

ERIC FORMAN

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BIOGRAPHY

Eric Forman is a Brooklyn-based artist and designer working with interactive installations, light sculptures, and digital fabrication. His work is open-ended and exploratory, crossing boundaries between fine art, design, and architecture and employing modalities of interaction not often found in dominant forms of new media: thoughtful, slow, subtle, perhaps unsettling. His creations give us the surprising and magical qualities of the new, yet also play on our uneasy fascination with the intersection of human and technology, and the tension between the natural world and our built environment.

Eric started programming as a child in the 1980s, was an early member of the groundbreaking online media entity Pseudo Programs in the mid 1990s, founded the creative technology collective Klank Studios in 2006, and in 2012 his studio became a founding member of New Lab, a next generation innovation space in the Brooklyn Navy Yard. Eric is also faculty and Head of Innovation Interaction Design MFA program at SVA (School of Visual Arts).

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

- 2019 **UnBuilding**, data visualization sculpture, Data Through Design, The Circular City, New Lab, Brooklyn, NY
A model of the subterranean spaces hidden beneath the buildings of lower Manhattan
- 2018 **Un-Urban Experiment**, community architecture, Stay Human show, DOGA (Design & Architecture Norway)
Re-imagining of a derelict community house for the population of a tiny remote island
- 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 **Sculptural Light Installation**, interactive lighting installation, Motherboard New York, Brooklyn, NY
Architectural scale geometric array of wooden beams that dynamically illuminate from within
- 2015 **Radiolarian**, illustration on Dove satellite, sunsynchronous orbit around Earth
Electron microscope image redrawn in halftone dots, etched into satellite side panel, launched into space
- 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 **Scale/Scape Light Panel series II**, Autodesk Pier 9 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

- 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
Selected as Artist in Residence to live amongst a small community on a remote 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

2013–present **School of Visual Arts (SVA)**, Interaction Design MFA
» Head of Innovation; Student Advisor: departmental curriculum and technology strategy; student life
» Full-Time Faculty: Physical Computing, Thesis Development, Thesis Presentation

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–present **Columbia University**, Graduate School of Architecture
Guest Lecturer and Curriculum Advisor, Living Architecture studio

2006-present **Invited Guest Critic:**
» Advanced Digital Design, Integrated Digital Media MS, **Sarah Lawrence College**
» Kinetic Sculpture with Arduino, Visual Arts BFA, **Sarah Lawrence College**
» 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**

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

- 2007–present **Eric Forman Studio, Principal and Founder, Brooklyn, NY**
Creative technology: concept, design, programming, electronics, prototyping, and digital fabrication
- 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
- 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