

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 and PCB design, addressable LED 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, LED lighting, and digital fabrication
- 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

- 2025 **“Safe Harbor,”** Maryland Institute College of Art (MICA), Baltimore, MD
Lighting design, electronics, and architectural fabrication for lighthouse effect in historic clocktower
- 2024 **TESSERAE Space Habitat Pavilion** (for Aurelia Institute), Boston, MA and Seattle Museum of Flight
Lighting design, LED circuit design, fixture and controller fabrication, 3D modeling, pavilion assembly
- 2023 **Therapeutic Temperature Shifting Smart Garment** (for Athify), New York, NY
Circuit design, programming, PCB production, enclosure design, prototype assembly, strategy consultation
- 2018 **Large-scale LED ceiling matrix** (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 **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 **“Temple of Whollyness,”** 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 **“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
- Robotics Consultant**, Streb Action Company, New York, NY
Humanoid robot programming for live dance performance with humans
- 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, construction, and crew lead of 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
- 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
- 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 network jamming antennae 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)
 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 Dytte 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/Scope” 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