

ERIC J. FORMAN

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Born: Philadelphia, PA, USA, 1973 | **Lives and works:** New York, NY, USA

EDUCATION

- 2002 **ITP, Tisch School of the Arts, New York University**
MPS, Interactive Sculpture & Installation Art, summa cum laude equivalent
- 1995 **Vassar College**
BA, Independent Major: The Philosophical Ramifications of Computer Technology
Triple concentration in Philosophy, Film, and Art History, cum laude, departmental honors
Senior Thesis: "Virtual Reality: The Refiguring of Space, Real, and Subject," awarded thesis honors

EXHIBITIONS

- 2011 **RadioScope**, ExiTrip sound art group show and book, various venues, free103point9 Transmission Arts
Interactive, kinetic soundscape made from obsolete iPod transmitters and salvaged car radio antennae
- 2011 **Ohrmuschel [Ear Shell]**, sold publicly online to raise money for tinnitus research and treatment
A small engraved disc cut from a tree branch plays mysterious sounds from a forest when held up to the ear
- 2010 - 2011 **TimeFlow**, private commission, New York, NY (in progress)
Timelapse video projection of plant growth among urban decay; time shifts with viewer's body
- 2010 **Consensual Navigation Shirt** (part of Seth Carnes' Test Dérive project), Conflux Festival, New York, NY
Strangers on the street wear a shirt made for five people and attempt to move through the city together
- 2010 **Perceptio Lucis**, private commission, New York, NY (in progress)
A sculptural form casts an impossible shadow as if the viewer's body is the source of light
- 2008, 2010 **Constrained Flight Structure**, Aeolian Electric, Solar One, New York, NY
Disembodied real bird wings attempt to fly, powered by electricity from a homemade wind turbine
- 2009 **Coupling** (created for artist Anthony McCall), Hangar Bicocca, Milan, Italy
Interface and programming: algorithmically generated projections become three-dimensional lightforms
- 2009 **Kwina'a Taba [Eagle Sun]**, private collection, New York, NY
A deliberately kitschy painted wood object with rainbow colors and hypnotic illuminated LED patterns
- 2008 **What the Rain has Seen**, DUMBO Art Under the Bridge Festival, New York, NY
Outdoor rainwater puddle glowing at night, showing all it reflected during the previous day
- 2008 **Vintage Sound Effect Phones** (created for Kate Spade), Kate Spade and J. Crew stores, New York, NY
Circuit design, construction: dialing a 1960's rotary phone plays sound effects: bird calls, the ocean, ...
- 2008 **Sonic Chandelier** (created for Jessica Findley), Issue Project Room, New York, NY
Programming : translate ocean wave data into bass sound frequencies that vibrate a glass chandelier
- 2008 **Untitled (performance)**, 24HrsNonStopArt, Tigh Fili Cultural Centre, Cork, Ireland
24 artists selected to make art in a public space for 24 hours, without stopping or sleeping
- 2007 **Light Panel series**, private commission, New York, NY
Illustrations and dynamic patterns drawn in points of light on large wood and metal wall panels

- 2006 **River Glow** (created for architects The Living), NEXT Nordic Exceptional Trendshop, Copenhagen, Denmark
Circuit design: floating solar-powered pods detect pollution; fiber optic stalks change color
- 2006 **Every Drop Counts** (with Cynthia Lawson), Exit Art, New York, NY
Facts about global water crises are displayed by drops of water from a scientific apparatus
- 2005 **datatree**, 30Vandam Gallery, New York, NY
Interactive living tree displaying real-time datastream of commercial activity in attached retail space
- 2004 **Auto-Surveillance Encounter**, Show & Tell Salon curated by Leejone Wong, New York, NY
The artist's point of view is projected on a screen, shows forced eye contact with each audience member
- 2003 **Autonomous Harmonizing Robotic Sculpture**, The New Museum of Contemporary Art, New York, NY
A colony of sound and color producing robots that exhibit emergent group behavior
- 2002 **branch/ing**, Thomas Street Gallery, New York, NY
Sculptural installation: illuminated text flowing along a tree branch and disintegrating interactively
- 2002 **drop**, Physical Computing Show, ITP/Tisch, New York
Viewers use stillness to affect 3D simulations of water ripples overlaid on real water
- 2001 **transLink**, Interactive Computing in Public Places Show, ITP/Tisch, New York
Airport waiting area installation: viewers add to global image chain with strobed video of their bodies
- 2000 **soundBot**, Screen-Based Interactive Show, ITP/Tisch, New York
Moveable colored tiles set up repeating melodic and rhythmic sound compositions

ACHIEVEMENTS

- 2011 **ISEA (Internation Symposium on Electronic Art)**, Istanbul, Turkey
Invited to present work and participate in panel "Slowness: Responding to Acceleration"
- 2011 **The Queens Museum of Art**, Queens, NY
Selected to present past and current work at QMA Idea Salon
- 2011 **SxSW New York, Purpose**, New York, NY
Invited to present work around the theme of man-made environments and sustainability
- 2011 **A-Lab Forum, Crossing Art Gallery**, Queens, NY
Selected by Queens Media Arts Development to present work and artistic process
- 2011 **RISD (Rhode Island School of Design)**, Providence, RI
Awarded artist production grant for RadioScape project
- 2006-2011 **Invited Guest Critic:**
 » Vito Acconci Architecture Studio, **Pratt Institute**
 » Living Architecture (responsive and kinetic systems), **Columbia University**
 » Proof4 Advanced Studio (evolutionary computation), **Columbia University**
 » Architecture Biosynthesis (bioengineering), **Columbia University**
 » Mechanisms and Things That Move, **ITP, New York University**
 » Sustainable Energy, **ITP, New York University**
 » Interface Design Graduate Studio, **Parsons School of Design**
- 2009 **The Banff Centre**, Alberta, Canada
Artist In Residence, "Polymath Breakthrough": bioart collaboration with genetic engineer and virologist
- 2008 **Toyota HEYA Artist's Innovation Grant**
Awarded production budget for artistic project using DIY sustainable energy (wind power)

- 2004–2005 **30Vandam Studios**, New York, NY
Artist In Residence: awarded six months of studio space and production budget
- 2003 **The New Museum of Contemporary Art**, New York, NY
Selected as presenter for “<Fresh> New Media Projects”
- 2003 **The Daniel Langlois Foundation for Art, Science, and Technology**
Finalist for 2003 Research Grant for Individual Artists

TEACHING EXPERIENCE

- 2012 **School of Visual Arts (SVA)**, Interaction Design MFA
Adjunct Professor: Interactive Architecture: Responsive Design in Built Environments
- 2006–present **Rhode Island School of Design (RISD)**, Digital+Media MFA
Adjunct Professor, Sensing and Embodied Interaction, Continuum Studio, Creative Programming
- 2007–present **Columbia University**, Graduate School of Architecture
Guest Lecturer and Curriculum Advisor, Living Architecture studio
- 2010 **Parsons The New School of Design**, Design and Technology BFA & Communication Design BFA
Adjunct Professor: Core Studio: Interaction
- 2008–2009 **Brown University**, MEME (Multimedia and Electronic Musical Experiments)
PhD committee advisor
- 2000–2007 **Group Classes** (various in New York, NY)
Interactive Electronics for Artists (sensors, circuits, coding), Introduction to Visual Programming with Max/MSP/Jitter, Creative Programming with Processing, Intensive Flash and ActionScripting
- 2008 **Fusion Arts Exchange, RISD and Bureau of Educational and Cultural Affairs**
Visiting Artist and Guest Lecturer (Physical Computing and Robotics)
- 2006, 2009 **Maryland Institute College of Art (MICA)**, Interdisciplinary Sculpture BFA
Visiting Artist and Guest Lecturer
- 2006 **Institute for Schools of the Future, New York State Department of Education**
Professor/Critic and Curriculum Designer, Physical Computing and Multimedia
- 2004, 2005 **Integrated Digital Media Institute (IDMI), Polytech University**
Visiting Artist and Guest Lecturer
- 2004 **New Mexico Highlands University**, Media Arts MFA
Adjunct Professor and Visiting Artist, Physical Computing intensive hands-on course
- 2003 **SIGGRAPH**
Full-day course, “Building Interfaces: Making Computer Graphics Physically Interactive”
- 2002 **ITP, Tisch School of the Arts, NYU, and School of Art and Design, Pratt Institute**
Microcontroller and sensor interfacing workshop

PROFESSIONAL EXPERIENCE

- 2007–present **Klank Studios**, Principal and Founder, New York, NY
Clients include: Kate Spade, J. Crew, The Living NYC, Anthony McCall
- » Concept brainstorming, interface design, and prototyping for new interactive experiences
 - » Construction and systems integration for tangible objects and immersive environments
- 2000–present **Freelance Technology Consultant**
- » Network engineering, server administration, hardware maintenance, security and encryption, etc.
 - » Comprehensive multi-platform tech support for individuals and small businesses
 - » Expert with all types of hardware and all major software packages
 - » Workflow optimization and purchasing advice
 - » Tutoring in software, design, programming
- 1997–2008 **Freelance Digital Media Designer**
Clients include: MTV Online/Viacom, NBC Digital, RCA Records, R/GA New York, Merck & Co.
- » Design, coding, and production for web and mobile devices
- 1999–2001 **Events Technical Director and Producer**, Bramson Productions, New York, NY
- » Led crews in audio-visual setup and execution of live events with audiences up to 1000
 - » Head coordinator of all computer, projection, networking, and audio systems
 - » Supervised all aspects of presentation design, including graphics, video, and copy editing
- 1998–1999 **Media Lab Supervisor**, The Knowledge Union, Parsons School of Design / The New School University
- » Advanced media lab for Digital Design MFA graduate students and faculty (60+ workstations)
 - » Taught workshops and assisted students in DV editing, multimedia production
 - » Liason between faculty, student users, and staff
- 1995–1997 **3D Animator**, Pseudo Programs, Inc., New York, NY
- » Interactive 3D environment development for online virtual worlds, Prodigy Internet Services R&D
 - » Responsible for all phases of animation for architectural fly-throughs, cartoons, and commercials
 - » Development of original content on www.pseudo.com, a live online entertainment network
- 1992–1993 **Computer Consultant**, Lincoln Benefits Group, Philadelphia, PA
- » Full-time tech support for financial company headquarters
 - » Handled all user troubleshooting, systems updating, networking, security, printing

MEDIA SKILLS

Physical Computing	Arduino/PIC/Atmel/BX microcontrollers, circuitry, sensors, motor control, robotics
Programming & Web	C++, Java/Java3D, Processing, ActionScript, HTML, CSS, PHP, JavaScript, Flash
3D Animation, Film & Video	Storyboarding, modeling, texture-mapping, lighting, DV and 16mm editing
Software	Max/MSP/Jitter, Director, Flash, 3D Studio Max, FinalCut Pro, AfterEffects, Premiere, Photoshop, Illustrator, InDesign
Systems	Windows & Mac configuration, networking, troubleshooting, and hardware
Traditional Arts	Woodworking, metal machining, interior architecture, bookmaking, furniture design