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### SHORT BIO

Alan Price creates networked virtual environments and real time animation for interactive art, games and performance. His work is exhibited internationally and on permanent display in museums of art, culture, science, and history, including an international MUSE award for technology in museum exhibits, Prix Ars Electronica award in interactive art, and inaugural opening of the Deep Space VR theater. His background as an animator and filmmaker influences his work with immersive and interactive storytelling, with his time-based media work awarded and exhibited at numerous film festivals including Black Maria, Transmediale, Humboldt, Anima Mundi, and Ann Arbor, among others. Utilizing real time computer graphics technology and a combination of readymade and custom hardware, he creates virtual environments, experimental games, interactive performances, mobile apps and responsive spaces to explore alternative forms of personal expression in time-based digital media.

### PROFESSIONAL

- Associate Professor, Advanced Computing Center for the Arts and Design (ACCAD), Department of Design, 2005-present, Chair of Graduate Studies Program, 2010-2014, Acting Director of ACCAD, January-July 2013, The Ohio State University, Columbus, Ohio.
- Associate Professor, Department of Visual Arts, University of Maryland Baltimore County, 2001-2005.
- Associate Director, Imaging Research Center, University of Maryland Baltimore County, 1996-2001
- Program Specialist, Visual Arts Film/Video Production Center, University of Maryland Baltimore County, 1989-1996
- Instructor, Computer Animation Seminars, Digital Media Center, Brooklyn College of Art, June-November 1996.
- Freelance film and video production, camera operator, editor, and production assistance, Florida, 1984-1989.

### EDUCATION

- MFA, University of South Florida, 1989, Cinematography and Animation.
- BFA, University of South Florida, 1984, Cinematography.

### TEACHING EXPERIENCE AND COURSE DEVELOPMENT

- MFA Graduate Studio & Seminars
- Real Time Animation and Game Design
- VR Applications and Immersive Environments
- Advanced 3D Animation Techniques
- Introductory 3D Animation
- Advanced 2D Animation and Compositing
- Traditional Animation
- Introductory Film Production
- Advanced Film Methods

### GRANTS / AWARDS / RESIDENCIES

- Human Technologies Discovery Themes Grant, 2016-2017
- Visiting Fellow, iCinema Centre for Interactive Cinema Research, University of New South Wales, April 2016
- Visiting Associate Professor, Centre for Applied Computing and Interactive Media, Run Run Shaw CreativeMedia Centre, City University of Hong Kong, January, 2016
- Visiting Scholar, Digital Arts and New Media Program, University of California Santa Cruz, March 2016
- Visiting Researcher, Visual Arts Department, Stellenbosch University, South Africa, November 2015
- Visiting Associate Professor, School of Art, Design and Media, Nanyang Technological University, Singapore
- Arts and Humanities Research and Creative Activity, Grant , 2014-2015
- Battelle Endowment for Technology and Human Affairs, Grant , 2011-2012
- Arts and Humanities Research Enhancement Grant, 2011
- MUSE Awards, American Association of Museums, Honorable Mention, 2010
- Mountain Plains Museum Association Technology Award, 2010
- Battelle Endowment for Technology and Human Affairs, Grant, 2007
- Honorary Mention, Prix Ars Electronica, 2006
- Seed Grants in the Arts and Humanities, The Ohio State University, 2006
- First Prize, Beecher Center Digital Arts & Computer Animation Competition, 2005

- Individual Artists Award in Media from the Maryland State Arts Council, 2004
- First Prize in Animation, Rhode Island International Film Festival, 2004
- Best Animation, Crossroads Film Festival, 2004
- Best of Show, Rosebud Film and Video Festival, 2004
- 2nd Prize Jury Citation, Black Maria Film and Video Festival, 2004
- Honorable Mention, Humboldt International Short Film Festival, CA, 2004
- Summer Faculty Fellowship, UMBC, 2003
- Bronze Plaque, for *The Mystery of Chaco Canyon*, Columbus International Film Festival, 2000
- Silver Plaque, for *The Mystery of Chaco Canyon*, Chicago International Film Festival, 2000
- Individual Artists Award in Media from the Maryland State Arts Council, 1995
- Pittsburgh Filmmakers Mid-Atlantic Region Media Arts Fellowship, 1992
- Rosebud Independent Film Festival "Rosebud" award, 1992
- Baltimore Independent Film and Video Makers Competition "Best of Maryland" award, 1991
- Humboldt Film/Video Festival "Best use of computer animation" award 1991

## EXHIBITION

- *Listening Glass*, collaboration with Teri Rueb, participatory audio streaming mobile web app commissioned for events during Hearing Landscape Critically: Music, Place, and the Spaces of Sound, Harvard University, January 14-16 2015
- *ConstructAR*, Networked AR installation with mobile app, Lumos Gallery, Columbus OH, Dec 6, 2014
- *Learn/Capture/Repeat*, Automated video capture and generative playback system in collaboration with Stephan Koplowitz, commissioned performances during grand opening of Sullivant Hall, OSU, Sept 20, 2014
- *Grimphant*, interactive installation and mobile app, commissioned by La Panacée Center for Contemporary Culture in Montpellier, France. Collaboration with gps sound artist Teri Rueb, June-December 2013
- *Dark Full Ride*, live performance, Capitol Theatre, Columbus OH, Feb 18-19, 2011
- *Touchpoint: Haptic Exchange Between Digits*, Siggraph Art Gallery, July 2010
- *Electronics Alive*, Scarfone/Hartley Gallery installation, University of Tampa, Jan 21-Feb 24, 2011
- *Alan Price: Immersive Environments 2005-2010*, OSU Urban Arts Space, July-Oct 2010
- Ars Electronica Center, Deep Space VR Theater, permanent installation, Linz, Austria, Jan 2009
- *Peepshow*, Squeaky Wheel, Buffalo, NY, November, 2009
- Prix Ars Electronica, OK Museum, Linz Austria, 2006
- Transmediale, Berlin, 2005
- Anima Mundi Animation Festival, Brazil, 2004
- Black Maria Film and Video Festival, 2004
- Rosebud Film and Video Festival, 2004
- Rochester International Film and Video Festival, 2004
- Maryland Film Festival, 2004
- Festival Arcipelgo, Italy, 2004
- Filmstock International Film Festival, England, 2004
- Melbourne International Animation Festival, 2004
- Big Muddy Film Festival, Illinois, 2004
- Seattle International Film Festival, 2004
- Humboldt International Short Film Festival, CA, 2004
- Firstglance Philadelphia Film Festival, 2004
- Crossroads International Film Festival, Mississippi, 2004
- CAmM Ides of March Animation Invitational, Maryland, 2004
- Johns Hopkins Film Festival, 2004
- Fargo Film Festival, 2004
- Texas Film Festival, 2004
- Independent Film Festival of Boston, 2004
- Trenton Film Festival, 2004
- Blackpoint Film Festival, Wisconsin, 2004
- Antelope Valley International Film Festival, CA, 2004
- Langbaugh Film Festival, Portland, 2004
- Clermont-Ferrand Short Film Festival, Clermont, France, 2003
- Immedia Digital Arts Exhibition, Ann Arbor, Michigan, 2003
- Siggraph Art Gallery, San Antonio, Texas, 2002
- Savannah Independent Film Video Festival, Savannah, Georgia, 2002
- New York International Independent Film & Video Festival, New York 2002

- San Antonio Underground Film Festival, San Antonio, Texas, 2002
- Maryland Film Festival, Baltimore, Maryland 2002
- CaMM Ides of March Animation Fest, Baltimore, Maryland 2002
- Adler Planetarium and Science Museum, permanent installation, Chicago, Illinois, 2002
- Baltimore Museum of Art, Cone Wing, permanent installation, Baltimore, Maryland, 2001
- Taos Talking Picture Festival, 2000
- International Animation Festival of Brazil, 1999
- Independent's Showcase, Tampa, Florida, 1999.
- Alumni Invitational, USF Fine Arts Gallery, Tampa, Florida, 1999
- Visual Arts Faculty Biennial, Baltimore, 2002, 1999, 96, 94, 92, 90
- Holland Animation Festival, 1998
- Festival of Animation, Brazil, 1998
- Baltimore Museum of Art, 1998
- Siggraph Animation Theater, Orlando, FL, 1998
- Artscape 98 Film Video Program, Baltimore, 1998
- PBS Independent Eye, 1997
- Siggraph Animation Theater, Los Angeles, CA, 1997
- The Education Channels Independents Weekend Showcase, 1997
- Rosebud Festival, AFI Theater, Washington, D.C. 1996
- AMAMA Traveling Show, Arlington, VA, 1996
- Corcoran Museum of Art, 1996
- International Festival of Animation, Berlin, 1992
- New York Expo, 1992
- Artscape Film Video Program, Baltimore, 1992
- Rosebud Festival, AFI Theater, Washington, D.C., 1992
- Ann Arbor Film Festival, Michigan 1991
- Independent Film and Video Makers Competition, Baltimore MD, 1991
- Humboldt International Film Festival, Arcata, CA, 1991
- Focus Film Awards, New York, NY, 1989

#### **COLLABORATIVE / DIRECTED RESEARCH**

- Collaborative Mapping Project, dynamic mapping installation with participatory contributions through mobile web app, commissioned by Northern State University Northern Galleries, Aberdeen South Dakota. Collaboration with Teri Rueb. In progress, exhibition scheduled for April 2017
- *As You are Standing Here*, dynamic mapping installation using participatory audio contributed through mobile web app, collaboration with Ernst Van Der Wahl and Lizabe Lambrecht, Stellenbosch University, South Africa, November 2016
- National Science Foundation, *Expanding Geoscience Diversity Through Simulated Field Environments for Students with Physical Disabilities*, Co-PI with Ohio Supercomputer Center, 2011-2014
- Ballet Met Columbus, Design and programming for real time computer graphics. Commissioned by Gerard Charles, Director, in collaboration with choreographer Jim Orrante and composer Sean Beeson, current - completion in April 2012
- Virtual Patient Simulation, Design and direction of interactive immersive environment simulation for medical training and simulation of doctor / patient interviews, collaboration with Douglas Danforth, PhD, Obstetrics, OSU, current – completion in June 2012
- *Here and Gone*, Real time responsive animation installation using Kinect depth-sensing camera, part of “The Camouflage Project” OSU Theater production, collaboration with Maria Palazzi, ACCAD, 2011
- *Active Living Research*, Nasar, JL & Gordon, S. I. Environmental Perception, Evaluation and Desirability for Physical Activity among African-American Families of Different Incomes. Robert Wood Johnson Foundation's Active Living Research program. Supervising, consultancy, and programming for virtual environment application
- OEDG planning grant: Expanding Geo-science Diversity: Alternative Field Environment for Non-Traditional Students, National Science Foundation, Co-PI, Oct 2009-Sept 2010
- *Sun Dagger Explorer* Design and development of a new installation at the New Mexico Museum of Natural History and Science”, 2009
- *Physical Therapy Applications for Parkinson's and Huntington's Exercise Project*, Direction and development of a prototype interactive application using video-based motion capture input, 2008
- *Biology Unbound*, Design of interactive installation in collaboration with COSI Columbus, 2007
- *Virtual Nanofactory*, Design and direction of 3D interactive visualization of research and applications at the

- Nanoscale Science and Engineering Center and the Center for Affordable Nanoengineering of Polymeric Biomedical Devices, 2007
- *Sun Dagger Analytical Model*, Design and programming of interactive application in collaboration with The Solstice Project, 2006
  - *Geological Formation of Southern California and the Coachella Valley*, 2004, work in progress.
  - *Sun Dagger Interactive*, 2002, interactive computer installation. In collaboration with The Solstice Project, Adler Planetarium and Astronomy Museum, Chicago, Illinois.
  - The Baltimore Museum of Art. Co-director, real-time interactivity programming and technology design.
  - NASIRE conference opening with Governor Paris Glendenning, 2000, State of Maryland Information Technology Board. Co-director of animation, realtime graphics and video overlay solutions.
  - *The Mystery of Chaco Canyon*, 2000, Twenty minutes of animation for nationally broadcast PBS documentary. The Solstice Project. Director of animation.
  - *Wide Body Jets*, 2000, 10 minute visualization of aircraft design with motion capture applications. WideBody Jets Inc. Director of animation.

## PUBLICATIONS / PRESENTATIONS

- *Using Virtual Standardized Patients (VSP) to Assess History Taking Skills in Medical Students*, Douglas Danforth, Alan Price, Kellen Maicher, Douglas Post, Beth Liston, Cynthia Ledford, David Way, Holly Cronau, The Generalists in Medical Education Annual Conference Focus on the Patient: Education for the Future of Healthcare November 8-9, Chicago, IL, 2014 (Peer reviewed)
- *Using Interactive Simulation to Extend Access to Learning Along the Historic Tour Route of Mammoth Cave National Park*. Atchison, C.L., Stredney, D., Irving, K.E., Toomey, R.S., Price, A., Kerwin, T., Hittle, B., & Reed, P.J. 10th Mammoth Cave Research Symposium, Mammoth Cave National Park, KY, February 14-15, 2013 (Peer reviewed)
- *Can Virtual Standardized Patients be used to assess communication skills in medical students?* Proceedings of the 17th Annual IAMSE Meeting, Danforth, D.R., Price, A., Maicher, K., Post, D., Liston, B., Clinchot, D., Ledford, C., Way, D., Cronau, H., St. Andrews, Scotland June 2013.
- *Virtual Reality: a Unique Approach for Teaching the Reality of the Patient Centered Medical Home* Proceedings of the 17th Annual IAMSE Meeting, Danforth, D.R., Post, D., Cronau, H., Rizer, M., Curren, C., Ledford C., Price, A., Maicher, K., St. Andrews, Scotland June 2013.
- Panel discussion for *Electric Conversations* Exhibition at La Panacee Center for Contemporary Culture, Montpellier, France, with Kit Galloway, Megan Smith, Teri Rueb, by invitation, June 2013 (curated, by invitation)
- *Procedural Terrain Generation for Medical Rehabilitation*, Michael Andereck, (CSE PhD candidate), Alan Price (Design), and Roger Crawfis (CSE). Paper in proceedings and presented at Procedural Content Generation Workshop at the 2013 Foundations of Digital Games conference, Crete, Greece, May 2013 (Peer reviewed)
- *Recent Works in Realtime Responsive Animation*, University of Buffalo Computer Science & Engineering Colloquium and Open Air Institute, by invitation, November 2012, (by invitation)
- Unite, Unity Developers Conference, *Serious Games Showcase* presentation, San Francisco, Sept 28, 2011
- *Presentation on creative work in virtual environments and responsive animation*, Electronics Alive VI, University of Tampa, Tampa, FL,, by invitation, January 21, 2011 (curated, by invitation)
- Leonardo Journal, Volume 43, Issue 4, 2010, *Touchpoint: Haptic Exchange Between Digits*, documentation of Siggraph Art Gallery exhibition.
- *Integrated Space: Exploring in an Immersive Environment with 3D Body Tracking*, Paulo Gotardo and Alan Price, Siggraph Posters sessions, 2010, Los Angeles, CA.
- *The Sun Dagger Interactive Computer Graphics Model: A Digital Restoration of A Chacoan Calendrical Site*, chapter in "Chaco Astronomy, An Ancient American Cosmology", Anna Sofaer, Alan Price, James Holmlund, Joseph Nicoli, Andre Piscitello, pages 149-165. Ocean Tree Books, P.O Box 1295, Santa Fe, NM 87504 ISBN 978-0-943734-46-0, 2008
- Space / Sound DVD, *Multichannel Electroacoustical Music*, Real Time Animation for performance of *Magnificat 3: Lament*, Capstone Records, Brooklyn NY, 2008
- Siggraph Conference, *Multi-User Interaction on the DNA Workbench*, Alan Price and Vita Berezina-Blackburn, San Diego, CA, August, 2007
- *Electronics Alive*, Presentation of *Tartarus* and other works, University of Tampa, 2007
- *10th Biennial Southwest Symposium 2006: Acts of History: Ritual, Landscape, and Historical Archaeology in the U.S. Southwest and Northwest Mexico*, Lax Cruces, NM, January 2006
- International Cultural Heritage Informatics Meeting, *The Cone Sister's Apartments: Creating a Real Time, Interactive Virtual Tour*, Allison Perkins, Alan Price, Dan Bailey, Ecole Du Louvre, Paris, France,

September, 2003

- Siggraph Conference, *The Sun Dagger Interactive*, Alan Price, San Diego, CA, July, 2003
- Information Visualization, *Interactive Virtual Reconstructions: Visualization and User Interface Design for Installations in Public Venues*, Alan Price, London University, London, England, July, 2003
- Siggraph Conference, *A Virtual Reconstruction of the Cone Sister's Apartments*, Alan Price and Dan Bailey, San Antonio, TX, July, 2002

#### **INDEPENDENT CREATIVE WORKS**

- *ConstructAR*, 2014, networked augmented reality mobile app for collaborative design
- *The Conspirators*, 2011-2013, multiple participant networked game environment, work in progress
- *Dark Full Ride*, real time responsive animation for percussion performance, 2011
- *Empire of Sleep*, 2009-2010, interactive real time animation
- *Whetstone*, 2007, pixilation film
- *Tartarus*, 2006, interactive real time animation
- *Magnificat III*, 2005, 15 min, real time responsive animation performance
- *Overpass*, 2003, 7 min., computer animation
- *Weave*, 2002, interactive sculpture installation, computer graphics
- *The Sweet Kiss of Gravity*, 2001, 25 min., computer animation
- *TotaPet*, 1998, computer animation
- *Sensor*, 1995, computer animation
- *Anax Emperor*, 1993, computer animation
- *Virtual Gallery*, 1992, self-constructed VR head-mount display device
- *Lisa's Room*, 1991, 16mm film and computer animation
- *3DCPB.3*, 1991, pseudo-holographic 3D projection installation
- *XYZPDQSDI*, 1989, 16mm computer animation
- *Deadlines*, 1988, 16mm narrative live action
- *Dwellers*, 1988, 16mm animation/live action
- *Project*, 1988, interactive projection environment installation
- *Short Street Church*, Atlanta GA, 1986, 16mm optical rephotography
- *Aldo Brings in the New Day*, 1985, 16mm cell animation