions, Now, À La Carte Digital Art, Sónar, Barcelona
Lines and Curves, LIMN Gallery, San Francisco
Generative X @ onedotzero, Institute of Contemporary Arts, London
Visions for Education, Benesse Square, Okayama
Rhizome ArtBase 101, New Museum of Contemporary Art, New York
Beecher Center, Youngstown
05 TDC Exhibition, Ginza Graphics Gallery, Tokyo
Exit Festival, Créteil, France
Exposition Inventeurs! Via Festival International, Maubeuge, France
Artware3, Instituto Cultural Peruano Norteamericano, Lima, Peru
- 2004
- Art Life*, Seeing Gallery, San Francisco Exploratorium, San Francisco
Touch and Temperature, Deborah Colton Gallery, Houston
Sonic Acts X, Paradiso, Amsterdam
L'Espace temporal, Ars Electronica Festival 2005, Linz, Austria
Digital Selections, Kendall College of Art and Design Gallery, Grand Rapids
Interact1, London College of Communication, London
NewSchool 9 Reactive/Creative, NTT ICC, Tokyo
Algorithmic Revolution, ZKM, Karlsruhe, Germany
Microwave International Media Art Festival, Hong Kong
Siggraph 2004 Art Gallery, Los Angeles
Runtime Art, Multimedia Institute, Zagreb, Croatia
Touch and Temperature, bitforms gallery, New York
Artport, Whitney Museum of American Art, New York
À La Carte Digital Art, Sónar, Barcelona
This is Today, Triennale, Palazzo dell'Arte, Milan
Softwarekunst, DAM & Transmediale'04, Berlin
- 2003
- Seven Wonders*, Chromosome Gallery, Berlin
 Uijeongbu International Digital Art Festival, Seoul
Cluster, Mole Antonelliana, Turin
CODE, Ars Electronica, Linz, Austria
Abstraction Now, Künstlerhaus Wien, Vienna
l'esperienza del domain, Interaction Design Institute Ivrea, Ivrea, Italy
Danish Film Institute, Copenhagen
X/AniMate at REMOTE, New York
Private Tundra, Los Angeles
- 2002
- Amoda*, Austin
Doublecell, <http://www.singlecell.org>
Translations/Transgressions, University of Rhode Island, Kingston
BIN, <http://www.shift.jp.org>
Remapping/Neural Networks, <http://www.artbrain.org>
Work in Progress, Interaction Design Institute Ivrea, Ivrea, Italy
Collision, MIT, Cambridge
- 2001
- Inaugural Exhibition*, bitforms gallery, New York
Singlecell, <http://www.singlecell.org>
Interaction '01, IAMAS, Ogaki, Japan
Animations, P.S.1, Queens
Workspheres, Museum of Modern Art, New York
- 2000
- New York Digital Salon*, New York
Projects from the AC, Cooper Union, New York

Print on Screen, Ars Electronica Center, Linz, Austria
Expanded Entertainment, American Museum of the Moving Image, New York
Siggraph 2000 Art Gallery, New Orleans
FuturExpress, Sega Joypolis, Tokyo

PUBLICATIONS

- 2007 Reas, C.E.B, and Fry, Ben, Processing: A Programming Handbook for Visual Designers and Artists, MIT Press, Boston
Reas, C.E.B, "Beyond Code," in Burke, Anthony and Tierney, Therese (ed.), Network Practices: New Strategies in Architecture and Design, Princeton Architectural Press, New York
- 2006 Bloemink, Barbara, Hodge, Brooke, Lupton, Ellen and McQuaid, Matilda, *Design Life Now: National Design Triennial 2006*, Cooper-Hewitt
Reas, C.E.B, "Process/Drawing," in Silver, Mike (ed.), *Programming Cultures: Architecture, Art and Science in the Age of Software Development Architectural Design*, Wiley-VCH
Altena, Arie (ed.), Unsorted: Thoughts on the Information Arts, Sonic Acts Press, Amsterdam
- 2005 Reas, C.E.B, "Processing: Programming for the Media Arts," *AI & Society Journal*, Springer, London
Reas, C.E.B, "Processing Code," in Fishwick, Paul (ed.), Aesthetic Computing, MIT Press, Boston
Reas, C.E.B, "MicroImage," A Minima 9, Espacio Publicaciones, Spain
- 2004 Reas, C.E.B, "The Language of Computers," in Maeda, John (ed.), Creative Code, Thames & Hudson, London
Reas, C.E.B, "{Software} Structures," in Goriunova, Olga and Shulgin, Alexei (eds.), Read Me, Software Art & Cultures, University of Aarhus Press, Aarhus, Denmark
Reas, C.E.B, "Programming Media," *InterCommunication*, no. 47, Winter, ICC
Pfaffenbichler, Norbert and Droschl Sandro (eds.), Abstraction Now, K mstlerhaus Wein, Vienna
- 2003 Reas, C.E.B, "Programming Media," in Ars Electronica 2003: CODE: The Language of Our Time, Hatje Cantz Verlag
Beeke, Anthon et al., AREA, Phaidon
Klanten, R., et al Übersee 2: From Surface Into Space, Die Gestalten Verlag
- 2002 Reas, C.E.B, "Behavioral Kinetic Sculpture" in *The Art of Programming*, Sonic Acts Press, Amsterdam

BIBLIOGRAPHY

- 2009 Mary and Leigh Block Museum of Art, *Annual Report 2007-08*
Levy, Steven, "Steven Levy on the Answer Engine, a Radical New Formula for Web Search," *Wired*, May
Thomas, Mary, "Retrospective focuses on complex, emotional videos by Tapia-Urzu a," *Pittsburgh Post-Gazette*, Apr 9
Shaw, Kurt, "Animal Imagery Speaks Out," *Pittsburgh Tribune-Review*, Feb 18
Jablonka, Eva, "Extending Darwinism," *SEED*, Jan
- 2008 Mark, Roseann (ed.), Around the Block: Activities of the Mary and Leigh Block Museum of Art, Northwestern University, Winter
Goodall, Hurley, "The Computerized Artist," *Chronicle of Higher Education*, Feb
Artner, Alan G., "Feast for the eyes and mind," *Chicago Tribune*, Jan 31
Weinberg, Lauren, "Bit by bit, putting it together," *Time Out Chicago*, Jan 24
- 2007 "Casey Reas," *Neural*, pp. 40-43, Winter
Binshtock, Avital, "Inland Art Empire," *art ltd.*, p. 66, Nov
Friedman, Thomas L., "The Power of Green," *The New York Times Magazine*, p. 49, Apr 15
Esquire North: A New View, pp. 32, 55
- 2006 Hwang, You-mee, "Cutting-edge Art Experiments with New Media," *The Korea Herald*, Oct 17
Jana, Reena. "Getting Connected," *Art + Auction*, pp. 138-143, Jun
Morgan, Robert, bitforms gallery catalog
Second Natures, ed. Christiane Paul et al., The Regents of the University of California, Los Angeles, 2006. essay excerpt, pp. 9-10
- 2005 Quaranta, Domenico, "LeWitt's Ideal Children," *Arte e Critica*, Issue 44, Dec
"Design Talk: Casey Reas. Processing," *Computer Arts*, May
Baker, R. C., "Show World," *Village Voice*, Mar 22
Petersen, Andrea, "Art for When There's Nothing on TV," *The Wall Street Journal*, Feb 16
Franzreb, Danny, "Programming for Designers Who Think They Can't Do It," *IdN*, vol. 12, no. 2

- Kerlow, Isaac, Foundation Art, John Wiley & Sons
 Rucker, Rudy, Lifebox, the Seashell, and the Soul, Thunder's Mouth Press
 Schmidt, Petra and Driller, Mirko, Patterns in Design, Art and Architecture, Birkhäuser Verlag
- 2004 Tan, Tori, "Casey Reas," *XFuns Magazine*, no. 13, Aug
 Birch, Thomas and Makussen, Thomas, "Read_Me 2," *Harddisken*, Jun
 Tan, Tori, "Processing: Interview with Casey Reas," *XFuns Magazine*, no. 11, May
 "Exploring Digital Possibilities," *Sheffield Telegraph*, Apr 2
 Altena, Arie, Unsorted, Thoughts on the Information Arts, *Sonic Acts / De Balie eproject vol. 2*, Pao&Paws, Taipei
 Cameron, Andy (ed.), *IdN Special 04: The Art of Experimental Interaction Design*, IdN, Hong Kong
 Tissage, Association Metis, Paris
- 2003 Pfaffenbichler, Norbert and Sandro Droschl, Abstraction Now, Edition Camera Austria
 Campion, Sebastian, "Code. In Conversation with Casey Reas," *kopenhagen.dk*, Oct
 Hoxley, Rich, "Code Dependency," *Print Magazine*, Sep/Oct
 Broegger, Andreas, "Software Art, An Introduction," *kopenhagen.dk*, Sep
 Sparks, Heather, "Web Design for Dummies," *Wired Magazine*, Sep
 Vanderbeeken, Mark, "Processing: Programming as Art," *Cluster Magazine*, Fall
 Ha, Young-June, "Interview with Casey Reas," *Korea Tatler*, vol. 3, no. 22, Aug
 Brown, Liz, "Eye Candy," *Grafik*, Jul
Osterfildern-Ruit, Hatje Cantz Verlag
 Christov-Bagarkiev, Carolyn, Animations, Kunst-Werke, Berlin
 Paul, Christiane, "Public Cultural Production Art (Software) }," in Ars Electronica 2003: In CODE : The Language of Our Time, Hatje Cantz Publishers
 Vago-Laurer, Valerie (ed.), AREA, Phaidon Press Limited, London
Interaction Design Almanacco 2003, Interaction Institute Ivrea, Italy
Bang! Bande Dessinée, Images, Actualité, no. 3, Casterman & Beaux Arts, Paris
ROJO.nu, Sintonison S.L., Barcelona
Salon version 3.0 DVD, Furukawa, Tokyo
Imbecil CD-ROM, Alku, Barcelona
Ubersee #2, Die Gestaltung Verlag, Berlin
- 2002 "Interview: Casey Reas," *Design Net*, vol. 61, Seoul, Oct
 Melcer, Anne, "Numer, Design Interactif et Humaines Conditions," *Etapes: 85*, Jun
New York Reviews: "Bitforms Inaugural Show," ArtNews, Apr
 Lehrer, Jeremy, "New Visual Artists Review: 20 Under 30," *Print*, Mar/Apr
ROJO.cold, Sintonison S.L., Barcelona
 "Casey Reas," *The Graphics Book*, D&AD, London
- 2001 Jesdanun, Anick, "Digital Art Gaining Acceptance," *Associated Press*, Dec 10
 Martini, Federica, "Sculpture Immateriali, Intervista a Casey Reas," *Exibart*, Dec
 Processing, *Mein elektronisches Sketchbook*, *DE:BUG 64*, Oct
 Sakane, Itsuo, The Interaction '01, Dialogue with Expanded Images, IAMAS, Ogaki
 Wolff, Laetitia and Xu, Wang (ed.), Design Focus Media: ACG, China Youth Press, Hong Kong
- 2000 Coleman, B. "Aesthetics + Computation Group." *ArtByte*, Summer
 "Eighth Annual New York Digital Salon," *Leonardo*, vol. 33, no. 5
 Stocker, Gerfried and Christine Schopf (ed.), Ars Electronica 2000 – Next Sex, Springer, Vienna
IBM Systems Journal, vol. 39, nos. 3 & 4

PEDAGOGY

- 2003- present UCLA Design | Media Arts, Associate Professor
 2001- 2003 Interaction Design Institute Ivrea, Associate Professor

JURIES

- 2004 Prix Ars Electronica, Net Vision Category
 2003 Berlin Transmediale, Software Category
 Philippine Web Awards
 VIPER Basel, Transposition Category
 Prix Ars Electronica, Net Vision / Net Excellence Category
 2002 Nordic Institute for Contemporary Arts, New Media Artist in Residence

LECTURES AND PRESENTATIONS

- 2009 MOCA North Miami, Florida
Carnegie Mellon University, Pittsburgh
- 2008 *Artist Talk*, Pratt Manhattan Gallery, New York
Patterns, Pixel and Process: Discussing the History of the Computer Print, *Artist Talk*, Block
Museum of Art, Northwestern University, Chicago
- 2007 *Artist Talk*, Integrated Media Program, Cal Arts
Artist Talk, Claremont Museum of Art
Information Aesthetics, Today's Art, Symposium, The Hague
Artist Talk, Mediamatic, Amsterdam
Artist Talk, Louisiana State University, College of Art and Design
"Form + Code," workshop with Chandler McWilliams, Telic Arts Exchange, Los Angeles
Persee: Orchestrated Perception, Live visual performance, Regent Theater, Los Angeles
The Future of Media Art, Symposium, NTT ICC, Tokyo
Artist Talk, Sci-Arc, Los Angeles
- 2006 *TexElectronica*, Symposium, Fort Worth Museum of Art
- 2005 *3rd Iteration, Generative Systems in the Electronic Arts*, Keynote Presentation, Melbourne
Artmedia IX, Artist's Talk, Salerno University, Salerno, Italy
Generator.x, Artist Talk, Atelier Nord, Oslo
Siggraph 2005, Processing.org: A Networked Context for Learning Computer Programming, Los
Angeles
Processing, Sonarama, Sónar. Barcelona
Real Time Workshop, Programming Media, Centre d'Art Santa Monica, Barcelona
Visiting artist, School of the Art Institute of Chicago
Visiting artist, Maryland Institute College of Art
Current Issues in Digital Art, Artist Talk, UC San Diego, San Diego
Artist's Talk, Rochester Institute of Technology, Rochester
Processing.org, Tokyo TDC Day '05, Tokyo
Computational Information Design, Flash In The Can, Toronto
An Introduction to Processing, Machine Project, Los Angeles
Programming Media, 049 Maryland Institute College of Art, Baltimore
Programming Media, THICK Design Series, School of the Art Institute Chicago, Chicago
- 2004 *Artist Talk*, Minneapolis College of Art & Design, Minneapolis
Programming Media / Microlmage, USC School of Cinema-Television, Los Angeles
Sonic Acts X, Paradiso. *Programming Media*. Amsterdam
Artist Talk, 044 Microwave International Media Art Festival, Hong Kong
Program/Process, Distributed Form: Network Practice, UC Berkeley, Berkeley
{Software} Structures, Read_Me, Aarhus University Aarhus, Denmark
Processing, Dorkbot City Camp, Aarhus, Denmark
Web Graphics: International Processing, Siggraph 2004, Los Angeles
Self-Organizing Systems: rEvolutionary Art, Science, and Literature, UCLA, Los Angeles
Artist Talk, Media Art and Technology Program, UC Santa Barbara, Santa Barbara
Artist Talk, Design Dialogues, Art Center College of Design, Pasadena
Programming Media, San Francisco Art Institute, San Francisco
Craft & Code, Pixel Raiders 2, Sheffield Hallam University, Sheffield
- 2003 *Processing*, Bootlab, Berlin
Artist Talk, ART+COM, Berlin
Programming Media, *Processing*, University of Southern California, Los Angeles
Artist Talk, DAMPF Research Labs, Linz, Austria
Sketches and Applications: Processing, Siggraph 2003, San Diego
Web Graphics: Processing, Siggraph 2003, San Diego
Artist Talk, Seoul National University, Seoul
Programming Media, Art Center Nabi, Seoul
Processing, Interaction Design, Royal College of Art, London
Programming Media, Processing, Architectural Association Design Research Lab, London
Emergent Form, Interactive Media Art Laboratory, Brussels
Artist Talk, Oslo School of Architecture, Oslo
Programming Media, Processing, UCLA, Los Angeles
On Software, AIGA Experience Design, London
Processing, IDEO London, London
Artist Talk, Central Saint Martins, London
On Software, Goldsmiths College, London
On Software, Automaten, Berlin

- Artist Talk*, University of the Arts, Berlin
- Artist Talk*, HGKK, Bern, Switzerland
- 2002 *Processing– Electronic Sketchbook*, Bartlett School of Architecture, London
- Artist Talk*, Amfibio, Helsinki
- Living Surfaces*, Open Doors, Doors of Perception 7, Amsterdam
- Artist Talk*, University of Leiden, Leiden
- Artist Talk*, Parsons School of Design, New York
- Formalism and Creativity session*, Numer02, Paris
- Basel HGK. *Reactive Image*. Basel
- 2001 *Artist Talk*, Sonic Acts, Paradiso, Amsterdam
- Interazione – Alcune Nozioni*, Scienze della Comunicazione, Ivrea, Italy
- Artist Talk*, IAMAS, Interaction'01, Ogaki, Japan
- Concepts in Interaction*, Experimentadesign 2001, Lisbon
- Dynamic Systems*, Baton Rouge Video Project, Louisiana State University, Baton Rouge
- 2000 *Dynamics and Metadesign sessions*, Numer00, Paris
- The Aesthetics & Computation Group*, International Media Research Foundation, Tokyo

SYMPOSIA

- 2005 *The Social Web: Platforms, Communities, and Creativity*, Siggraph 2005, Los Angeles
- Digital Creatures Panel*, Flash In The Can, Toronto
- 2004 *Who Owns Our (Software) Culture*, ISEA 2004, Helsinki
- 2003 *Programming Media*, Chair, Ars Electronica Symposium, Linz, Austria
- Interdiscipline Media Arts*, Transmediale '03, Berlin
- 2000 *The State of Interactive Design*, ISEA 2000, Paris

WORKSHOPS

- 2006 *Processing Workshop*, Shakerag Workshops 2006, Sewanee
- 2005 *Screen Paper Pattern*, Fabrica, Treviso, Italy
- Processing Workshop*, Flash In The Can, Toronto
- 2004 *Processing Workshop*, City University of Hong Kong, Hong Kong
- Processing Workshop*, Minneapolis College of Art and Design, Minneapolis
- Processing Workshop*, University of Huddersfield, Huddersfield
- Processing Workshop*, Sheffield Hallam University, Sheffield
- Advanced Processing Workshop*, University of Southern California, Los Angeles
- 2003 *Programming Mobile Media*, Interaction Ivrea, Ivrea, Italy
- Processing Workshop*, University of Southern California, Los Angeles
- Processing Workshop*, Hongik University. xD_5. Seoul
- Processing Workshop*, Interactive Media Art Laboratory, Brussels
- Visual Concepts for Responsive Media*, Oslo School of Architecture, Oslo
- Processing*, Transmediale '03, Berlin
- Piemonte Programming Workshop* Interaction Ivrea, Ivrea, Italy
- Living Surfaces*, Hyperwerk, Basel, Switzerland
- 2002 *Processing Workshop*, Image & Sound Program, Royal Conservatory, The Hague
- Workshop Algorithmique*, Les Ateliers/ENSCI, Paris
- Interactive Image Workshop*, Hyperwerk, Basel
- 2001 *Masters Class in Interaction Design*, University of Art and Design Helsinki (UIAH), Helsinki
- Computational Design Workshop*, University of Cincinnati, DAAP, Cincinnati
- 2000 *Computational Design Workshop*, Rhode Island School of Design, Providence

RESEARCH

- 2001- Present <http://www.processing.org> - Co-Founder & Developer. Software development creating an environment for learning the fundamentals of computer programming within the context of the electronic arts. Leading an international community toward developing a foundation curriculum for computational art and design.
- 2001-03 Interaction Design Institute Ivrea, Associate Professor. Founding faculty and researcher. Coordinated Personal Technologies research unit, a group focused on exploring the senses and perception as the origin for designing technology. Advisor for Institute. Research projects.
- 1999-01 MIT Media Laboratory, Cambridge, MA. Research Assistant. Member of the Aesthetics &

Computation Group, led by John Maeda. Focused research on the concept and execution of behavioral kinetic sculpture. Built custom software and electronics for realizing software, installations, and sculpture. Built custom educational software for DBN programming environment.