

SELECTED ARTWORKS and COMMISSIONS

2020-current ***Re-emergence*** Work in progress. Teaching AI to move like a human body moves.

1999-2019 ***The Observer*** *Projected Video Loop*

The Observer is a moving painting that takes us through rich and vibrant digital landscapes, observing strange new lifeforms as we go. Created using *Emergence*: an AI computer system that Allen developed in the late 1990s as an art tool to build virtual worlds alive with artificial life - where abstract forms with life-like behaviors are brought to life through programs that define their behaviors, their personalities. *The Observer* provides a contemplative environment that feels both natural and synthetic, familiar and strange. It draws the audience into a world of moving abstract forms with their own rules of behavior. And we as observers can see new ways of being.

2018 ***Life Without Matter*** *Interactive Virtual Reality Art Installation*

Life Without Matter considers a future life in virtual reality where material things - physical matter - have mostly disappeared and our identity must be redefined. Within the virtual world we find ourselves in a mythic place. A mirror appears and the viewer confronts their digital reflection. And since a virtual world is immaterial, a virtual mirror need not reflect one's physical appearance, but rather the female, male and animal in all of us. Commissioned in part by QUAD, Derby, UK.

2017 ***The Tangle of Mind and Matter*** *Interactive Virtual Reality Art Installation*

In this virtual reality work, inspired by the mysterious relationship between the mind and the brain, we search the brain to reveal the mind. The mind takes on a human form and activates the conscious brain, encouraging the viewer to participate in the process. While our body stays grounded to the earth, the mind continues to explore beyond our horizon, leaving us to believe that there are other realities somewhere out there. Though virtual, the experience is visceral, as it engages our sensory perception and questions our understanding of reality.

2016 ***INSIDE*** *Interactive Virtual Reality Art Installation*

In this work the artist explores the inner world of the brain, the connection between virtual and real humans, and the sensation when immersed in artificial nature. Following the artistic practice of utilizing "found objects", many elements that make up the virtual worlds were found by scavenging through online thrift stores, while the model of the brain was derived from MRI brain scans. *INSIDE* considers provocative questions around the uncanny ability of VR to confound our sensory perception while contemplating what happens inside of us when inside virtual worlds.

2013 ***Figures in Motion***

A series of 3 video works inspired by a lifelong study of the human body in motion. Human forms appear as otherworldly fluid abstractions; their intricate, undulating movements are realistic and unaltered. The compelling and at times disturbing movements draw from our deep familiarity and visceral response to human motion. The abstracted forms emphasize this response and together they create mesmerizing perceptual effects in the mind of the viewer. Partially funded by rhein.tanzmedia.web.

- 2005** ***Liminal Identities***
An interactive installation that occurs in two physical spaces within an exhibition space. This work is about physicality and virtuality, nature and illusion, the body and the mind and how our changing perception of reality affects our understanding of human identity. In collaboration with Liminal Devices group MIT Media Lab Europe. Commissioned in part by Art Futura, Barcelona, Spain.
- 2002** ***The Brain Stripped Bare***
This installation/performance considers a future where we live simultaneously in multiple realities and thoughts are expressed telepathically. Surrounded by a circle of screens - a 360-degree panorama - the audience is free to shift their point of view. Live performers merge with shadows, projected images and sounds as they surround and infiltrate the audience. An Audio Spotlight is utilized to project a narrow beam of sound to individuals in the audience, giving the sense of remote presence and telepathic communication.
In collaboration with osseus labyrinth. Winner of the rhein.tanzmedia.net-Prize. Commissioned by rhein.tanzmedia.web. Partially funded by Intel Research Council.
- 2001** ***COEXISTENCE***
An interactive art installation that blurs the boundaries between virtual reality and physical reality, between artificial life and human life. Wearing a see-through head mounted display, virtual and physical objects appear to be in the same physical space. Breath and tactile feedback, the ultimate expression of our physicality, are used as the interface. Commissioned by Interaction Design Institute Ivrea, Italy. Partially funded by Intel Research Council.
- 1999** ***The Bush Soul (#3)***
Third in a series of interactive art installations. A force-feedback joystick provides both navigation and tactile sensations, connecting one's physical body and virtual soul. Partially funded by Intel Research Council.
- 1998** ***The Bush Soul (#2)***
Second work in a series of three interactive art installations, presented as a three screen panoramic immersive environment. Partially funded by Intel Research Council.
- 1997** ***The Bush Soul (#1)***
First work in a series of three interactive art installations that explore the role of human presence in a world of artificial life. Partially funded by Intel Research Council.
- 1993** ***Twisted Turtle***
Interpretation of the Korean "Turtle Ship". Commissioned by artist Nam June Paik for a 300 monitor video installation at the **Taejon World Expo**.
- 1992** ***Office Workers***
Computer generated humans go about their mundane lives. Created as part of a collaboration with Nam June Paik for a permanent 429 monitor video installation commissioned for the lobby of the new Chase Manhattan Bank headquarters in NYC.
- 1992** ***Point of Departure***
Vast familiar landscapes, simulated on the computer, span over three large screens, creating a panoramic projection that surrounds an audience. The animation was filmed with a state-of-the-art E&S flight simulation system. Commissioned by the Spanish Pavilion for the **Seville World Expo** in Spain, this work is part of a multimedia performance titled "**Memory Palace**". Music by: John Paul Jones and Peter Gabriel. Produced at: Rediffusion Simulation Ltd. Crawley, England.

- 1992** ***Laberint***
 Based on the Platonic myth that woman and man were once one androgynous form, live-action and computer generated characters weave between real and virtual worlds. Commissioned by Catalunya Television (TVC), the City of Barcelona and computer animation company, Animatica, as part of a series of works that refer to the city of Barcelona.
 Music by: John Paul Jones (Opal Records).
 Produced at: Animatica S.A. and Filmtel Barcelona, Spain.
- 1991** ***Fire and Air / Water and Earth***
 Opening Animation for the **Spanish Pavilion/ World Expo 92**. Commissioned by the Spanish government for the World Expo '92 in Seville, these two animated works were designed to present a new image of Spain to the rest of the world; one that blends their rich cultural traditions with the latest advanced technology.
 Music by: Juan Arteché.
 Produced at: Telson / Madrid and Animatica S.A./ Barcelona.
- 1991** ***Fleeting Words***
 A light installation involving a unique system of LED light displays, based on the theme of "Cybermedia". Commissioned by Barcelona City Hall in conjunction with the event *Art Futura 91*.
- 1990** ***MUGRA***
 A collaboration with the Spanish performance group *La Fura dels Baus* resulted in a multimedia performance based on the theme of "feminine energy". Included 12 performers and 70 video monitors. Commissioned by Barcelona City Hall in conjunction with the event *Art Futura 90*.
- 1989** ***Steady State***
 Commissioned by TVE (Television of Spain) for a 14 part television series titled "El Arte del Video" (The Art of Video). This piece and other work by Allen were featured in the program, "Computers in Video Art".
 Music by: Clodagh Simonds.
 Produced at: Animatica, S.A. and UCLA Department of Design.
- 1987** ***BEHAVE***
 This work examines the ways we communicate through our behavior. Deaf actors express their feelings through gestures while computer generated artificial life forms merge with New York City streets. Commissioned by Rebo High Definition Studios, New York, it is the first example of computer animation recorded directly to the HDTV (High Definition Television) format. The animation utilizes Craig Reynold's BOIDS software system that simulates flocking behavior. Additional support provided by Symbolics Graphics Division and Bellcore Laboratories.
 Music by: Peter Gabriel.
- 1986** ***Musique Non Stop***
 Created all visual material for the 1986 album, "Electric Cafe", by the German group **Kraftwerk**, including the classic, award-winning music video, "Musique Non Stop". This project involved the development of state-of-the-art facial animation software.
 Produced at: Computer Graphics Lab / NYIT.
- 1985** ***Creation Myth***
 Multi-channel video commissioned by Ian Schrager and Steve Rubell for the opening of the Palladium, a large-scale New York nightclub. The piece, which describes the birth of a new environment, was designed for Palladium's 50-monitor video display system and utilizes unique fractal and particle system software. Other commissioned artists included: Francesco Clemente, Jean-Michel Basquiat, Keith Haring, Kenny Scharf and Arata Isozaki.

Music by: Carter Burwell. Produced at: Computer Graphics Lab / NYIT.

1985

RAB

Collaboration with choreographer Patrice Regnier of RUSH Dance Co, and music composer Carter Burwell. Four dancers interact with Allen's computer generated performer projected onstage. This multimedia performance premiered at the Joyce Theater in New York and performed throughout Europe and North America. A short video adaptation was produced with cinematography by Ed Lachman.
Produced at: Computer Graphics Lab / NYIT.

1983

Adventures in Success

Designer / Director of this popular award-winning music video which describes modern symbols of success using a combination of unique two and three-dimensional computer animation and live-action.
Music by Lynn Goldsmith/will Powers, Robert Palmer and Sting (Island Records).

1983

SMILE

Designer / Director of this popular music video that draws from break dancing and Bauhaus Theater using sophisticated computer animation techniques. Music by J. Brackman, L. Goldsmith, N. Rodgers (Island Records).

1982

The Catherine Wheel

Created a dancing computer generated character who plays the role of St. Catherine in Twyla Tharp's 90-minute performance film, "The Catherine Wheel", with music by David Byrne. This is one of the first and most intricate examples of 3D computer generated human motion and the first to be aired on television.

Dan Rather from **CBS** News featured this work as the theme for a news special on "Man and Machine". Produced at: Computer Graphics Lab / NYIT.

1982

STEPS

This work of computer generated performance, drawing inspiration from Bauhaus Theater, was created as part of a research project with the Joffrey Ballet Company, MIT Architecture Machine Group and MIT Bioengineering Lab. Music by: Carter Burwell Produced at: Computer Graphics Lab / New York Institute of Technology.

1981

Swimmer

One of the first examples of computer generated human motion.

1975

E-Motion

Experimental animation film about women, their sexuality and objectification, using various hand drawn and image manipulation techniques.

1974

Girl Lifts Skirt

Short video and drawings – Historical. My first images and animation using the computer. And one of the few early examples of art using the computer.

PERMANENT COLLECTIONS

- Centre Georges Pompidou Paris, France.
- Whitney Museum of American Art New York, US.
- Chase Manhattan Bank Brooklyn, New York, US.
- Museum of Modern Art (MoMA) New York, US.
- San Francisco Museum of Modern Art (SFMOMA) San Francisco, US.

ART EXHIBITIONS and PERFORMANCES

2021

- **ART FOR THE NEXT 100 YEARS**, Launched April 2021- ongoing
<https://k21.kanon.art>
- **Synthetic Corpo-Reality**, a virtual exhibition, curated by Julie Walsh, February 17–April 25, 2021
<https://www.meetcenter.it/en/figures-crawling-rebecca-allen/>

2020

- **ZELDA presents: Rebecca Allen** Arcade, London, UK. Oct 16, 2020 – December 17, 2020
<https://thisisarcade.art/exhibition/zelda-presents-rebecca-allen/>

2019

- **You Feel Me_** (*The Observer*), FACT Gallery, Liverpool, UK. November 1, 2019 - February 23, 2020. <https://www.fact.co.uk/event/you-feel-me>
- **Rebecca Allen** (*Life Without Matter*), Zabłudowicz Collection, London, UK. September 12 – October 20, 2019. <https://www.zabludowiczcollection.com/exhibitions/view/360-rebecca-allen-1>

2018

- **Rebecca Allen: Sync(Emerge(Consciousness))** Solo exhibition including premiere of commissioned VR installation *Life Without Matter* and *selected works*, QUAD Gallery, Derby, UK. November 9, 2108 – February 3, 2019.
- **Digital Gods** (*Laberint*), Weltkunsztzimmer, Dusseldorf, Germany. November 9-25, 2018.
- **Programmed: Rules, Codes, and Choreographies in Art, 1965–2018** (*Fin de Siècle II* collaboration with Nam June Paik) Whitney Museum of Art, New York, NY. September 28, 2018-April 14, 2019.
- **Very Real** – *Permanent Virtual Reality Exhibition (INSIDE and The Tangle of Mind and Matter)*, DAM Gallery, Berlin, Germany. Beginning June 1.
- **The Conquest of Reality** (*INSIDE and The Tangle of Mind and Matter*), Society for Arts and Technology (SAT), Montreal, Canada May 29-June 2.
- **Kraftwerk – 3D**. Video projections.
 - 27 performances throughout Europe. February, June, July, August, September.

2017

- **Field of View** (*INSIDE*) Exploratorium, San Francisco, CA. October.
- **Enter Through the Headset 2** (Premiere of VR Installation - *The Tangle of Mind and Matter*). Gazelli Art House, London, UK. September 4-30.
- **Moving Image New York** (*INSIDE*) Waterfront New York Tunnel, New York, NY. February.
- **Toute Seule**. (with Charlotte Colbert, Elizabeth Murray, Nancy Spero, Rachel Whiteread). (*Figures in Motion* series and premiere of VR Installation titled *INSIDE*.) Gazelli Art House, London, UK. January 12-February 26.
- **Kraftwerk - The Catalogue 12345678**. Video projections.
 - OGR, Turin, Italy. November.
 - Bord Gais Energy Theatre, Dublin, Ireland. June.
 - Royal Albert Hall, London, UK. June.
 - Koningin Elisabethzaal, Antwerpen, Belgium. May.

2016

- **Kraftwerk - The Catalogue 12345678**. Video projections.
 - Museo Guggenheim, Bilbao, Spain. October.
 - Den Norske Opera, Oslo, Norway. August.

2015

- **Kraftwerk - The Catalogue 12345678**. Video projections.
 - Lichtburg, Essen, Germany. November.
 - DR Concert Hall, Copenhagen, Denmark. February.

- Paradiso, Amsterdam, Netherlands. January.
- Neue National Galerie, Berlin, Germany. January.

2014

- **ONE Night** – (Steady State) ONE Archives Gallery & Museum, West Hollywood, CA May.
- **Kraftwerk - The Catalogue 12345678.**
 - Foundation Louis Vuitton, Paris, France. November.
 - Burgtheater, Vienna, Austria. May.
 - El Plaza Condesa, Mexico City, Mexico. March.
 - Walt Disney Concert Hall, Los Angeles. March.
- **Dance Machines: From Léger to Kraftwerk.** Moderna Museet Stockholm, Sweden. Jan 22-April 27.

2013

- **nonliteral. B3 Biennale of the Moving Image** – (Figures in Motion) ATELIERFRANKFURT, Frankfurt, Germany. October-November.
- **Spectacle: The Music Video.** Australian Centre for the Moving Image, Melbourne, Australia. Sept 26, 2013 – Feb 23 2014.
- **Kraftwerk 3D Video Installation 12345678.** SPRÜTH MAGERS, Berlin, Germany, July 5-Aug 31.
- **Momentum: Women/Art/Technology-** (Liminal Identities) Mason Gross Gallery, Rutgers University, New Brunswick, NJ. June 8 - July 26. www.momentum-women-art-technology.com
- **Spectacle: The Music Video.** Museum of the Moving Image, New York, NY. April 3–June 16.
- **Kraftwerk - The Catalogue 12345678.**
 - Sydney Opera House, Sydney, Australia. May.
 - Akasaka Blitz, Tokyo, Japan. May.
 - Tate Modern, London, UK. February.
 - Kunstsammlung Nordrhein-Westfalen, Düsseldorf, Germany. January.
- **Roboter** (Kraftwerk image exhibition). NRW Forum, Düsseldorf, Germany. January.

2012

- **Spectacle: The Music Video.** MIS - The Museum of Image and Sound in São Paulo, Brazil. December 11, 2012 - January 27, 2013.
- **Spectacle: The Music Video.** The Contemporary Arts Center, Cincinnati, OH. March 3 – Sept 3.
- **Kraftwerk Retrospective 12345678.** Museum of Modern Art, New York, NY. April 10-17.

2011

- **Kraftwerk 3D.** 3D Video Installation. Kunstbau, Munich, Germany. October 15 – November 13.
- **Kraftwerk 3D Concert.** Alte Kongresshalle, Munich, Germany. October 12-13.

2008

- **Design and the Elastic Mind** – (OLPC XO Laptop) Museum of Modern Art, New York, NY.
- **Brit Insurance Designs of the Year Exhibition** - (OLPC XO Laptop) Design Museum, London, UK.

2006

- **Second Natures** - (The Bush Soul #3) Eli and Edythe Broad Art Center, UCLA, Los Angeles, CA.

2004

- **Liminal Identities** – Interactive Art Installation. Art Futura, Mercat de Les Flors, Barcelona, Spain.
- **eVolution: The Art of Living Systems,** (The Bush Soul #3) Art Interactive Gallery, Cambridge, MA.
- **Hacking the Timeline: a History of Digital Art** – CyberSpace Gallery/EZTV Media Center, Santa Monica, CA.

2003

- **The Brain Stripped Bare** - Installation/Performance. Doncaster College, Doncaster, England.
- **Women in Science (Genomically Yours),** (The Bush Soul #3) Universal Concepts Unlimited Gallery, New York, NY.
- **Music Video: A Vehicle for New Sensitivity,** (Musique Non-Stop) Tokyo Metropolitan Museum of Photography, Curator: Tomoe Moriyama, Dec 2002 - Feb 2003, Tokyo, Japan.

2002

- **The Brain Stripped Bare** - Installation/Performance. Tanzhaus nrw, Dusseldorf, Germany.
- **The Brain Stripped Bare** - Installation/Performance. Akzente Festival, Ausstellungshalle am Innenhafen, Duisburg, Germany.

2001

- **Mixed Realities Exhibition**, (Coexistence) Interaction Design Institute Ivrea Gallery, Ivrea, Italy.
- **ACM1: Beyond Cyberspace Exhibition**, (The Bush Soul #3) San Jose Convention Center, San Jose, CA.

2000

- **SHIFT-CTRL: Computers, Games and Art Exhibition**, (The Bush Soul #3) Beall Center for Art and Technology University of California Irvine. Irvine, CA.
- **Art Futura Exhibition**, (The Bush Soul #3) Centro Andaluz de Arte Contemporáneo. Sevilla, Spain.
- **Ground Zero Exhibition**, (The Bush Soul #3) The Tech Museum of Innovation. San Jose, CA.

1999

- **Interactive Frictions Exhibition**, (The Bush Soul #3) University of Southern California (USC). Los Angeles, CA.
- **Siggraph Emerging Technologies Exhibition**, (The Bush Soul #3) LA Convention Center, Los Angeles, CA.
- **Materiale/Immateriale**, (The Bush Soul #2) Centro Trevi, Bolzano, Italy.
- **"Life Science"**, (The Bush Soul #3) Ars Electronica Center, Linz, Austria.
- **"Electronic Rituals"** (The Bush Soul #3) Intermedia Arts Gallery, Minneapolis, Minnesota.

1998

- **Art and Aesthetics of Artificial Life**, (The Bush Soul #2) UCLA Center for Digital Arts, Los Angeles, CA.
- **Siggraph Art Exhibition**, (The Bush Soul #2) Orlando Convention Center, Orlando FL.
- **Doors of Perception 5: Play**, (The Bush Soul #2) Netherlands Design Institute, Amsterdam.
- **"Virtual Africa,"** (The Bush Soul #1/#2/#3) Royal Museum of Central Africa, Belgium, and web-based virtual exhibition. Curator: Jocelyne Rotily, February 1998, ongoing

1997

- **THE FUTURE OF THE FUTURE**, (The Bush Soul #1) Circulo de Bellas Artes, Madrid, Spain.

1995

- **Figures** Le Parvis- Centre Meridien, Ibos, France.
- **Info Art** Kwangju Biennale - International Video, Kwangju, Korea.

1993

- **International Computer Graphic Art Exhibition** Yonden Hall, Tokoshima, Japan.
- **Sugar 'n' Spice** Long Beach Museum of Art, Long Beach, CA.
- **Venice Biennale** German Pavilion. Collaboration with Nam June Paik. Venice, Italy.
- **Korean Pavilion** Taejon World Expo, Taejon, Korea.

1992

- **Art as Information/ Information as Art** Collaboration with artist Nam June Paik. Permanent Video Installation. Chase Manhattan Bank, Brooklyn, NY.
- **Brandenburg Gate** Permanent Video Installation. Ludwig Museum, Cologne, Germany.
- **Memory Palace** Multimedia Performance. Art Futura, Barcelona, Spain.
- **Rebecca Allen Retrospective** Institute of Modern Art Valencia, Valencia, Spain.
- **Siggraph Art Show** Anaheim, CA July 1992.
- **Memory Palace** Multimedia Performance. Seville World Expo, Seville, Spain.
- **International Computer Graphic Art Exhibition** Seed Hall, Tokyo, Japan.

1991

- **Cybermedia.** Light installation titled "Fleeting Words" (LED displays), Art Futura.
 - Museo de Santa Monica, Barcelona, Spain.
 - Mercat de les Flors, Barcelona, Spain.
 - Centre Cultural de la Caixa de Pensions, Barcelona, Spain.
- **Professors' Choice** Lang Art Gallery, Scripps College, Claremont, CA.

1990

- **MUGRA.** Collaboration with La Fura dels Baus. Live multimedia performance. Mercat de les Flors, Barcelona, Spain.
- **Conversations in Video** (Curator) EZTV Gallery, Los Angeles, CA.
- **Siggraph Art / Los Angeles Open Festival** EZTV Gallery, Los Angeles, CA.
- **Passages de l'Image** (traveling exhibit)
 - Musee National d'Art Moderne, Centre Georges Pompidou, Paris, France.
 - Centre Cultural, Fundacio, Caixa de Pensions, Barcelona.
 - Wexner Center for Visual Arts, Ohio State University, Columbus.
 - San Francisco Museum of Modern Art, San Francisco.

1989

- **Les Chemins du Virtuel** Galerie du CCI, Centre Georges Pompidou Paris, France.
- **Imageworld: Art and Media Culture** Whitney Museum of Art New York, NY.

1988

- **American Pop Culture Today** Laforet Harajuku Museum Tokyo, Japan.
- **Digital Visions: Computers and Art** (traveling exhibit)
 - Contemporary Arts Center Cincinnati, OH.
 - I.B.M. Gallery New York, NY.
 - Dayton Art Institute Dayton, OH.

1987

- **Digital Visions: Computers and Art.** Everson Museum of Art Syracuse, NY.
- **Computer Superstars** EZTV Gallery Los Angeles, CA.
- **VALIS** - A multimedia opera and exhibition. Concept and Music by Todd Machover, Musee National d'Art Moderne, Centre Georges Pompidou Paris, France.

1986

- **Computer Art: The Future Today** Aerospace Corporation Gallery El Segundo, CA
- **RAB** Multimedia Performance Saint-Etienne, France.

1985

- **RAB** Multimedia Performance
 - Joyce Theater New York, NY.
 - Palace of the Fine Arts San Francisco, CA.

1984

- **The Artist as a Young Machine** (RAB) Ontario Science Centre Toronto, Canada.
- **RAB** Multimedia Performance
 - Villeneuve-les Avignon Arts and Science Festival Avignon, France.
 - Sophia Antipolis Festival Valbonne, France.
 - Ontario Science Centre Toronto, Canada.
 - Colorado College DanceTheater Colorado Springs, CO.
 - Dance Hall Cincinnati, OH.

1983

- **The Computer & It's Influence on Art and Design**
 - Sheldon Art Gallery, University of Nebraska - Lincoln, NE.
 - NCGA National Computer Graphic Association Chicago, IL.
 - DIGICON International Conference on Digital Arts Vancouver, Canada.
 - Computers in the Visual Arts, Drake University Des Moines, IA.

- MacNider Museum Mason City IA.

1981

- **Siggraph Art Show** Dallas, TX.

1979

- **Resolutions**

- Creative Photo Gallery, Massachusetts Institute of Technology, Cambridge, MA.
- Photo Gallery, Rhode Island School of Design, Providence, RI.

FILM and VIDEO EXHIBITIONS

2016

- **Femmebit** (selection of work) Human Resources, Los Angeles, CA November 2016

2015

- **The Solid State Cinema** (Office Workers) Glasgow, Scotland December 2015.

2014

- **Digital Promise** Documentary. Produced by TVE (Spain) aired throughout Europe 2014.

2011

- **Exchange and Evolution: Worldwide Video Long Beach 1974-1999** - (Steady State) Long Beach Museum, Long Beach, CA (part of Pacific Standard Time: Art in L.A) October 2011.

2007

- **Retrospective of Work by Rebecca Allen** Columbus School of Art and Design, Columbus, OH April 2007.

2001

- **CHARAMIX.com - Cultural Affairs Media Arts Festival and Exhibition**
The Garden Hall Tokyo, Japan March 2001.

2000

- **RISD LA Film Exhibition** Work by Rebecca Allen. Directors Guild. Los Angeles, June.
- **Rhode Island School of Design** Film presentation of preeminent alumni. (Interview by Rebecca Allen) Directors Guild. Los Angeles, CA June 2000

1996

- **Los Angeles-Fin de Siglo** – From the Photographic Image to the Digital Image, Museo della Scienza e della Tecnica, Milan, Italy April 1996.

1995

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1995.
- **Toronto International Film Festival** -"Synthetic Pleasures" Toronto, Canada. Sept. 1995.
- **New York International Film Festival** -"Synthetic Pleasures" New York, NY. Sept. 1995.
- **Digitale: Modern Alchemy** Cologne, Germany. Oct. 1995.

1993

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1993.
- **VIDEOARCO Festival** Madrid, Spain. February 1993.

1992

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1992.
- **Art Futura Festival** Barcelona, Spain. April 1992.

- **Muu Media Festival** Helsinki, Finland. April 1992.
- **Nits d'Imatge** Jardins dels Vivers Valencia, Spain. July 1992.
- **Siggraph Electronic Theater** Chicago, IL. July 1992.
- **Images du Futur** Montreal, Quebec, Canada. September 1992.
- **Kinetic Perceptions** LA Freewaves Festival Los Angeles, CA. September 1992.
- **Expanded Images -The Synthetic Cinema** Mostra Internazionale d'Arte Cinematografica/ Venice Biennale Venice, Italy. September 1992.
- **Premio Immagine -Mediatech Forum** Milan, Italy. September 1992.
- **SIM International** Los Angeles, CA. October 1992.

1991

- **Art Futura Festival** Barcelona, Spain. January 1991.
- **MIMAD Computer Animation Festival** Madrid, Spain. December 1991.

1990

- **Art Futura Festival** Barcelona, Spain. January 1990.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1990.
- **Das Regime der Bilder Festival** Frankfurt, Germany. June 1990.
- **Ars Electronica Festival** Linz, Austria. September 1990. Honorary Mention.
- **ARTTRANSITION** Center for Advanced Visual Studies MIT Cambridge, MA October 1990.

1989

- **Pacific Northwest Computer Graphics Film Show** Portland, OR February 1989.
- **Image and Sound Festival** The Haag, Netherlands April 1989.
- **Biennale des Arts Electroniques** Rennes, France May 1989.

1988

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco February 1988.
- **San Francisco Film Festival** San Francisco, CA April 1988. World Premiere of "BEHAVE".
- **Image and Sound Festival** The Haag, Netherlands April 1988.
- **Festival des Arts Electroniques** Rennes, France May 28-June 5 1988.
- **Pixel-Art Film and Video Show** Barcelona, Spain June 6-22 1988.
- **Venice Film Festival** Venice, Italy August 1988.
- **Images du Futur** Montreal, Canada September 1988.

1987

- **IMAGINA Film and Video Festival** Monte Carlo February 1987.
- **The Biennial of Video** Barcelona, Spain April 1987.
- **Imaginaire Numerique Film and Video Show** Saint-Etienne, France May 1987.
- **Prix Ars Electronica** Linz, Austria June 1987.
- **Siggraph Electronic Theater** Anaheim, CA July 1987.
- **Pacific Northwest Computer Graphics Film Show** Eugene, OR October 1987.

1986

- **IMAGINA Film and Video Festival** Monte Carlo February 1986.
- **Imaginaire Numerique Film and Video Show** Saint-Etienne, France April 1986.
- **International Design Congress, "Erkundungen"** Stuttgart, Germany May 1986.
- **Siggraph Electronic Theater** Dallas, TX July, 1986.
- **Video Festival of Madrid** Spain December 1986.

1985

- **Screening Room West**, The American Film Institute (AFI) Los Angeles CA January 1985.
- **4th International Forum on New Images** Monte Carlo February 1985.
- **Munich Film Festival** Munich, Germany June 1985.
- **Siggraph Film and Video Show** San Francisco, CA July 1985.
- **International Animation Celebration** Los Angeles, CA September 1985.
- **Committed to Tape** General Electric Theater, New York, NY December 1985.

1984

- **International Forum on New Images** Monte Carlo February 1984.
- **Siggraph Film and Video Show** Minneapolis, MN July 1984.

1983

- **New Definitions: a Video Exhibition** Millennium Theater New York, NY April 1983.
- **Siggraph Film and Video Show** Detroit, MI July 1983.

1982

- **National Video Festival** (catalog cover) June 1982.
- **Siggraph Film and Video Show** Boston, MA July 1982.

1981

- **Siggraph Film and Video Show** Dallas TX July 1981.

INVITED LECTURES

2019

- **In Conversation: Rebecca Allen** Artist Talk. Zabłudowicz Collection, London, UK. October 5.
- **Virtual Medicine** Panel: Medical Education Through Immersive Learning, Cedars-Sinai Hospital, Los Angeles, CA. March 28. <https://www.virtualmedicine.health>

2018

- **Rebecca Allen: Sync(Emerge(Consciousness))** Artist Talk and Panel, QUAD Gallery, Derby, UK. November 10, 2108.
- **Mirrorworlds**, Featured Speaker. Roundtable organized by Serpentine Galleries and Google Artists + Machine Intelligence program. SCI Arc, Los Angeles, CA. October 9.
- **FutureFest**, Keynote: "The Future of Reality". Also, Panel: "Future Humans: Augmented Selves", Tobacco Dock, London, UK. July 6-7. <https://www.futurefest.org>
- **The Conquest of Reality Symposium**, Moderator and Lecturer. "VR AR XR", Society for Art and Technology (SAT), Montreal, Canada. June 1. <http://ix.sat.qc.ca>
- **Cognitive Science Student Association**, "Human-Computer Interaction: Demystifying Data and Design", UCLA Kerckhoff Grand Salon, Los Angeles, CA. April 21.

2017

- **UCLA/LACMA Art, Neuroscience, Psychiatry Conference**, "Neuroscience and Art: Memory and Imagination", UCLA Luskin Conference Center, Los Angeles, CA. November 10. <https://www.artneurosciencepsychiatry.com>
- **UCSB Media Arts & Technology Seminar Series**, "Rebecca Allen: The Tangle of Art and Research", Santa Barbara, CA. November 6. <http://seminar.mat.ucsb.edu>
- **Field of View: Perception**, "INSIDE by Rebecca Allen", Exploratorium, San Francisco, CA. October 12. <https://www.exploratorium.edu/visit/calendar/field-of-view-perception>
- **Machines of Loving Grace: A Symposium on AI, Architecture and Virtual Worlds**, "Behavior & Liminal Life - The Human Experience in Mixed Reality", IDEAS Campus, Los Angeles, CA. March 11.

2015

- **LACMA Art + Technology Lab Conversation Series**, "Rebecca Allen and Scott Fisher: Virtual Environments, Virtual Reality and Associated Realities", LA County Museum of Art, Los Angeles, CA. January 22. <http://www.lacma.org/lab-documents?page=0%2C1&type=220%2C222%2C225>

2014

- **Dreamline: International Design Olympiad**, "The Future of Design", Ankara, Turkey. May 26.

- **"Computer Love: Digital Art in West Hollywood"**, A panel discussion on the history of computer art in Southern California and its relationship to digital media and large-scale projection art today. Presented by ONE Archives, EZTV, LA ACM SIGGRAPH, and The City of West Hollywood. April 15, 2014.

2013

- **B3 Biennale of the Moving Image**, "Emerging Forms of Narrative", Frankfurter Kunstverein Frankfurt, Germany November 2, 2013.

2012

- **Academy of Motion Picture Arts and Sciences**, "The Development of the Digital Animator" (Panel of computer animation luminaries including John Lassiter/Pixar) Beverly Hills, CA May 21, 2012.
<http://www.oscars.org/events-exhibitions/events/2012/05/animator.html>
- **University of California Santa Barbara**, "Life in a Liminal World" Media Arts & Technology, Santa Barbara, CA May 8, 2012.

2011

- **TTI Vanguard** (Advanced Technology Conference for Senior Executives). "Design for Mobile Media" Los Angeles CA Feb 23-24, 2011 www.ttivanguard.com
- **Microsoft Research** Talk, "Design for the Mobile Experience", Redmond, WA October 4, 2011.
- **Digifest** - "Meet the Media Guru- Rebecca Allen" Toronto, Canada October 28, 2011.

2010

- **Siggraph - 20XX.EDU: Grand Challenges in Education**, Los Angeles CA, July 28, 2010.
- **LATV Fest** "Augmented Reality", National Association of Television Program Executives, Hollywood CA, July 13, 2010.
- **NAB**, Mobile Augmented Reality panel, Las Vegas, NV, April 12, 2010.
- **MIT Media Lab**, Story 3.0: The Innovation, Culture, and Business of Next-Generation Storytelling, Cambridge MA, March 23-24, 2010.
- **SXSW (South by Southwest), Future15** panel -Imminent Fusion of Intelligent Mobile Devices & Entertainment Content Austin TX, March 15, 2010.

2009

- **Produced By Conference** "Media in Motion", Producers Guild of America, Los Angeles, CA. June 2009.

2008

- **IEEE Forum** (OLPC Project with Rebecca Allen and Alan Kay), UCLA, Los Angeles, CA April 2008.

2007

- **Creative Saraos**, Barcelona, Spain. July 2007.
- **ART TECH Congress**, Ministerio de Cultura, Madrid, Spain. May 2007.
- **Electronic Techtonics**, "Global Interfaces, Intimate Interfaces and the interface between Art and Technology" HASTAC Conference, Keynote Speaker. Duke University, Durham, NC. April 2007.
- **Women in Animation Symposium** (Homage to exceptional woman animators), Columbus College of Art and Design, Columbus, OH. April 2007.
- **CCA Lecture Series, "Work by Rebecca Allen"**, California College of the Arts, San Francisco, CA. April 2007.
- **"Work by Rebecca Allen"**, Ecole Polytechnique Fédérale de Lausanne, Lausanne, Switzerland. March 2007.

2006

- **CineGrid International Workshop**, UC San Diego, San Diego, CA December 14-15 2006.
- **USC Interactive Media**, "The Work of Rebecca Allen" University of Southern California, Los Angeles, CA. October 2006.
- **Vectors Conference**, "The \$100 Laptop Project", USC Annenberg Center June 2006.
- **Art Center College of Design Lecture Series**, "The Work of Rebecca Allen", Pasadena April 2006.

2005

- **The Women's Forum for Economy and Society**, Deauville International Centre. Deauville, France. October 2005.
- **Living Objects/Sensitive Spaces**. Art Futura, Mercat de Les Flors, Barcelona, Spain. October 2005.
- **Complexity Symposium** - Art, Complexity and Technology: Their Interaction in Emergence, Villa Gualino, Torino, Italy. May 2005.
- **Dreamline**: 1st International Industrial Design Competition, Ankara, Turkey, May 2005.
- MECAD Symposium,
- **Arco 3rd International Contemporary Arts Experts Forum**, "Mixed Reality / Simultaneous Realities", Juan Carlos 1 Exhibition Centre, Madrid, Spain, February 2005.
- **EU/FET Presence II** (European Union/Future Emerging Technologies). Keynote Speaker. Brussels, Belgium, January 2005.

2004

- **II Congreso Galego Audiovisual**, Keynote Speaker, Palacio de Congresos y Exposiciones, Santiago de Compostela, Spain. December 16-18 2004.
- **MGM Digital Communication**, Keynote Speaker. "A Brief History of Computer Animation by Rebecca Allen" Archivo MGM, Milan, Italy. November 19, 2004.
- **ECAL (University of Art and Design)** "The Work of Rebecca Allen" Lausanne, Switzerland. November 2004
- **Art Futura**, "Liminal Identities and MIT Media Lab Europe", Mercat de Les Flors, Barcelona, Spain. October 2004.
- **Interacco Conference**, Keynote Speaker. "Moving Towards Simultaneous Realities", University of Lisbon. Lisbon, Portugal July 2004.
- **Changing Reality Symposium**, Keynote Speaker. Symposium organizer. "Living in a Liminal World". MIT Media Lab Europe, Dublin, Ireland. June 2004.
- **European Commission - Future and Emerging Technologies**. Consultation Workshop: Communication Paradigms for 2020. "The return of the Physical World: Reemergence of the Body in the Physical Environment". Brussels, Belgium. March 2004

2003

- **DATA EVENT 13.0**, Dublin Art and Technology Association Dublin, Ireland. July 2003
- **1st International Conference for Digital Technologies and Performance Arts** Keynote Speaker, Doncaster College, Doncaster, UK. June 2003. www.don.ac.uk/ipa/conference
- **TTI Vanguard** (Advanced Technology Conference for Senior Executives). "The Design of Behavior" San Jose, CA. February 2003. www.ttivanguard.com

2002

- **Tanzhaus nrw**, Artist's Talk Tanzhaus, Dusseldorf, Germany. September 2002.
- **Intel Arts and Entertainment Summit** Intel Corp. Portland, OR. June 2002.
- **Neural Network: Mind/Computer/Art**, 4th Annual Digital Arts Symposium, College of Fine Arts and Center for Consciousness Studies, University of Arizona, Tucson, AZ. April 2002. www.arts.arizona.edu/digitalarts/symposium/

2001

- **Intel Art and Entertainment Research Council**. UCLA Los Angeles, CA. November 2001.
- **ACM Symposium on Virtual Reality Software and Technology**, The Banff Centre for the Arts. Banff, Canada November 2001.
- **Networks to Nanosystems 9/11-N2N**, UCDARNet Conference. UCSC Santa Cruz, CA. November 2001.
- **New Directions in Professional Development for Design Educators and Practitioners Roundtable**: National Science Foundation Project on Design and Innovation, Cal State Polytechnic University Pomona, CA. November 2001.
- **CAST01 // Living in Mixed Realities**. "Coexistence" Bonn, Germany. September 2001.
- **UCLA Computer Science Seminar Series**, "The Emergence Project: Behavior as Art," Los Angeles. April 2001.
- **IEEE Virtual Reality**, (IEEE – Institute of Electrical and Electronic Engineers) "Relating Real and Virtual Space in Art," Yokohama, Japan. March 2001.
- **Tokyo Metropolitan Museum of Photography**,

"The Work of Rebecca Allen" Tokyo, Japan. March 2001.

2000

- **Art Futura** Seville, Spain. November 2000.
- **Year of the Artist**, Bristol, England. November 2000.
- **Attraction/Distracton: Perceptual Conditions of Digital Art Symposium**
Stanford University. Palo Alto, CA November 2000.
- **MIT Media Laboratory Alumni Event**, Arts Panel, Cambridge, MA. October 2000.
- **DIGIVATIONS: Global Digital Technology and Media Conference**
University of California Digital Media Innovation, Santa Barbara, CA. September 2000.
- **Banff New Media Institute Summit**
"Growing Things: The Cultures of Nano Tech / Bio Tech / Eco Tech Meet Art"
The Banff Centre for the Arts. Banff, Canada. June 2000.
- **MIT Media Laboratory Colloquium**, Featured Speaker: "Behavior as Art",
Cambridge, MA. April 2000.
- **MIT Media Laboratory – Future Arts Symposium**
Featured Speaker: "Art as Research". Cambridge. March 2000.

1999

- **International Design Conference in Aspen (IDCA), Design: Digital**, Aspen, CO. June 1999.
- **IDSA Industrial Designers Society of America National Conference**. Featured Speaker,
Chicago, IL. July 1999.
- **Siggraph Conference**, Design Education Panel, Los Angeles, CA. August 1999.
- **Media Time**, Centro Trevi, Bolzano, Italy. September.
- **Center Stage Lecture Series: Rebecca Allen on Laurie Anderson**, UCLA Royce Hall,
Los Angeles, CA. October 1999.
- **MIT Center for Advanced Visual Studies**. Featured Speaker. Cambridge, MA. December 1999.

1998

- **Brookings Institution -Center for Public Policy Education**, Los Angeles, CA. February 1998.
- **Transarchitectures: Visions of Digital Communities**, Getty Art Center, "Emergence and The Bush Soul," Los Angeles, CA June 1998.
- **Art and Aesthetics of Artificial Life**, UCLA Center for the Digital Arts, Artist lecture, "Emergence and The Bush Soul," Los Angeles, CA. July 1998.
- **Siggraph Conference**, *The History of the Future: Special Panel for Siggraph 25th Anniversary*.
Speakers included leading pioneers in computer graphics: Alan Kay, Turner Whitted, Don Greenberg, Rebecca Allen, Orlando, FL. July 1998.
- **Siggraph Art Exhibit**, Artist Lecture, "The Bush Soul", Orlando, FL. July 1998.
- **Siggraph Conference**, *Panel: The NYIT Years*, Orlando, FL. July 1998.
- **Banff Centre for the Arts - Avatar Conference**, Banff, Canada. July 1998.
- **Sydney Design Week**, Presented six lectures.
Powerhouse Museum and University of New South Wales, Sydney, Australia. August 1998.
- **Williams Corporation Executive Meeting**, Presentation of research, Denville, NJ. September 1998.
- **Doors of Perception 5: Play**, Netherlands Design Institute, Amsterdam. November 1998.

1997

- **Board of Directors / National Research Council**, Invited co-speaker with David Liddle, President of Interval Research, Irvine, CA. January 1997.
- **Complexity Forum**, Intel Corporation, Portland, OR. May 1997.
- **Consciousness Reframed**, "The Bush Soul: Traveling Consciousness in an Unreal World," Centre for Advanced Inquiry in the Interactive Arts, University of Wales College, Newport, Wales, July 1997.
- **Art Futura**, "El Futuro del Futuro - The Future of the Future," Circulo de Bellas Artes de Madrid. Madrid, Spain. October 1997.
- **Work of Rebecca Allen**, UC Santa Barbara, CA. November 1997.

- **Seybold Conference / Japan Graphic Designers Association (JAGDA) – Digital Media Forum**, "Digital Design Education Around the World". Tokyo, Japan. December 1997.
- **Presentation of work by Rebecca Allen and UCLA Department of Design**, December 1997:

- **Tama Art University**, Tokyo, Japan
- **Keio University**, Tokyo, Japan.
- **Toppan Printing Company, Ltd**, Tokyo, Japan.

1996

- **Digital Dialect – The Work of Rebecca Allen**, Art Center College of Design, Pasadena, CA. March.
- **Modeling and Simulation, Linking Entertainment and Defense**, sponsored by Department of Defense (DOD), UC Irvine, CA. October 1996.
- **ICA, Intercampus Arts**, Los Angeles, CA. October 1996.
- **3D Forum**, Intel Corporation, Portland, OR, December 1996.
- **International Society of Performing Arts (ISDA)**, "Valhalla of the Future", New York, NY. December 1996.

1995

- **IMAGINA**, Monte Carlo, Monaco. February 1995.
- **Digitale: The Digital Auteurs**, Kunsthochschule fur Medien, Cologne, Germany. October 1995.
- **New Media / New Challenges**, UCLA Anderson School & Software Council of S. California. Los Angeles, CA. November 1995.

1994

- **Interactive Seminar Series -Women in Film**, W. Hollywood, May 1994.

1993

- **Dance and Technology**, "Computers Who Dance", a retrospective. School for the Contemporary Arts, Simon Fraser University, Vancouver, Canada. July 1993.

1992

- **Art Futura**, Artist Talk, Santa Monica Museum, Barcelona, Spain. April 1992.
- **Muu Media Festival**, Museum of Contemporary Art, Two lectures: "Rebecca Allen: a Retrospective" and "Virtual Reality", Helsinki, Finland. April 1992.
- **University of Applied Arts**, Helsinki, Finland. April 1992.
- **Nits d'Imatge**, Institute of Modern Art Valencia, "The Synthetic Representation of the Human Body," Valencia, Spain. July 1992.
- **Women and Technology**, Beverly Hills, December 1992.

1991

- **Art Futura**, "Cybermedia," Santa Monica Museum, Barcelona, Spain. January 1991.
- **Art and Artificial Intelligence**, Institute for Medical Cybernetics and Artificial Intelligence University of Vienna, "The Human Body in the Computer World", Vienna, Austria. March 1991.
- **World Expo Design Symposium**, Reina Sophia Museum. Madrid, Spain. April 1991.
- **UCLA ON THE AIR**, KMPC Radio, Interview, "Computing the Performing Arts", April 1991.
- **The Future of Computer Animation**, Madrid, Spain. June 1991.
- **Ars Electronica**, Moderator: Computer Artists Panel, Linz, Austria. September 1991.
- **MIMAD Symposium**, "The History of the Human Body in Computer Animation", Madrid, Spain. December 1991.

1990

- **Art Futura**, Artist Talk. Barcelona, Spain. January 1990.
- **AIM CD-I Producers Group**, "Art Direction for CD-I", Los Angeles, CA. February 1990.
- **National Computer Graphics Association (NCGA)**, Anaheim, CA. March 1990.
- **UCLA School of Management**, "Interactive Multimedia Design". Los Angeles, CA. April.
- **UCLA Department of Dance**, "Computers and Dance", Los Angeles, CA. May 1990.
- **School of Applied Arts**, Vienna, Austria, June 1990.
- **Conversations in Video**, EZTV, Panel Moderator. Los Angeles CA. August 1990.
- **Arttransition -International Conference on Art, Science and Technology**, "Feminine Perspectives on Art and Technology" and "Electronic Media" MIT, Cambridge, MA October.

1989

- **Pacific Northwest Computer Graphics Conference**, "Hypermedia", Portland, OR. February.
- **William Paterson College**, Featured Speaker. "New Media Forms", Wayne, NJ. April 1989.
- **The Filmfoundation Image and Sound Festival**, "Inventing the Future", The Hague, Holland. April 1989.
- **Hi Vision Conference**, UCLA, Los Angeles, CA. May 1989.

1988

- **Imagina**, Monte Carlo, Monaco. February 1988.
- **ANFIA**, "Visual Arts and New Representations", Monte Carlo, Monaco. February 1988.
- **Institute of North American Studies**, "Pixel-Art", Barcelona, Spain. June 1988.
- **Venice Film Festival**, Venice, Italy. August 1988.

1987

- **Spokane Falls College**, Guest Artist, Spokane, WA. March 1987.
- **Indianapolis Museum of Art**, "The Visual Image as Cultural Literacy", Indianapolis, IN. April 1987.
- **Imaginaire Numerique Conference**, Speaker and Session Chair. Allen's work was chosen for the cover of conference proceedings and conference publicity posters. Saint-Etienne, France. May 1987.
- **UCLA**, "UCLA Career Days", Los Angeles, CA. July 1987.
- **School of Visual Arts**, Featured Speaker, New York, NY. September 1987.
- **Perspectives '87: Original Vision Symposium**, Irvine, CA. November 1987.

1986

- **IMAGINA '86**, Monte Carlo, Monaco. February 1986.
- **College Art Association of America (CAA)**, New York, NY. February 1986.
- **Imaginaire Numerique Conference**, Saint-Etienne, France. April 1986.
- **"Back to the Future" Symposium**, University of Missouri, Columbia, MO. October 1986.

1985

- **American Film Institute**, Featured Speaker for "Screening Room West", Los Angeles, CA. January 1985.
- **California Institute of the Arts**, Featured Speaker, Valencia, CA. January 1985.
- **New Music Seminar**, New York, NY. September 1985.
- **ONLINE Computer Graphics '85**, Speaker and Session Chair, London, England. October.

1984

- **Society for Photo-Optical Instrumentation Engineers (SPIE) Conference**, "Optics and Entertainment", Los Angeles, CA. January 1984.
- **Ontario Science Centre**, Featured Speaker for "The Artist as a Young Machine", Toronto, Canada. June 1984.
- **ONLINE Computer FX '84**, Speaker and Session Chair, London, England. October 1984.

1983

- **American Film Institute (AFI)**, Los Angeles, CA. January 1983.
- **Atari, Inc.**, Sunnyvale, CA. March 1983.
- **Sheldon Art Gallery, University of Nebraska**, "The Computer and It's Influence on Art and Design" Symposium, Lincoln, NE. April 1983.
- **Atari Cambridge Computer Animation Workshop**, Cambridge, MA. April 1983.
- **CBS**, National Board Meeting, Featured Speaker. Los Angeles, CA. May 1983.
- **New York Institute of Technology**, New York, NY. June 1983.
- **VIDCOM '83**, "Digital Images". Cannes, France. October 1983.
- **ONLINE Computer Graphics '83**, London, England. October 1983.
- **Billboard Video Music Conference**, Pasadena, CA. November 1983.

1982

- **University of California**, Featured Speaker. Santa Cruz, CA. April 1982.
- **VIDCOM '82**, Cannes, France. October 1982.

1981

- **The Engineering Society of Detroit**, "Computer Graphics for the '80's," Detroit, MI. April 1981.
- **New York University**, Featured Speaker. New York, NY. May 1981.

AWARDS and GRANTS

- 2019 - Google Artists + Machine Intelligence Focused Research Award.
- 2019 - FACT Gallery Art Co-Commission. Liverpool, UK.
- 2018/19 - QUAD Digital Fellow Award 2018/2019. Derby, UK.
- 2018 - QUAD Gallery Virtual Reality Art Commission. Derby, UK.
- 2017 - Resident Artist Award. Gazelli Art House London, UK. September 2017.
- 2016 - UCLA Neuroscience Research Grant
- 2016 - UCLA Faculty Research Grant/Transdisciplinary Seed Grant.
- 2012 - Received special recognition from the Academy of Motion Picture Arts and Sciences as a pioneer in the development of computer animation.
- 2010 - Award: Fast Company - 100 Most Creative People in Business 2010 (#31).
- 2010 - Patent: Laptop Computer #D609703 awarded for the design of the OLPC XO laptop. Allen is listed as one of the inventors.
- 2010 - IDSA Design of the Decade, Solution to a Developing World Social Problem (*OLPC XO Laptop*)
- 2009 - IF Award (*OLPC XO Laptop*)
- 2009 - Spark Award - Silver, (*OLPC XO Laptop*)
- 2008 - London Design Museum - Brit Insurance Design of the Year Award. Top award for the design of the One Laptop per Child (OLPC) XO Laptop. Allen was one of the designers. London, UK.
- 2008 - IDSA - Business Week, Gold Awards, US. Categories: Product & Strategy (*OLPC XO Laptop*)
- 2008 - Red Dot Design Award, (*OLPC XO Laptop*)
- 2007 - Patent: [Bluetooth remote controller using zipper interface](#) #7304600. Inventors: Johannes Nehls, Rebecca Allen.
- 2007 - INDEX: Design to Improve Life Award for One Laptop per Child (OLPC) XO Laptop. Category: Community. The INDEX AWARD, presented every two years, is the biggest design award in the world. Copenhagen, Denmark.
- International Design Awards, Category Winner, (*OLPC XO Laptop*)
 - International Design Awards, Sub-Category Winner, (*OLPC XO Laptop*)
 - Spark Award - Product Award, (*OLPC XO Laptop*)
 - ID Magazine "Concept Design", (*OLPC XO Laptop*)
 - Wallpaper Award "Most Life Enhancing Item", (*OLPC XO Laptop*)
 - D&AD Award, US (*OLPC XO Laptop*)
- 2006 - Popular Science – Best of What’s New Award – Category: Computing. Grand Award for design of OLPC XO Laptop.
- IF Product Design Award, (*OLPC XO Laptop*)

- Chicago Athenaeum - Good Design Award, (*OLPC XO Laptop*)
- Patent Pending: [Remote controller ring for user interaction](#). Application: #20060164383.
Inventors: Alberto Machin, Rebecca Allen.

- 2002 First Prize – rhein.tanzmedia.web - An international competition for original ideas that synthesize performance and technology, Cologne, Germany. (*The Brain Stripped Bare*)

- 2001 Awarded research grant and commission (*Coexistence*)
Interaction Design Institute Ivrea (IDII), Italy

- 2001 Nominated for 2001 World Technology Award for the Arts

- 2001 Awarded research grant from Intel Corporation. (*Mixed Reality and the Aesthetics of Coexistence*)

- 2000 Awarded research grant from Intel Corporation. (*E-motion and Emergent Behavior*)

- 2000 Deployed Application Award. (*Emergence Project*)
American Association for Artificial Intelligence (AAAI)

- 1999 Nominated for Rockefeller Foundation Fellowship Award.

- 1999 Awarded research grant from Intel Corporation. (*Emergence Project*)
- 1998 Awarded research grant from Intel Corporation. (*Emergence Project*)
- 1997 Awarded research grant from Intel Corporation. (*Emergence Project*)
- 1996 Awarded research grant from Intel Corporation. (*Aesthetic Issues in the Design of Virtual Environments*)

- 1994 Movie Translation Game of the Year Award. (*Demolition Man*)
DH Game Fan

- 1991 National Endowment for the Arts Award (NEA).
New Forms / Inter-Arts Program.

- 1990 Computer Animation Honorable Mention. (*Steady State*)
Prix Ars Electronica '90 Linz, Austria

- 1988 Music Video Category: 2nd Prize. (*Musique Non Stop*)
Images du Futur, Art et Nouvelles Technologies Montreal, Canada.

- 1987 Artistic and Technical Excellence Award. (*Musique Non Stop*)
Nicograph Tokyo, Japan.

- 1987 Nouvelles Images de Monte Carlo Award. (*Musique Non Stop*)

- 1987 Best Special Effects (Nomination). (*Musique Non Stop*)
National Academy of Video Arts and Sciences, 5th Annual American Video Awards.

- 1986 Best Music Video Award, West Germany. (*Musique Non Stop*)

- 1984 Best Animation. (*Adventures in Success*)
Heavy Metal Music Video Awards

- 1983 Billboard Video Music Awards (3 Nominations). (*Adventures in Success*)
Most Experimental Video, Best Animation, Best Use of Video to Enhance Song.

- 1983 Best Computer Animation Award. (*Various work by Allen*)
Online Computer Animation Film Festival London, England.

- 1981-82 Emmy Award. (*CBS Walter Cronkite's Universe*)
 Category: Design: Outstanding Individual Achievement.
 The National Academy of Television Arts and Sciences.
 The first Emmy to be awarded for computer animated work.
- 1976 Cine Golden Eagle Award. (*Rapid Eye Movements*)
 AFI American Film Institute

PUBLICATIONS Selected Books

A partial list of books that have published articles, reviews and reproductions of Allen's work.

- Landwehr, Dominik (ed.) *Machines and Robots*. Edition Digital Culture 5. Zurich: Christoph Merian Verlag and Migros-Kulturprozent, 2018.
- Furniss, Maureen, *A New History of Animation*. New York: Thames & Hudson, 2016.
- Sito, Tom, *Moving Innovation: A History of Computer Animation*. Cambridge: MIT Press, 2013.
- Buckley, David, *Kraftwerk Publikation*. London: Omnibus Press, 2012.
- Graber, Hedy, Landwehr, Dominik and Sellier, Veronika. *Kultur digital - Begriffe, Hintergründe, Beispiele*, Basel: Christoph Merian Verlag, 2011 pg 148-150.
- Itsuo, Sakane, *The Origins of Media Arts*, Tokyo, Japan: Kousakusha Co., 2010.
- Russett, Robert, *Hyperanimation: Digital Images and Virtual Worlds*, Herts UK: John Libby Publishing Ltd., 2009.
- Ito, Joi, *Freesouls: Captured and Released*, Creative Commons, 2008.
- Popper, Frank. *From Technological to Virtual Art*, Cambridge: MIT Press, 2007.
- Benyon, David, Turner, Phil and Turner, Susan. *Designing Interactive Systems: People, Activities, Contexts and Technologies*. London: Pearson Education Ltd., 2004.
- Bigi, Daniele and Ceccarelli, Nicolò. *Animazione 3D*, Milan: Mondadori Informatica, 2004.
- Paul, Christiane. *Digital Art*. London: Thames and Hudson Ltd., 2003.
- Malloy, Judy (ed.). *Women, Art and Technology*. Cambridge: MIT Press, 2003.
- Sakane, Itsuo. *The Expanded Dimension – Beyond the Conflict between Art and Science*. Tokyo: NTT Publications, 2003.
- Bolter, Jay David and Gromala, Diane. *Windows and Mirrors: Interaction Design, Digital Art, and the Myth of Transparency*, Cambridge: MIT Press, 2003.
- Duguet, Anne-Marie, *Dejouer l'Image*. Nimes: Critiques d'Art – Editions Jacqueline Chambon, 2002.
- Domingues, Diana. *CRIAÇÃO E INTERATIVIDADE NA CIBERARTE*. São Paulo: Ed. Experimento, 2002.

- Shedroff, Nathan. *Experience Design*. Indianapolis: New Riders, 2001.
- Flür, Wolfgang. *Kraftwerk: I Was a Robot*. London: Sanctuary Publishing Limited, 2000.
- Barr, Tim. *Kraftwerk: From Düsseldorf to the Future (with Love)*. London: Ebury Press Random House, 1998.
- Fujihata, Masaki. *The Treasure of Computer Graphics*. Tokyo: Justsystem Publishing, 1998.
- Shedroff, Nathan ed. *Multimedia Demystified*. New York: Apple Books, Random House, 1994.
- Popper, Frank. *Art of the Electronic Age*. New York: Harry N. Abrams, Inc., 1993.
- Alanen, Antti and Ilppo Pohjola. *Sahkoiset Unet*. Helsinki: VAPK-Kustannus, 1992.
- Ornia, Jose Ramon Perez. *El Arte del Video: Introduction to the History of Experimental Video*. Barcelona, Spain: RTVE & Ediciones del Serbal, 1991.
- *Le Livre Imagina*. Paris: INA Publications, 1990.
- Meijer, Jola and Ernie Tee, eds. *What a Wonderful World! Music Videos in Architecture*. Groningen: Groninger Museum, 1990.
- Katsui, Mitsuo and Toshifumi Kawahara, eds. *World Graphic Design Now*. Tokyo: Kodansha Ltd., 1989.
- Willim, Bernd. *Leitfaden der Computer Grafik*. Berlin: Drei-R-Verlag, 1989.
- Riviere, Daniele. *Paysages Virtuels*. Paris: Dis Voir, 1988.
- Couchot, Edmond. *Images: De l'optique au numerique*. Paris: Hermes, 1988.
- Goodman, Cynthia. *Digital Visions: Computers and Art*. New York: Harry N. Abrams Inc., 1987.
- Body, Veruschka and Peter Weibel. *Clip, Klapp, Bum*. Cologne: Dumont Buchverlag, 1987.
- Weibel, Peter and Oswald Oberhuber. *Logo Kultur*. Vienna: Herstellung Remaprint, 1987.
- Wilson, Stephen. *Using Computers to Create Art*. Englewood Cliffs NJ: Prentice-Hall, 1986.
- Queau, Philippe. *Eloge de la Simulation*. Paris: Champ Vallon / Institut National de la Communication Audiovisuelle, 1986.
- Jankel, Annabel and Rocky Morton. *Creative Computer Graphics*. London: Cambridge University Press, 1984.

PUBLICATIONS Periodicals: journals, magazines, newspapers

A partial list of periodicals that have published interviews, articles, reviews and reproductions.

2020

- **The Art Newspaper** (UK/US) May 8, 2020. "Florian Schneider, co-founder of pioneering electronic band Kraftwerk, has died, aged 73" by Anna Sansom.
<https://www.theartnewspaper.com/news/florian-schneider-co-founder-of-pioneering-electronic-band-kraftwerk-has-died-aged-72>
- **Metropolitan Magazine** (IT) May 8, 2020. "Florian Schneider, il profeta delle distorsioni

elettroniche" by Francesca Staropoli. <https://metropolitanmagazine.it/florian-schneider-morte/>

- **PCMag** (US) May 5, 2020. "The History of Computer Animated Music Videos" by K. Thor Jensen. <https://www.pcmag.com/news/the-history-of-computer-animated-music-videos>
- **Art Monthly** (UK) no. 432, December 2019-January 2020. "You Feel Me_" by Laura Robertson.

2019

- **The Quietus** (UK) November 16, 2019. "Neon Lights: The Digital Art of Rebecca Allen" by Amah-Rose Abrams. <https://thequietus.com/articles/27447-rebecca-allen-interview>
- **Artlyst** (UK) November 4, 2019. "You Feel Me: A Place Without Division – FACT Liverpool" by Alice Lenkiewicz. <https://www.artlyst.com/reviews/feel-place-without-division-fact-liverpool-alice-lenkiewicz/>
- **Messy Lines** (UK) November 2, 2019. "Led By Emotion" <http://messyines.com/home/led-by-emotion/>
- **New York Times** (US) April 4, 2019. "Nam June Paik at the Whitney: A work of Dizzying Complexity" by Roberta Smith. <https://www.nytimes.com/2019/04/04/arts/design/whitney-museum-nam-june-paik.html?action=click&module=MoreInSection&pgtype=Article®ion=Footer&contentCollection=Art%20&%20Design>

2018

- **a-n The Artist Information Company** (UK) November 12, 2018. "Now Showing #270: The Week's Top Exhibitions" <https://www.a-n.co.uk/news/now-showing-270-weeks-top-exhibitions/>
- **Nesta** (UK) October 5 and October 9, 2018. (interview) "An interview with Artist and UCLA Professor, Rebecca Allen" by Lily Fish. <https://www.nesta.org.uk/blog/interview-with-rebecca-allen/>

2017

- **New Statesman** (UK) September 8, 2017. (interview) "Meet the artists using virtual reality as their canvas" by Sanjana Varghese. <https://www.newstatesman.com/2017/09/meet-artists-using-virtual-reality-their-canvas>
- **Animation Career Review** (US) February 23, 2017 (interview) "Both Sides of the Brain: Q&A with Rebecca Allen, UCLA's Design Media Arts Department" by Bonnie Boglioli. <https://www.animationcareerreview.com/articles/both-sides-brain-qa-rebecca-allen-ucla's-design-media-arts-department>
- **Mayfair Magazine** (UK) (review/reproduction) January 2017. "Art News: Heroes of our time" by Camilla Apcar.

2015

- **LA Weekly Art Picks** (US) January 14, 2015. <http://www.laweekly.com/arts/art-picks-beautiful-garbage-cans-and-the-longest-album-ever-5326991>

2013

- **Lateral 2** (US) Issue 2, Spring 2013. "'Up for Grabs': Agency, Praxis, and the Politics of Early Digital Art" by Grant David Taylor. <http://lateral.culturalstudiesassociation.org/issue2/theory/taylor/index.html>

2012

- **WIRED** (US/Asia) April 20, 2012 "Meet Kraftwerk's Original 3-D Animator, Rebecca Allen" by Geeta Dayal. <http://www.wired.com/underwire/2012/04/kraftwerk-rebecca-allen/>
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1985

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1984

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2017

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2014

- "The Digital Promise" - Documentary by TVE (the leading channel in Spain), TV3 (Spain) and the French and German channel "Arte".

1996

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1995

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- "L'Ere Cyber" Imagina 95, France Supervision. Cable & Satellite. *Europe* February.
- "L'Oeil du Cyclone" Imagina 95, Canal +. *Europe* February.
- "Prisma- Magazin" NDR *Germany* February.
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1993

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1992

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- Interview, YLE Finland TV. *Finland* April.
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- "Metropolis" Television Espanola (TVE). *Spain* November 10.
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1991

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- "Arts Revue", Long Beach Museum of Art cable TV series. *USA* December.

1986

- "Die Kunstlichen Wirklichkeiten" ("Artificial Realities"), First Channel Network (ARD). *West*

Germany, July 17. (repeat showings)

- "Tvasahi New York-ing". *Japan* .
- "MTV- Music Non-Stop", a promotional campaign for MTV based on Allen's video, "Musique Non-Stop". (repeat showings)
- "NBC American Almanac", weekly News Special, Opening/Closing sequence. *USA*..

1985

- "Nombre et Lumiere", INA Computer Graphics Special. *France* 1985-1986.

1984

- "Computer Imagery: Visions of the Mind's Eye". *USA*..
- "Creative Computer Graphics". *USA*.

1983

- "The Catherine Wheel", BBC Arena Series *England*.
- "The Catherine Wheel", PBS Great Performances Series *USA*.
- "The Computers are Coming", Dan Rather CBS News Special. *USA*.
- "Dance on TV", Eye on Dance, New York. *USA*.

1982

- "CBS Walter Cronkite's Universe", weekly Science Series, Opening/Closing sequence. *USA*.

1981

- "Painting by Numbers", BBC Horizon Series. *England*.
- "3-2-1 Contact", Children's Television Network (CTW). *USA* September.

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- Allen, R. "Fleeting Words," *Cybermedia - Art Futura 91*, Barcelona, 1991.
- Allen, R. "New Expressions with Computers and Video," *Conversations in Video*, EZTV Arts Foundation, West Hollywood, 1990.
- Allen, R. "Virtual Reality," *Art Futura 90*, Barcelona, 1990.
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- Allen, R. "New Techniques for the Creation of Artificial Realities," *Computer Images and*

Hi-Vision - CG '88, Japan Society of Image Arts and Sciences, Tokyo, 1988.

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- Allen, R. "Artist's Statement," *The Computer & It's Influence On Art and Design*, Sheldon Memorial Art Gallery, Univ. of Nebraska, Lincoln, 1983.

Education

1980	Massachusetts Institute of Technology Architecture Machine Group (predecessor to MIT Media Lab) Master of Science. (Computer Graphics / Interactive Media / Interface Design)	Cambridge, MA
1975	Rhode Island School of Design Bachelor of Fine Arts. (Film / Animation / Graphic Design)	Providence, RI

Academic Appointments

2019-present	University of California Los Angeles Department of Design Media Arts <i>Research Professor</i>	Los Angeles, CA
1995-2019	<i>Full Professor</i>	
2014-2016	<i>Chair, UCLA Department of Design Media Arts</i>	
1996-1999	<i>Founding Chair, UCLA Department of Design Media Arts</i>	
1996-1997	UCLA Center for the Digital Arts (CDA) School of Arts and Architecture <i>Founding Co-Director</i>	
1986-1993	UCLA Department of Design <i>Lecturer / Visiting Associate Professor</i>	
2000	Massachusetts Institute of Technology <i>Visiting Artist / Professor</i>	Cambridge, MA
1990-1991	Hochschule fur Angewandte Kunst <i>Director of Visual Media Department / Guest Professor (for Peter Weibel on leave)</i>	Vienna, Austria

RESEARCH ACTIVITIES

- 2016-2019** Worked with the UCLA Brain Mapping Center and Neuroscience Research to create a new method for understanding neuro anatomy using virtual reality while creating new virtual reality art installations using MRI brain data.
- 2012** Research and Design Consultant for Arianna Huffington and Huffington Post. Projects involved wearable technology for health and well-being.
- 2008-2012** **Nokia Research Center Hollywood** Santa Monica, CA
Founding Director (On partial leave from UCLA) Cambridge, MA
Founding director of a Nokia research laboratory in Los Angeles and director of the sister lab in Cambridge MA. The laboratories explored research areas related to new forms of mobile media experiences and user interface design from a multidisciplinary perspective involving teams of scientists, designers and engineers.
- 2005-2006** **One Laptop Per Child (OLPC) XO Laptop** Cambridge MA
Design Manager/Creative Advisor/Co-Inventor of award-winning XO Laptop.
- 2003-2005** **MIT Media Lab Europe** Dublin, Ireland
Senior Research Scientist (On-leave from UCLA)
Director, Liminal Devices Research Group
Founded and directed a research group that built prototypes of new forms of augmented reality, wearable displays, biosensors and multisensory interfaces. This work resulted in the formation of an area of human computer interface design (HCI) called Intimate Interfaces, recognized by SIGCHI, the most prominent HCI organization.
- 2001-2003** Collaboration with Dr. Skip Rizzo from the Integrated Media System Center at University of Southern California and Dr. Jeffrey Gold at the Los Angeles Children's Hospital in a study of Virtual Reality and Pediatric Pain Distraction.
- 1996-2002** In 1996 Allen founded **Emergence**, a six-year research effort that examines aesthetic issues in the design of virtual environments, mixed reality and unique sensory interfaces. As *Principle Investigator* Allen directed a team of UCLA computer science and design students resulting in the following three projects:
- 2001-2002** "Mixed Reality and the Aesthetics of Coexistence"
Merging virtual and physical space, this work explores forms of interaction and communication in mixed reality environments. Two people wear see-through head mounted displays to view virtual and physical objects that appear to be in the same physical space. Interaction occurs through a hand-held device that includes a breath sensor and haptic feedback. Artificial life forms respond to breath input while your partner feels your breath through tactile feedback.
This work also experimented with 360-degree panoramic digital recording and seamless playback techniques and the Audio Spotlight, a MIT Media Lab invention that allows for a narrow beam of sound to be projected up to 30 meters.
- 2000-2001** "E-motion and Emergent Behavior"
Continuation of the Emergence Project including research in affective computing and AI techniques for "learning" and "evolving" behaviors.
- 1996-2000** "Emergence Project: Aesthetic Issues in the Design of Virtual Environments"
Research and development of a unique PC-based, real-time 3D software system and a behavior scripting language designed for the creation of active, responsive and

immersive virtual environments, alive with artificial life forms. In addition, a unique interface system utilizes voice input and a haptic joystick for tactile feedback.

- 1980-1986 Computer Graphics Laboratory** Old Westbury, NY
New York Institute of Technology
Research Scientist/ Artist/ Director/ Producer
- Designer and Director of award winning experimental and commercial computer animation projects that pushed both creative and technical boundaries.
 - Areas of Research: 3D computer animation; human motion simulation; facial animation, non-verbal communication; new forms of dynamic digital art.
 - Member of the team that designed and developed the first software systems for 3D computer modeling and animation, including techniques for procedural animation.
- 1980 Computer Corporation of America** Cambridge, MA
Consultant for Program Visualization, a DARPA funded project for the development of animated graphic display systems to assist in comprehension of complex software.
- 1978-1980 Architecture Machine Group/ MIT** Cambridge, MA
Research Assistant
Projects included:
- *Books without Pages*, an early prototype for the design of electronic multimedia books.
 - *The Aspen Movie Map*, a surrogate travel system allowing a user to interactively explore the town through a touch sensitive monitor. This project is recognized as a seminal work in interactive media design.
 - *Personalized Movies*, a multimedia teaching tool incorporating text, audio, photos and films with a computer system that guides users based on level of expertise.
 - *Thesis*: "Computer Rotoscoping with the Aid of Color Recognition". Created a working prototype software system that exploits color data to track and modify digitized video. Designed to be a digital tool for the creation of new forms of animation.

SELECTED RESEARCH and DESIGN PROJECTS

- 2011 • Musical Zoo •** An interactive experience where musical virtual creatures can move to various places and objects in a space with embedded sensors throughout. (Nokia Research)
- 2011 • Mediated Experience •** A novel system and application that uses the real-time social behaviors of players and wearable and embedded sensors to both control and drive the content of a new type of game. (Nokia Research)
- 2011 • Interaction Ecologies •** A series of hardware and software prototypes of wearable accessories (rings, bracelets, necklaces, eyeglass displays) that demonstrate innovative user interfaces for mobile devices. (Nokia Research)
- 2011 • Indirect Augmented Reality •** A new method that enables perfect alignment of virtual content by replacing the live camera view used in video see-through AR with a previously captured panoramic image. (Nokia Research)
- 2010 • Westwood Experience •** A location-based mobile/augmented reality experience exploring the future of narrative and storytelling. (Nokia Research)

- 2010** • **Tracking Hollywood Stars** • Research experiment using computer vision to track star icons on the Hollywood Walk of Fame for use in an augmented reality experience. (Nokia Research)
- 2005-2006** • **One Laptop Per Child (OLPC) XO Laptop** • *Co-Inventor* of award-winning XO Laptop Industrial Design.
- 1995** • **Freak Boy** • *Creative Director / Executive Producer* for an original Nintendo64 3D video game. Produced at: Virgin Interactive Entertainment.
- 1994** • **Demolition Man** • *Creative Director / Executive Producer*. Based on the feature film, this video game weaves movie segments with interactive game play. Produced at: Virgin Interactive Entertainment.
- 1993** • **STEAM** • *Creative Director* for segments of **Peter Gabriel's** music video. Produced at: Homer & Associates.
- 1992** • **Lost City of Arabia - PBS NOVA Special** • *Designer / Director* of computer animation sequences simulating the ancient lost city of "UBAR". Produced at: Homer & Associates.
• **Host of Spain** • *Art Director* for a computer generated character that served as the digital host at the **Spanish Pavilion World Expo '92**.
- 1990** • **PIMA** (Philips Interactive Media of America) • *Art Director* for a series of CD-I (Compact Disc Interactive) games.
• **PUMP IT UP** • *Designer / Director* of title sequence for **FOX TV's** rap music program.
- 1989** • **Vivarium Project/Apple Computer, Inc.** • *Consultant*.
• **PIMA** (Philips Interactive Media of America) • *Art Director* for a series of interactive music/visual CD-I discs.
- 1988** • **Mattel Corp. /SOCS /CVD** • *Art Director* for a prototype interactive music/visual CVD disc for Mattel's research and development.
• **Island Pictures** • *Designer / Director* for Island's theatrical film opening.
- 1987** • **Activision Inc.** • *Art Director* for the computer game, "**Neuromancer**".
- All work between 1980-1986 produced at: Computer Graphics Lab / NYIT.
- 1985** • **NBC American Almanac** • *Designer / Director* of title sequence for NBC's weekly news program.
• **Theme of Secrets** • *Designer / Director* of segments for music videos by Peter Baumann and Eddie Jobson with Private Music.
- 1984** • **3DV** • *Designer / Director* of human character animation for a computer generated television pilot.
- 1982** • **PBS NOVA Title Sequence** • *Computer Animator* for title sequence.
- 1981** • **CBS Walter Cronkite's Universe** • *Designer / Director* of this Emmy Award winning title sequence for Cronkite's weekly science series.
- 1980-1983** • **The Works** • Created computer animation segments for this pioneering effort to produce a computer generated feature film at the Computer Graphics Lab / NYIT.
- 1976** • **New Shorts** Providence, RI
Designer / Animator of segments for PBS/ Educational Development Center, and for **Rapid Eye Movements**, an award winning experimental animated film, funded by a grant from AFI (American Film Institute).

