

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
- 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

- 2020 **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
- 2019 **Scale/Scape Light Panel series**, Townley Gallery, New York, NY
Illuminated lasercut patterns of micro- and tele-scopic images, perceivable only when blurred
- 2019 **Salmon Skin Light** (Circular and Voronoi), HeadHi Gallery, Brooklyn, NY
Tanned salmon skin surfaces in lasercut wood, illuminated from within
- 2019 **UnBuilding**, data visualization sculpture, Landscape as Dreamscape at Citygroup Gallery, New York, NY
- 2019 **UnBuilding**, Data Through Design group show at New Lab, Brooklyn, NY
A speculative landscape of the subterranean spaces hidden beneath the buildings of lower 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
- 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
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

- 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

- 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
- 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 the 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 **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
- 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

- 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
- 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