Title: From Simulation to Emulation: Pioneering Telematic Frontiers

Friday, 3/6/20 | 12pm-1pm | West Hall, W105
Speaker: Shawn Brixey
Affiliation: VCU

Abstract: Explore emerging research at the frontier of digital arts and sciences. Projects include Alchymeia, a nanotechnology and bioengineering public artwork commissioned for the Winter Olympics in Nagano, Japan; Chimera Obscura, an online massive-multi-user, tele-robotic installation for the world premiere of Gene(sis): Contemporary Art Explores Human Genomics; Eon, a Rockefeller Foundation-funded telepresence project using text-to-speech synthesis to create voice-encoded sonoluminescence, and Voltar, an interactive ice crystal installation commissioned by the European Union’s Capital of Culture.

Bio: Shawn Brixey is a tenured professor in the arts, and an affiliate faculty in engineering at Virginia Commonwealth University (VCU). A graduate of The Media Laboratory at the Massachusetts Institute of Technology in architecture, environmental design, engineering, media arts and sciences, Brixey is best known for pioneering (STEM to STEAM) research that explores the synthesis of art, design, engineering, physics, biology and computing.

Dr. Brixey has exhibited commissioned art and technology research internationally, including Documenta, the Deutscher Kunstlerbund, The Cranbrook Art Museum, The MIT Museum, The Chicago Art Institute, The Winter Olympics, The American Design and Architecture Triennial at the Smithsonian, and the European Union Capitol of Culture. He is the former Dean School of the Arts at VCU (VCUarts). Preceding his appointment as Dean at VCU, Brixey was Dean of the School of the Arts, Media, Performance and Design (AMPD) at York University in Toronto, Canada. AMPD is the largest research university based art and design school in North America. Brixey is the former Floyd and Delores Jones Endowed Chair for Arts, as well as Co-Founder and former Director of the pioneering research centre and doctoral program DXARTS (The Center for Digital Arts.
and Experimental Media) at the University of Washington, Seattle. He was also the founder of the Digital Media Program at the University of California Berkeley, and Director of their Center for Digital Art and New Media Research.