

Eric Forman

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EDUCATION

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

SKILLS

- Leadership Advised 160+ startup Masters theses, supervised teams of 10-20 for large installations and events, led own company for 22+ years, managed projects with budgets up to \$100k, startup consulting, pitch deck coaching, business and PR strategy
- Software Fusion 360, Rhino, Grasshopper, Photoshop, Lightroom, Illustrator, InDesign, Processing, Unity, MadMapper, Enttec LED Mapper, AI prompting (Midjourney, ChatGPT, Claude, etc.)
- Hardware Electrical engineering, circuit design, addressable LED design, PCB design, microcontrollers (Raspberry Pi, Arduino, ESP32, PIC, AVR), sensors, motor control, enclosure design, Kinect/Azure motion tracking
- Programming Java, C++, Python, Max/MSP/Jitter, TouchDesigner, HTML, CSS, JavaScript, gcode
- Fabrication CNC router, CNC mill, CNC lathe, waterjet, lasercutting, 3D printing (FDM, SLA, SLS), woodworking, joinery, fasteners, vacuum forming
- Other DSLR photography, timelapse automation, photo retouching, video editing, graphic design, copy writing and editing, grant writing

PROFESSIONAL

- 2003–current **Founder and Principal**, Eric Forman Studio, Brooklyn, NY
Interactive Art and Design specializing in new technologies and digital fabrication
- 2025 **Safe Harbor**, Maryland Institute College of Art (MICA), Baltimore, MD
Lighting design, electronics, and architectural fabrication for lighthouse effect in historic clocktower

2015–2023	Head of Innovation , School of Visual Arts (SVA), Interaction Design MFA, New York, NY New technologies evaluation, tools and medium strategy, departmental curriculum, student advising
2024	<u>TESSERAE Space Habitat Pavilion</u> (for Aurelia Institute), Boston, MA and Seattle Museum of Flight Lighting design, LED circuit design, fixture and controller fabrication, 3D modeling, pavilion assembly
2023	<u>Therapeutic Temperature Shifting Smart Garment</u> (for Athify), New York, NY Circuit design, programming, PCB production, enclosure design, prototype assembly, strategy consultation
2018	<u>Large-scale LED ceiling matrix</u> (for Peter Marino Architect), New York, NY Consulting on form, technology, design, and LED 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	<u>Windows Into Freshkills Park</u> (for NYC Parks and the Freshkills Park Alliance), New York, NY Jury Member and consultant for interactive dioramas about environmental history and transformation
2015	<u>Air Wave</u> (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	<u>Temple of Whollyness</u> , Burning Man, Black Rock Desert, NV Assembly Crew Supervisor, Crane Rigging, Heavy Equipment operation, CNC post-processing Wearable Medical Design Consultant , Line Healthcare Design Studio, Copenhagen, Denmark Invention, form design, ergonomics, and interface development for novel one-handed blood sugar meter
2012	<u>The Art of Scent</u> (for Diller+Scofidio+Renfro), Museum of Arts and Design, New York, NY Sensor and interface prototype for interactive proximity-triggered scent release Robotics Consultant , Streb Action Company, New York, NY Humanoid robot programming for live dance performance with humans
2011	<u>Mutual Gaze</u> (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	<u>Collaborative TreeHouse</u> (with Benjamin Luzzatto and Josh Dunn), Adirondack Wilderness, NY Design, construction, and crew lead of sustainable architectural structures and permaculture experiments
2009	<u>Solid Light: Coupling</u> (for artist Anthony McCall), exhibited extensively in US and internationally Interface and programming: algorithmically generated projections become three-dimensional lightforms 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	<u>Vintage Sound Effect Phones</u> (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
- 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
- 1998–1999 **Supervisor**, Parsons School of Design / The New School University, The Knowledge Union
Supervisor of advanced media lab for Digital Design MFA graduate students and faculty
- 1995–1997 **Virtual Reality 3D Animator and Online Web Host**, Pseudo Programs, Inc. and Prodigy Internet R&D, NYC
Interactive environment development for online virtual worlds; net culture streaming show host (“SenSE”)

EXHIBITIONS

- 2023 **Wood/Light III - Closed Tangle**, Clive Davis gallery, Brooklyn, NY
A parametric wooden light sculpture with animated particle systems inside a self-intersecting form
- 2022 **Wood/Light II - Tangle**, Newlab gallery, Brooklyn, NY
A parametric light sculpture with underwater ocean video mapped inside wood and 3D printed forms
- Dis/Connect** (with Ben Luzzatto and Dan Gross), Newlab gallery, Brooklyn, NY
A chandelier that projects “digital silence” using cell and WiFi jamming instead of bulbs
- 2021 **Dis/Connect** (with Ben Luzzatto and Dan Gross), Art Aesthetica Future Now Symposium, York, UK
- 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

- 2019 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)
 Led participatory workshop with students from Norway, Sweden, and USA in a reimagining of a derelict community house on a tiny remote island in the Arctic Circle of Norway
- 2016 Under Dytt Lyset [Under This Light], video installation, Bodø Art Society, Bodø Biennial, Norway
 Synchronized 24 hour time-lapse videos of personal objects chosen by locals, sited 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 custom conjoined shirt 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
- 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
Scientific apparatus sculpture displays facts about global water crises triggered by drops of water
- 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

- 2024 **Hey Human! Artist Residency**, using AI and ML for human speech transformation, Barcelona, Spain
- 2022 **Catwalk Artist Residency**, using found materials in isolated nature, Catskill, NY
- 2021 **Fast Company World Changing Ideas Awards** Honorable Mention: “Dis/Connect Chandelier”
- Art Aesthetica Prize** longlist winner, York, UK for “Dis/Connect” Chandelier
- Arte Laguna Prize 15** winner and spotlighted artist, Venice, Italy
- 2020 **Cooper Hewitt, Smithsonian Design Museum**, New York, NY
Featured speaker, “Design in Process: Public Art Installations in Context”
- 2019 **Times Square Heart 2020 Design Winner**
Selected (with MODU) by Cooper Hewitt, Smithsonian Design Museum and Times Square Alliance
- Learn.Design.Compute with Bio**, University of Pennsylvania, Philadelphia, PA
Facilitator and Critic, National Science Foundation-funded workshop on biodesign in K-12 education
- 2018 **University of Delaware Department of Art & Design**
Invited to present retrospective and lecture on career in art and technology

- 2016 **Træna Artist Residency**, Tenk Træna, Nordland, Norway
Lived amongst a tiny community on a remote island in the Arctic Circle
- 2014 **Autodesk Pier 9 Artist Residency**, San Francisco, CA
- Jerome Fellowship** and **Franconia Sculpture Park Artist Residency**
- University of the Arts Spotlight Series Visiting Artist** retrospective lecture, Philadelphia, PA
- 2013 **MoMA Design Destination:NYC**, Museum of Modern Art, New York, NY
Selected for Design Store collection representing the best of New York artists and makers
- New Lab, Macro Sea, and The City of New York**, Brooklyn Navy Yard, Brooklyn NY
Selected as founding member of art/technology/sustainable design innovation center
- Terreform / ONE Lab**, Artist Talk, Brooklyn, NY
- PechaKucha Flagship Event** invited speaker, Duggal Greenhouse, Brooklyn Navy Yard, NY
- 2012 **GE Garages, Story Space**, New York, NY
Invited to speak about artistic practice and design process at Story, a pop-up gallery and store
- New Models for Making, NY Design Week, BMWi Ventures**, New York, NY
Invited by New York City EDC to present artwork made locally with new technologies
- 2011 **ISEA (International Symposium on Electronic Art)**, Istanbul, Turkey
Invited to present work and participate in panel “Slowness: Responding to Acceleration”
- QME Idea Salon, The Queens Museum of Art**, Queens, NY
Selected to present retrospective of work and new projects
- SxSW New York, Purpose**, New York, NY
Invited to present work around the theme of man-made environments and sustainability
- A-Lab Forum, Crossing Art Gallery**, Queens, NY
Selected by Queens Media Arts Development to present work and artistic process
- 2009 **The Banff Centre**, Alberta, Canada
Invited Artist In Residence, “Polymath Breakthrough”: bioart collaboration with genetic virologist
- 2008 **Toyota HEYA Artist’s Innovation Grant**
Grant winner for artistic project using DIY sustainable wind power energy
- 2005 **30Vandam Studios Artist in Residence**, New York, NY
- 2003 **The New Museum of Contemporary Art**, New York, NY
Selected as presenter for “<Fresh> New Media Projects” symposium

TEACHING

2013–2023	School of Visual Arts (SVA) , Interaction Design MFA » Faculty: Physical Computing, Thesis I, Thesis II; Director of Thesis Exhibition » Thesis Advisor: over 160 graduate projects including full product prototype and public presentations » Student Advisor: student life, internship and job placement, portfolio guidance
2018	“Un-Urban Experiments” Creative Summer School , Træna, Norway » Co-designed and led workshop with a remote island’s community to reimagine derelict architecture » 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, 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 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