

# ERIC FORMAN

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[www.ericforman.com](http://www.ericforman.com)

## EDUCATION

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- 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

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- 2022 **Wood/Light II - Tangle**, Newlab gallery, Brooklyn, NY  
A parametric light sculpture with underwater video mapped into geometric wood and 3D printed beams
- 2022 **Dis/Connect** (with Ben Luzzatto), Newlab gallery, Brooklyn, NY
- 2021 **Dis/Connect** (with Ben Luzzatto), Art Aesthetica Future Now Symposium, York, UK  
A chandelier that projects "digital silence" using cell and WiFi jamming instead of bulbs
- 2020 **Salmon Skin Light (Circular)**, Manifest Gallery, Cincinnati, OH  
Illuminated salmon skin in lasercut wood, tanned with ancient Inuit technique
- Heart Squared** (with MODU), public sculpture, Times Square, New York, NY  
Three-dimensional cubic steel grid with hundreds of mirrors that magically reflect a pixel heart
- 2019 **Scale/Scape Light Panel series**, Myeongdong International Art Festival, Seoul, Korea  
**Scale/Scape Light Panel series**, Townley Gallery, New York, NY  
Illuminated lasercut patterns of micro- and tele-scopic images, perceivable only when blurred
- Salmon Skin Light (Circular and Voronoi)**, HeadHi Gallery, Brooklyn, NY
- UnBuilding**, "Landscape as Dreamscape" at Citygroup Gallery, New York, NY  
**UnBuilding**, "Data Through Design" at Newlab, Brooklyn, NY  
A speculative data visualization of the subterranean spaces hidden beneath the buildings of Manhattan
- 2018 **Un-Urban Experiment**, community architecture, "Stay Human" show, DOGA (Design & Architecture Norway) and participatory workshop with students from Norway, Sweden, and USA, Træna, Norway  
Re-imagining of a derelict community house for the population of a tiny remote island in the Arctic Circle
- 2016 **Under Dytte Lyset [Under This Light]**, video installation, Bodø Art Society, Bodø Biennial, Norway  
Synchronized 24 hr timelapse videos of personal objects chosen by locals, placed in the Arctic landscape
- Wood/Light I - Array**, interactive lighting installation, Motherboard New York, Brooklyn, NY  
Architectural scale geometric array of wooden beams that dynamically illuminate from within
- 2015 **Radiolarian**, illustration on Planet Labs "Dove" satellite, sunsynchronous orbit around Earth  
Electron microscope image redrawn in halftone dots, etched into satellite side panel, launched into space
- Auto-Surveillance Encounter II**, participatory performance, Art Souterrain, Montreal, Canada  
A watcher maintains timed silent eye contact with other participants, with her point of view projected live

- Scale/Scape Light Panel series II**, Autodesk Pier 9 Gallery, San Francisco, CA  
Illuminated lasercut patterns of micro- and tele-scopic images, perceivable only when blurred
- 2014 **Radioscape**, permanent public art, Franconia Sculpture Park, Minnesota  
Interactive, kinetic installation made from antique wooden tripods and salvaged car radio antennas
- 2013 **Futur Absolu** (with Stephan Breuer), Château de Compiègne, Oise, France  
Large pyramid of light slowly cycles shapes and colors, transforming an ornate room in an ancient castle
- TreeShell**, Museum of Modern Art (MoMA) Design Store Collection, New York & Tokyo  
A small engraved disc cut from a tree branch plays the sounds of the forest when held up to the ear
- 2012 **TimeFlow**, private commission, New York, NY  
Large-scale installation of timelapse and stop-motion video moved through time by viewer's body
- 2010 **Consensual Navigation Shirt**, "Test Dérive" group show, Conflux Festival, New York, NY  
Strangers on the street wear a shirt made for five people and attempt to move through the city together
- Perceptio Lucis**, private commission, New York, NY  
A sculptural form casts an impossible shadow as if the viewer's body is the source of light
- 2010 **Constrained Flight Structure**, "Aeolian Electric" group show, Solar One, New York, NY  
Disembodied real bird wings attempt to fly, powered by electricity from a homemade wind turbine
- 2009 **Kwina'a Taba [Eagle Sun]**, private commission, New York, NY  
A painted wood object whose hypnotic LED patterns are also an imperceptibly slow clock of seasons
- 2008 **What the Rain has Seen**, DUMBO Art Under the Bridge Festival, New York, NY  
Outdoor rainwater puddle glowing at night, showing everything it reflected during the day
- Untitled (performance)**, "24HrsNonStopArt" group show, Tigh Fili Cultural Centre, Cork, Ireland  
24 artists selected to make art in a public space for 24 hours, without stopping or sleeping
- 2006 **Every Drop Counts** (with Cynthia Lawson), Exit Art, New York, NY  
Facts about global water crises are triggered by drops of water from a scientific apparatus
- 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 timed 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 that disintegrates as viewers approach
- Drop**, Physical Computing Show, ITP/Tisch, New York, NY  
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, NY  
Airport waiting area installation: viewers add to global image chain with strobed video of their bodies

## ACHIEVEMENTS

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- 2022 **Catwalk Artist Residency**, Catskill, NY
- 2021 **Fast Company 2021 World Changing Ideas Awards Honorable Mention**  
"Dis/Connect" Chandelier

2021	<b>Art Aesthetica Prize</b> longlist winner, York, UK for “Dis/Connect” Chandelier
2021	<b>Arte Laguna Prize 15</b> winner and spotlighted artist, Venice, Italy
2020	<b>Cooper Hewitt, Smithsonian Design Museum</b> , New York, NY Featured speaker, “Design in Process: Public Art Installations in Context”
2019	<b>Times Square Heart 2020 Design Winner</b> Selected (with MODU) by Cooper Hewitt, Smithsonian Design Museum and Times Square Alliance
2019	<b>Learn.Design.Compute with Bio</b> , University of Pennsylvania, Philadelphia, PA Facilitator and Critic, National Science Foundation-funded workshop on biodesign in K-12 education
2018	<b>University of Delaware Department of Art &amp; Design</b> Invited to present retrospective and lecture on career in art and technology
2016	<b>Træna</b> artist residency, Tenk Træna, Nordland, Norway Selected as Artist in Residence to live amongst a small community on a remote island in the Arctic Circle
2014	<b>Autodesk Pier 9</b> artist residency, San Francisco, CA  <b>Jerome Fellowship and Franconia Sculpture Park</b> artist residency  <b>University of the Arts</b> Spotlight Series Visiting Artist retrospective lecture, Philadelphia, PA
2013	<b>MoMA Design Destination:NYC</b> , Museum of Modern Art, New York, NY Selected for Design Store collection representing the best of New York artists and makers  <b>New Lab, Macro Sea, and The City of New York</b> , Brooklyn Navy Yard, Brooklyn NY Selected as founding member of art/technology/sustainable design innovation center  <b>Terreform / ONE Lab</b> , Artist Talk, Brooklyn, NY  <b>PechaKucha Featured Event</b> invited speaker, Duggal Greenhouse, Brooklyn Navy Yard, NY
2012	<b>GE Garages, Story Space</b> , New York, NY Invited to speak about artistic practice and design process at Story, a pop-up gallery and store  <b>New Models for Making, NY Design Week</b> , BMWi Ventures, New York, NY Invited by New York City EDC to present artwork made locally with new technologies
2011	<b>ISEA (International Symposium on Electronic Art)</b> , Istanbul, Turkey Invited to present work and participate in panel “Slowness: Responding to Acceleration”  <b>The Queens Museum of Art</b> , Queens, NY Selected to present retrospective of work and new projects at QMA Idea Salon  <b>SxSW New York, Purpose</b> , New York, NY Invited to present work around the theme of man-made environments and sustainability  <b>A-Lab Forum, Crossing Art Gallery</b> , Queens, NY Selected by Queens Media Arts Development to present work and artistic process
2009	<b>The Banff Centre</b> , Alberta, Canada Invited Artist In Residence, “Polymath Breakthrough”: bioart collaboration with genetic virologist
2008	<b>Toyota HEYA Artist’s Innovation Grant</b> Grant winner for artistic project using DIY sustainable wind power energy

- 2005 **30Vandam Studios**, New York, NY  
Artist In Residence: awarded studio space and production budget
- 2003 **The New Museum of Contemporary Art**, New York, NY  
Selected as presenter for “<Fresh> New Media Projects” symposium

## TEACHING

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- 2013–present **School of Visual Arts (SVA)**, Interaction Design MFA  
» Interim Chair, July 2023 anticipated start date  
» Head of Innovation: departmental curriculum and technology strategy  
» Student Advisor: student life, internship and job placement, portfolio guidance  
» Full-Time Faculty: Physical Computing, Thesis Development, Thesis Presentation  
» Supervisor: End of Year Thesis Festival, theater presentations and gallery exhibition
- 2018 **“Un-Urban Experiments” Creative Summer School**, Træna, Norway  
» Co-designed and led workshop to reimagine derelict architecture with a remote island’s community  
» Formed collaboration between Umeå (Sweden), Oslo SoAD (Norway), and SVA (New York)
- 2006–2014 **Rhode Island School of Design (RISD)**, Digital+Media MFA, Architecture MFA  
Critic / Senior Adjunct Faculty: Physical Computing, Creative Programming, Materials and Embodied Interaction, Continuum Studio, Interactive Architecture Collaborative Study, Advanced Responsive Installations Collaborative Study, Thesis Advising
- 2012–2014 **Pratt Institute**, Digital Arts MFA, Architecture MFA  
Adjunct Faculty: Robotics & Physical Computing, Responsive Architecture Studio
- 2007–2018 **Columbia University**, Graduate School of Architecture  
Guest Lecturer and Curriculum Advisor, Living Architecture studio and Architecture Biosynthesis
- 2010 **Parsons The New School of Design**, Design and Technology BFA & Communication Design BFA  
Adjunct Faculty: Core Studio / Interaction
- 2008–2009 **Brown University**, MEME (Multimedia and Electronic Musical Experiments)  
PhD advisor and comprehensive exams committee member
- 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**, San Diego, CA  
Course Organizer and Presenter, “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

1998–1999      **Parsons School of Design / The New School University**, The Knowledge Union  
 Supervisor of advanced media lab for Digital Design MFA graduate students and faculty

## PROFESSIONAL

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2018      **Large-scale LED matrix** (for Peter Marino Architect), New York, NY  
 Consulting on form, technology, mapping software for custom installation

2017      **Flexible Solar Powered Glove** (for 10XBeta and Verizon), Brooklyn, NY  
 Surface-mount reflow soldering on flexible circuit board for wearable technology concept prototype

2016      **Windows Into Freshkills Park** (for NYC Parks and the Freshkills Park Alliance), New York, NY  
 Jury Member and consultant for interactive dioramas about environmental history and transformation

2015      **Air Wave** (for MODU and The Architectural League of New York), Brooklyn, NY  
 Interactive technology consultant for suspended kinetic fabric mesh woven with LEDs and miniature fans

2013      **Wearable Medical Design Consultant**, Line Healthcare Design Studio, Copenhagen, Denmark  
 Form design, ergonomics, and interface development for next generation one-handed blood sugar meter

2012      **The Art of Scent** (for Diller+Scofidio+Renfro), Museum of Arts and Design, New York, NY  
 Sensor and interface prototype for interactive proximity-triggered scent release

2012      **Robotics Consultant**, Streb Action Company, New York, NY  
 Humanoid robotics programming for live dance performance

2011      **Mutual Gaze** (for artist Marina Abramović), The Garage Center for Contemporary Culture, Moscow, Russia  
 Technology and visualization consultant: real-time brain data of two people staring into each other's eyes

2010–2012      **Collaborative TreeHouse** (with Benjamin Luzzatto and Josh Dunn), Adirondack Wilderness, NY  
 Design and construction of multiple sustainable architectural structures and permaculture experiments

2009      **Solid Light: Coupling** (for artist Anthony McCall), exhibited extensively in US and internationally  
 Interface and programming: algorithmically generated projections become three-dimensional lightforms

2009      **Digital Media Supervisor and Production**, documentary, Naked Eye Productions, New York, NY  
 Films on Zayed Future Energy Prize for the Royal Family of Abu Dhabi; shot in Bangladesh, UAE, Australia

2008      **Vintage Sound Effect Phones** (for Kate Spade), Kate Spade and J. Crew stores, New York, NY  
 Circuit design, construction: dialing 1960's rotary phone plays sound effects: bird calls, the ocean, etc.

2008      **Sonic Chandelier** (for artist Jessica Findley), Issue Project Room, New York, NY  
 Programming : translate ocean wave data into bass sound frequencies that vibrate a glass chandelier

2008      **Assistant Director**, documentary, Red Warrior Films, Washington, D.C.  
 Interviews with chiefs and elders at Native American Inaugural Ball for President Barack Obama

2006      **River Glow** (for architects The Living), NEXT Nordic Exceptional Trendshop, Copenhagen, Denmark  
 Circuit design: floating solar-powered pods detect pollution; fiber-optic stalks change color

1997–2008      **Digital Media Designer / Programmer**  
 Clients include: MTV Online/Viacom, Merck & Co., NBC Digital, RCA Records, R/GA New York

1999–2001      **Events Technical Director and Producer**, Bramson Productions, New York, NY  
 Head Supervisor of crews for audio-visual setup and execution of live events with audiences up to 1,000

1995–1997      **3D Animator and Online Web Host**, Pseudo Programs, Inc. and Prodigy Internet R&D, New York, NY  
 Interactive environment development for online virtual worlds