

## 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 (an MFA equiv. - a terminal qualification)
- Faculty of Art & Design, Liverpool Polytechnic, BA (Hons. I) Fine Art, 1977
- Manchester College of Art & Design 1965-68

### Employment

- Artist in Residence, compArt Project, Dept., of Computer Science, Bremen University, Jan-Feb 2009
- Visiting Professor, Centre for Computational Neuroscience and Robotics (CCNR), University of Sussex, 2005-present
- Curator, Shrewsbury Darwin Summer Symposium, Shrewsbury, UK, July 2007
- Visiting Research Fellow, School of History of Art, Film and Visual Media, Birkbeck, University of London, 2002-2005
- Artist-in-Residence, CCNR, School of Cognitive and Computer Science, University of Sussex, 2000 - present
- New Media Arts Fellow, Australia Council for the Arts, 2000-2001
- Artist-in-Residence, Queensland Sciencentre, October 98 - September 99
- Freelance Artist, Writer and Consultant, 1996 - present
- Founding Adjunct Professor of Communication Design, QUT, Semester I, 1996
- Artist-in-Residence, James Cook University, Townsville, winter 1995
- Consultant in Multimedia and Network Publishing, Griffith University, 1994-95
- Professor of Art & Technology, Mississippi State University, 1992-94
- Founding Creative Director, Advanced Computer Graphics Centre, Royal Melbourne Institute of Technology, 1990
- Director, Computer Image Program, Swinburne Institute of Technology 1988-89
- Principal Lecturer, Faculty of Art & Design, Middlesex Polytechnic 1984-87
  - Founder & Head, National Centre for Computer Aided Art & Design 1985-87
  - Founder & Head, Centre for Advanced Studies in Computer Aided Art & Design 1986-87
- Director, Digital Pictures Limited, 1981-84

### Selected Exhibitions

- CYNETart, 12<sup>th</sup> International Festival for Computer-Based Art, Kunsthaus Dresden, Germany, 20 October - 16 November 2008
- Imaging by Numbers: A Historical View of the Computer Print, Block Museum, Evanston, Illinois, USA, 18 January - 6 April 2008
- ArCade V - international exhibition of electronic prints, John Curtin Gallery, Perth, Australia, 12 - 30 September 2007
- Artist Makes Video - art rage survey 1994-1998, DELL Gallery, Queensland College of Art, 20 June to 22 July 2007
- Gamut II, 4<sup>th</sup> Novosibirsk International Festival, Russia, 10 May - 10 June 2007
- Conrad Jupiters Art Prize 06, Gold Coast City Art Gallery, Australia, 18 November 2006 - 28 January 2007
- Canariamediafest06, 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
- Swan Hill Print and Drawings Awards, Swan Hill, Victoria, Australia, 5 May - 25 June 2006
- The Harries 2006 National Digital Art Award, QLD Health Skills Development Centre/IDAA, QUT Art Museum, Brisbane, 4 May - 4 June 2006, *Finalist*
- Project 3, Adelaide Festival, 3-19 March 2006, **Commission**
- International Digital Art Awards, Margaret Laurence Galleries, Melbourne, also tour: Academy Gallery, University of Tasmania, 1-22 April; QUT Cultural Precinct, May 2005, **Invited Artist**
- The Artworkers Award, Queensland Artworkers Alliance, Brisbane, October 2005, *Shortlisted*
- Summer of Love, TATE Liverpool, England, 27 May - 25 September 2005, *the Nova Express Archive*
- generative-x, OneDotZero9, ICA, London, England, 27 May - 30 June 2005
- 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
- ACMI, San Jose, USA, 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**
- 28th Montreal International Festival of New Cinema and New Media, Canada, October 1999
- technOasis, ACM SIGGRAPH 99 Art Show, Los Angeles, USA, August 1999
- GAMUT, CADE 99, Teeside, England, April 1999 & Colville Place Gallery, London, England, 9 July - 28 August 1999
- 5th Biennale of Graphics, Skalingrad, Kenigsberg, Russia, Sept-November 1998
- Alien Spaces, Substation, Singapore, September 1998, **Solo Show**
- Touchware, ACM SIGGRAPH 98 Art Show, Orlando, USA, July 1998

- Alien Spaces, Logan Regional Art Gallery, May 1998, **Solo Show**
- Sapporo International Print Biennale, Japan 1997, **Sponsors' Prize**
- Australian Printmedia Awards, Casula Powerhouse, September 1997, **Acquisition**
- 22nd - 26th Shell Fremantle Print Awards, Fremantle Arts Centre, 1997- 2000
- Alien Spaces, Gilchrist Gallery, Brisbane, July 1997, **Solo Show**
- ArCade 2, Brighton, UK, January 1997 (and European tour 97-98)
- 21st Shell Fremantle Print Award, August 1996, **First Prize: Purchase Award**
- Sequinz, Multimedia Arts CD-ROM, Artlink, special issue Art in the Electronic Landscape, July 1996
- ISEA 95, Montreal, Canada, September 1995
- ArCade - computer-based fine art prints, Brighton, UK, April 1995 (and UK tour 95-97)
- ACM SIGGRAPH 94 - the CD-ROM, Orlando, USA, 1994
- Reconfiguring the Media Image, Australian Video Festival, Sydney, Australia, 1991
- ACM SIGGRAPH 86 Art Show, Dallas, USA, 1986
- ACM SIGGRAPH 84 Electronic Theatre, Minneapolis, USA, 1984
- Memoria nella Informatica, Milan, Italy, 1981
- Venice Biennale, Venice, Italy, 1980

#### Recent Collections, Commissions and Awards

- Public Artwork for Queensland Health, May 2008
- Public Artwork for Gladstone City Council, January 2007
- 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)
- Australia Council, New Media Arts Fund, \$18,000 Project Development grant, 1996 (for 1997/98)
- Public Artwork for Redland Shire Council, March 1997

#### Selected Recent Citations

- Catherine Mason, **A Computer in the Art Room - the origins of British computer arts 1950-80**, JG Norfolk, book casing image and pp. iv, 93-4, 131-2, 152, 162, 175, 178, 181, 189-92
- Richard Colson, **The Fundamentals of Digital Art**, AVA Academia, London, 2007, pp. 8-9, 28, 30, 139
- 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 Professional Memberships and Activities

- Chair, The Computer Arts Society
- Member, Editorial Advisory Board, LEA - the e-Journal of ISAST, MIT Press
- Member, Editorial Advisory Board, Digital Creativity Journal, Routledge
- Co-Chair, Creativity and Cognition 5, London, April 2005
- Member, Art Show Jury -and- member Education Program Committee, SIGGRAPH 04, Los Angeles, August 2004
- Guest Editor, **Generative Computation and the Arts**, special issue of Digital Creativity, Vol. 14, No. 1, April 2003
- Judge, Computer Animation Film Festival, SIGGRAPH 97, Los Angeles 1997
- Chair, Art and Video Program Committee, AUSGRAPH 90, Melbourne, Australia 1990

#### Selected Publications and Presentations

- *From System Art to Artificial Life*, chapter in **White Heat and Cold Logic: British Computer Arts 1960 - 1980: An historical and critical analysis**, Brown, P., et al (Eds.), MIT Press, 2009
- *Far from the Main Stream*, Proceedings ISEA 08, the International Symposium on Electronic Arts, Singapore, 25 July - 3 August
- *The Mechanisation of Art*, chapter in Husbands, P et al (Eds.), **The Mechanical of Mind in History**, MIT Press, 2008
- *Creating Mind*, Proceedings Altered States Conference, Planetary Collegium, University of Plymouth, UK, July 2005
- *The Computer Arts: Origins and Contexts*, Proceedings Educators Program, SIGGRAPH 04, Los Angeles, 8-12 August 2004
- *Recovering History*, SIGGRAPH 2003 Electronic Art and Animation Catalogue, ACM SIGGRAPH, 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 for Bentley, P (Ed.) **Creative Evolutionary Systems**, Morgan Kaufman August 2001
- *Emergent Culture*, MESH, Issue #12, 1998/99, Experimenta Media Arts, pp. 4-8, July 1998
- *Networks and Artworks*, chapter in Mealing, S. **Computers and Art**, Intellect Press, Jan 1997
- *Emergent Behaviours: towards computational aesthetics*, Artlink - Art in the Electronic Landscape, July 1996
- *Computational Design - a new paradigm for art and design education*, T.H.E Journal December 1993
- *Beyond Art*, chapter in Clifford A Pickover (Ed.) **Visions of the Future**, Science Reviews, UK 1993.
- *Steps Towards the Evolution of a New Medium - Computer Aided Art & Design*. Leonardo vol. 23/2&3 pp 197-200. Fall 1990
- *Metamedia and Cyberspace - advanced computers and the future of art*, chapter in Heywood, P, Ed., **Culture Technology and Creativity in the Late 20th Century**. Arts Council of Great Britain/John Lebbey Press. October 1990
- *Art at the Computer Human Interface*, Artlink, vol. 9 #4 December 1989
- *Art and the Information Revolution*, SIGGRAPH 89 Art Show Catalogue. Leonardo: **Computer Art in Context**. August 1989