

# Eric Forman

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## 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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- 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
- 2016 **Wood Light Beams**, interactive lighting installation, Motherboard New York, Brooklyn, NY  
Room-size geometric array of wood elements that suprisingly illuminate from inside in dynamic patterns
- 2015 **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
- 2015 **Light Panel series II**, Autodesk Gallery, San Francisco, CA  
Exponentially scaled images translated into backlit lasercut patterns 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
- 2010, 2013 **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
- 2008, 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** (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  
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 **Kwina'a Taba [Eagle Sun]**, private collection, 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
- 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 I**, private commission, New York, NY  
Illustrations and dynamic patterns drawn in points of light on large wood and metal wall panels
- 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
- 2002 **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
- 2000 **SoundBot**, Screen-Based Interactive Show, ITP/Tisch, New York, NY  
Moveable colored tiles set up repeating melodic and rhythmic sound compositions

## ACHIEVEMENTS

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- 2016 **Træna** artist residency, Tenk Træna, Nordland, Norway  
Selected as Artist in Residence to live amongst a small community on a tiny island in the Arctic Circle
- 2014–2015 **Autodesk Pier 9** artist residency, San Francisco, CA  
Selected as Artist in Residence for Autodesk's state of the art workshop and innovation lab
- 2014 **Jerome Fellowship** and **Franconia Sculpture Park** artist residency  
Awarded fellowship and residency for installation of Radioscape interactive sculpture
- 2014 **University of the Arts**, Philadelphia, PA  
Spring 2014 Spotlight Series Visiting Artist lecture and retrospective presentation
- 2013 **MoMA Design Destination:NYC**, Museum of Modern Art, New York, NY  
Selected for Design Store collection representing best of New York artists and makers
- 2013 **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 lab
- 2013 **Terreform / ONE Lab**, Brooklyn, NY  
Invited as Spring 2013 Artist/Designer for talk and presentation
- 2013 **CreateTech**, Brooklyn, NY  
Invited speaker for "Creativity and Innovation" panel

- 2013 **The Makery and miLES Storefront Transformer**, New York, NY  
Invited speaker for “Evolution of Makers” panel
- 2013 **PechaKucha Featured Event**, Duggal Greenhouse, Brooklyn Navy Yard, NY  
Invited to speak about new work between art, design, and technology; PK’s largest audience to date
- 2012 **3rd Ward**, Brooklyn, NY  
Chosen as Designer In Residence with free studio and shop resources
- 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
- 2012 **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”
- 2011 **The Queens Museum of Art**, Queens, NY  
Selected to present retrospective of work and new projects 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 art installation development
- 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 for artistic project using DIY sustainable wind power energy
- 2004–2005 **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  
Head of Innovation: technology strategy, curriculum development, partnership coordinator  
Student Advisor: student life, personal and academic advice, internship and job placement  
Full-Time Faculty: Physical Computing, Thesis Development, Thesis Presentation
- 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–present **Columbia University**, Graduate School of Architecture  
Guest Lecturer and Curriculum Advisor, Living Architecture studio
- 2006–present **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**  
 » Advanced Project Studio, **ITP, New York University**  
 » Interface Design Graduate Studio, **Parsons School of Design**  
 » Kinetic Sculpture with Arduino, Visual Arts BFA, **Sarah Lawrence College**
- 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**  
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

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- 2007–present **Eric Forman Studio**, Principal and Founder, New York, NY  
Concept, interface design, prototyping, and fabrication for new interactive objects and experiences
- 2013 **Wearable Medical Design Consultant**, Line Healthcare Design Studio, Copenhagen, Denmark  
Form design, ergonomics, and interface development for next generation blood sugar meters
- 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
- 2000–2011 **Freelance Technology Consultant**  
Network engineering, server administration, hardware maintenance, security and encryption
- 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**, The Knowledge Union, Parsons School of Design / The New School University  
Advanced media lab for Digital Design MFA graduate students and faculty (60+ workstations)
- 1995–1997 **3D Animator and Online Web Host**, Pseudo Programs, Inc., New York, NY  
Interactive environment development for online virtual worlds, Prodigy Internet Services R&D