

Paul Brown - Résumé

artist and writer specialising in art, science and technology

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- Born, 23 October, 1947, England, Permanent Resident of Australia since January 1988, Citizen 1997

Education

- Slade School of Fine Art, University College London, HDFA (Lond.) 1979
- Faculty of Art & Design, Liverpool Polytechnic, BA (Hons. 1) Fine Art, 1977
- Manchester College of Art & Design 1965-68

Recent Employment

- Visiting Professor, Centre for Computational Neuroscience and Robotics, University of Sussex, 2005-2008
- Visiting Research Fellow, School of History of Art, Film and Visual Media, Birkbeck, University of London, 2002-2005
- Artist-in-Residence, School of Cognitive and Computer Science, University of Sussex, 2000
- New Media Arts Fellow, Australia Council, 2000-2001

Selected Exhibitions

- Conrad Jupiters Art Prize 06, Gold Coast City Art Gallery, Australia, 18 November 2006 - 28 January 2007
- Canariasmediafest06, Las Palmas, Gran Canaria, Spain, 31 October - 4 November 2006
- Intersections, SIGGRAPH 06 Art Show, Boston, USA, 30 July - 3 August, 2006, **Invited Artist**
- Prints Now: Directions & Definitions, Victoria & Albert Museum, London, 24 May - 26 November
- Project 3, Adelaide Festival, Australia, 3-19 March 2006
- Summer of Love, TATE Liverpool, England, 27 May - 25 September 2005
- generative-x, OneDotZero9, ICA, London, England, 27 May - 30 June 2005
- Writing the Collection, John Curtin Gallery, Perth, Australia, 25 June - 8 August 2004
- TRANSFIGURE, Australian Centre for the Moving Image (ACMI), Melbourne, Australia, December 2003 - May 2004
- ARTE.RED 2002: ARCO, Madrid, Spain, February 2002
- Under_score: Next Wave Down Under Festival, New York, USA, October 2001-June 2002
- Microwave International Media Art Festival 2001, Hong Kong, September 2001
- INFOComm, Las Vegas, USA, June 2001
- Paris/Berlin International Meeting, Berlin, Germany, June 2001
- Wallpaper, Powerhouse Centre for the Arts, Brisbane, May - June 2001
- Arcade III, Glasgow, Scotland, April 2001
- Loom, Crafts South, Adelaide, November 2000 & Craft Victoria, Melbourne, January - February 2001
- Vida 3 / Life 3, Madrid, October 2000, **Honourable Mention**
- International Print Triennial, Cracow, Poland, September 2000
- John Lansdown Inaugural Multimedia Prize, EUROGRAPHICS 2000, **Honourable Mention**
- Sapporo International Print Biennale, Japan 1997, **Sponsors' Prize**
- 21st Shell Fremantle Print Award, August 1996, **First Prize: Purchase Award**

Recent Collections, Commissions and Awards

- Public Artwork for Gladstone City Council, February 2007 (to appear)
- Public Artwork for Ipswich Eastern Entry Statement, Ipswich City Council, December 2002
- Public Artwork for Wynnum Court House, Queensland State Government, September 2001
- Australia Council, New Media Arts Fund, \$80,000 Fellowship, 1999 (for 2000/01)

Selected Recent Citations

- Gil Saunders and Rosie Miles, **Prints Now - Directions and Definitions**, V&A Publications, London, 2006, pp. 12
- Bruce Wands, **Art in the Digital Age**, Thames & Hudson, New York, 2006, pp. 44-45
- Darren Tofts, **interzone: Media Arts in Australia**, Thames & Hudson, Australia, 2005, frontispiece & pp. 85-86
- Mitchell Whitelaw, **Metacreation: Art and Artificial Life**, MIT Press, 2004, pp146, 148-152
- Alan Pipes, **Foundations of Art and Design**, Laurence King Publishing, 2004, pp 241
- Suzette Worden, **Writing the Collection**, Curtin University of Technology, 2004, pp 18-19
- Patric D. Prince, **Computer Art in the New Millennium**, IEEE CG&A, Vol. 20 No. 1, pp 26-27
- Biographical citation, **Who's Who of Australian Visual Artists**, Thorpe, Melbourne, 1995

Selected Recent Publications and Presentations

- *The Mechanisation of Art*, chapter in Wheeler, M et al (Eds.), **The Mechanisation of Mind in History**, MIT Press (to appear)
- *From Systems Art to Artificial Life: Early Generative Art at the Slade School of Fine Art*, chapter in Gere, C. et al (Eds.) **White Heat and Cold Logic: British Computer Arts 1960 - 1980: An historical and critical analysis**, MIT Press, (to appear)
- *The Computer Arts: Origins and Contexts*, Proc. Educators Program, SIGGRAPH 04, Los Angeles, 8-12 August 2004
- *Recovering History*, SIGGRAPH 2003 Electronic Art and Animation Catalogue, SIGGRAPH 03, San Diego, July 2003
- *The Idea Becomes a Machine - AI and Alife in Early British Computer Art*, Consciousness Reframed 2003, July 2003
- *Stepping Stones in the Mist*, chapter in Bentley, P (Ed.) **Creative Evolutionary Systems**, Morgan Kaufman August 2001