

Theodore Watson, 35 Magnolia Ave #3, Cambridge, MA, 02138 +1 617 959 5111
theo@theowatson.com | www.theowatson.com | www.openframeworks.cc

Curriculum Vitae

Education

Spring 2005

Undergraduate Degree: Parsons School of Design, New York.
BFA Design and Technology – Honours Student.

Summer 2000

6th Form: Latymer Upper School, London. Awarded three A-Levels for Mathematics, Physics and Politics (BBA).

Summer 1998

Primary & Secondary: Ibstock Place School, London.
Awarded ten GCSE's: three A*'s, six A's and a B.

Recent Employment and Achievements

Spring 2010 – Funky Forest and Daisies – Interactive Installation – Singapore Art Museum

Exhibited Funky Forest and Daisies as part of the Singapore Art Museum's Art Garden show.

Spring 2010 – Eyewriter Award – Design of the Year – UK

The Eyewriter project wins the interactive category for the British Design Museum's, Design of the Year contest.

Spring 2010 – Eyewriter Award – Future Everything – UK

The Eyewriter project wins the top prize at the first Future Everything award, in Manchester, UK.

Spring 2010 – Rise & Fall – Interactive Boards Magazine Cover – Worldwide

Developed an interactive front and back cover experience for Boards magazine. Holding the magazine up to the software allows the reader to explore a non-linear story based on a world of Rise & Fall, by turning and moving the magazine. Turning the magazine over gives a look behind the scenes, showing how the project was made.

Autumn 2009 – Museum N8 Opening Ceremony – Amsterdam

Developed a 30 minute long dynamic projected countdown to the opening of the Amsterdam Museum N8 (Night). The countdown individually highlighted all the museums in the city that were open, through dynamic particle systems and showed how they were geo-spatially located relative to the audience.

Autumn 2009 – Knee Deep – Interactive Installation – Amsterdam

Developed a new interactive installation for the 2009 Cinekid children's festival. The installation allows children to immerse themselves into interactive worlds of different scale.

Autumn 2009 – openFrameworks book, Beyond Interaction – Japan

A dedicated book on the openFrameworks programming language is published in Japan.

Autumn 2009 – Film Museum Augmented Projection – Amsterdam

Developed an augmented projection animation for an unveiling of a scale model of the new Film Museum building made of sand. The projection was mapped across 27 faces using 3 projectors. The project appeared on national television and has since one two awards.

Summer 2009 – openFrameworks book, Programming Interactivity – O'Reilly Book

openFrameworks is featured alongside Arduino and Processing in a comprehensive creative coding book.

Summer 2009 – Eyewriter Initiative – Los Angeles

Working with paralyzed graffiti artist TEMPT 1, we developed an open source eye tracking system and eye controlled graffiti tagging system to allow TEMPT to write graffiti again, just using his eyes. His tags have since been projected live on buildings around downtown LA and shown in galleries around the world.

Summer 2009 – Portrait Machine – Interactive Installation - Amsterdam

Interactive installation that takes your portrait and finds complementary portraits based on visual similarities and differences. Commissioned by the CBK Amsterdam.

Spring 2009 – Funky Forest – Hardcover Publication

Two page spread on Funky Forest in a new design book from famed publisher Gestalten titled: “Play All Day – Design for Children”.

Spring 2009 – Funky Forest – Interactive Installation – New York

Installed Funky Forest as a permanent installation at the Moomah children’s art center in New York. This edition of Funky Forest is custom designed specifically for Moomah and includes four different seasons each with unique characters, creatures and visual style.

Spring 2009 – openFrameworks – Presentation / Workshop – Carnegie Mellon

Presented openFrameworks at the first Art and Code conference at Carnegie Mellon university in Pittsburgh. Together with Zachary Lieberman and Arturo Castro we led workshops which introduced participants to the openFrameworks environment.

Fall 2008 – Card Play – Interactive Installations – Japan

Premiered ‘Card Play’ as part of YCAM’s (Yamaguchi, Japan) Minimal Interface exhibition. Card Play is an interactive installation that lets the participant use a deck of cards to create a realtime augmented audio-visual performance.

Fall 2008, Spring 2009 – Teaching Interactive Media – WDKA - Rotterdam

Running an interaction lab program as part of the Crosslab curriculum at WDKA in Rotterdam. Teaching classes on subject like computer vision for interactive art and designing interactive installations.

Summer 2008 – openFrameworks Award – Ars Electronica - Austria

openFrameworks receives special mention of the jury award in the category of Interactive Art at the 2008 Ars Electronica Festival. Theodore Watson and Zachary Lieberman organize a free floating 3 story high lab space at the Ars Electronica Festival, dedicated to making art projects with openFrameworks.

Summer 2008 – openFrameworks Workshop – YCAM Japan

Led a four day openFrameworks workshop at Yamaguchi Center for Art and Media (YCAM) in Japan based on the theme of ‘The role of the Technician as an Artist’.

Summer 2008 – Terrarium – Interactive Installation – New York

Terrarium interactive multimedia installation shown as part of Biome Exhibition at the Riviera Gallery in New York. Terrarium presents an unusual living world of plants and creatures that feed on the sounds made by the visitors to the gallery.

Summer 2008 – Laser Tag – Interactive Installation – Tate Modern - London

Laser Tag exhibited at the Tate Modern in London as part of the Street Art Exhibition. Tate Modern is London’s most prestigious modern art museum.

Spring 2008 – Laser Tag – Museum of Modern Art – New York

Laser Tag part of the ‘Design and the Elastic Mind’ show at the MoMA in New York. In addition to being in the exhibition, Laser Tag was setup at the opening night with NYC’s most infamous graffiti writers writing their tags on the walls of MoMA. MoMA is New York’s most prestigious modern art gallery.

Winter 2007 -Spring 2008 – Teaching Interactive Media – WDKA - Rotterdam

Teaching ‘Make’ class, Teaching ‘New Forms of Storytelling’ class and ‘Sound and Shape’ class in the Crosslab program at the Willem De Kooning Akademie in Rotterdam.

Autumn 2007 – Funky Forest – Interactive Installation – Cinekid – Amsterdam

Funky Forest, an interactive ecosystem for children premiered at the Cinekid festival in Amsterdam to critical acclaim. Articles in the national press.

Autumn 2007 – Laser Tag – Installation – Museum N8 – Amsterdam

Laser Tag shown as the highlight of the Amsterdam Museum N8, festival. Full-page article in the NRC newspaper.

Autumn 2007 – Laser Tag – Exhibited at Ars Electronica, SHIFT Festival, NMM

Laser Tag shown at the Ars Electronica Festival (Prix Selection), Austria.
Laser Tag shown at the SHIFT festival in Basel Switzerland.
Laser Tag shown at the New Media Meeting in Sweden.

Summer 2007 – Vinyl Workout and Daises – Interactive Installation – NYC / LA

Creators Series festival, New York and Los Angeles

For the Creator's Series I was invited to show a new version of Daises and Vinyl Workout and also give a talk on the subject of social interfaces.

Summer 2007 – Presentation – Media Gilde – Amsterdam

Seminar: 'Designing Interactive Environments', MediaGilde, Amsterdam, Netherlands

Arranged and presented the first in a series of talks at the MediaGilde on designing interactive environments.

Summer 2007 – Audio Space – Interactive Installation – Amsterdam

Audio Space, Netherlands Institute for Media Art, Amsterdam, Netherlands

The newest iteration of Audio Space was on show for six weeks as part of the '(in)visible sounds' exhibition. This iteration takes a more musical approach and for the first time uses a projection to visualise the sounds floating around the space.

Summer 2007 – Liners Performance – OFFF Festival – Barcelona

Liners Performance, OFFF Festival, Barcelona, Spain

A realtime performance with Zachary Lieberman that takes a scrapbook style approach by dynamically joining movie clips and animations seamlessly together, to tell the story of a never ending line.

Spring 2007 – To present – developing openFrameworks

Working with Zachary Lieberman and Arturo Castro, we have now released the sixth version of openFrameworks to artists, students, professors and researchers all over the world. openFrameworks is a Processing like API for writing creative code in C++ and is what we use for most of our own projects.

Winter 2007 – Laser Tag & KPN Façade - Rotterdam

Laser Tag and KPN Façade, Graffiti Research Lab, Rotterdam Netherlands.

Working with the Graffiti Research Lab I organised and programmed the Laser Tag system and the animation software for the KPN Façade. Funded by Atelier Rijksbouwmeester.

Autumn 2006 – Vinyl Workout – Interactive Installation – Rotterdam

Vinyl Workout, Rotterdam Electronic Music Festival, Rotterdam Netherlands.

A brand new work created for the REMF festival in Rotterdam. A large interactive record player that is powered by human movement.

Autumn 2006 – The Science of Sleep – Interactive Installations – New York

Interactive installations, Michel Gondry exhibition, Deitch Projects New York.

I built three separate installations for the Michel Gondry 'The Science of Sleep' exhibition. The pieces are all interactive and use physical sensors and cameras combined with custom written software.

Spring 2006 – Autumn 2006 - Art Residency

Production Fellow, Eyebeam, New York.

At Eyebeam I was working on interactive and multimedia projects. The work includes real-time data visualization for Preemptive Media's Air (distributed pollution tracking) project, animation software for children and interactive projections as part of the Graffiti Research Lab.