MATTHEW GINGOLD 20 . 03 . 1975

Biography

Matthew Gingold is an audiovisual designer and electronic artist with over 15 years professional experience. His practice spans theatre, dance, museum, and gallery contexts. He is particularly interested in the social and cultural meanings that technology create in and of themselves – the visceral, social and political phenomena of technologies – and how these can be harnessed in the creation of unique, live(d) experience.

His work has been widely presented nationally and internationally, including at Ars Electronica (Austria), Werkleitz (Germany), Medialab-Prado (Slovenia), Teatro Mayor (Columbia), MOCA Taipei (Taiwan), Expo Bicentenario (Mexico), Seoul Festival (Korea), Melaka Festival (Malaysia), Surrey Urban Screen (Canada), MONA/FOMA (TAS), Perth Institute of Contemporary Art (WA), Malthouse (VIC), Sydney Theatre Company (NSW), Carriageworks (NSW), Brown's Mart (NT), Melbourne Museum (VIC), and the National Portrait Gallery of Australia (ACT). Gingold has also completed several residencies, including 6 months at Ars Electronica's prestigious FutureLab (2012), project leading for Media-Lab Prados' Interactivos? '12 Ljubljiana (2012), participating in a Yamaguchi Centre for Media Arts Inter-Lab (Japan, 2008), and was a core artist for Aphid's, *Atelier Eden* OzCo Arts Lab projects (2011-12).

In 2015 Gingold completed several major projects, including developing and exhibiting *Phase Orkestra* during a residency at Werklietz, Halle (Saale) as part of the *Move On* New Media Art from Australia, Canada and Europe / EMARE program. And he toured *The Experiment* with Mark Ravenhill & David Chisholm to Sydney, Adelaide and Melbourne International Arts Festivals.

Other recent works include: *Filament Orkestra*, a light and sound installation investigating the inter-connectedness and performance of social memory for What I See When I Look At Sound (PICA 2014); creating a real-time system for projection of video onto the bodies of dancers for Australian Dance Theatre's *Multiverse* (Space Theatre, Adelaide 2014)*; Green Room* award winning (2015) video design for Sisters Grimm*'s Culpurnia Descending,* an epic live cinematic, cross-genre, cross-dressed romp through the camp icons of the silver screen (STC & Malthouse 2014); working as a Research Fellow at the School of Interactive Art & Technology (Simon Fraser University) with Professors Thecla Schiphorst and Philippe Pasquire to create *Longing & Forgetting* an interactive architectural projection using mobile phone gestures, machine learning and pattern recognition to choreograph video avatars (Surrey Urban Screen Vancouver, 2013-14); *Conversations,* a permanent portrait installation for the Melbourne Museum's Bunjilaka Gallery documenting 50 participants from across Victoria's Koori communities (2012-2013); directing, composing and performing *ZeroZero* with Tony Yapp, Yumi Umiumare and Paula van Beek, a work exploring identity across cultures through contemporary and shamanistic dance practices (Melbourne International Arts Festival, 2014); *It's a Jungle in Here* with Isobel Knowles and Van Sowerwine, an interactive animation exploring social aggression and control, presented at the Melbourne International Arts Festival (2011) and winner of a Distinction in Interactive Art, Prix Ars Electronica (Linz, 2012).

Additionally, Gingold has worked as a technical director and consultant for exhibition installation, stage productions, community and public artworks – often acting in the capacity of a "technology dramaturge" – facilitating, scoping and advising on what technologies to use and how best to use them. He holds a BA (with Distinction) in Media Arts (RMIT) and has partially completed degrees in Law, Science, Humanities and Electronic Design and Interactive Media. He was the Director of Seventh Gallery from 2005-2008 and is a founding member of the audio-visual jam collective Outpost – part of the international Share network. He is an active, senior developer within the openFrameworks community – a project providing accessible c++ libraries for artists – and was responsible for developing ofxOpenNI, one of the most popular implementations of Kinect computer vision and skeleton tracking. Gingold is also the Director of Trace Media, a small business specializing in the development of Rich Media content delivery both online and offline. Clients include the Ontario Science Centre, Melbourne Museum, CSIRO, Sensis and ACMI, where he developed video-on-demand systems, operating on over 50 screens throughout ScreenWorlds, a permanent exhibition of Australian screen culture.

http://gingold.com.au
http://vimeo.com/channels/gingold

Education
Bachelor of Media Arts (with Distinction) RMIT (1997–2001)
Electronic Design & Interactive Media RMIT TAFE (2002–2003)

Residencies/Awards
Werkleitz, European Media Art Residency & Exchange program, Halle Germany (2015)
Green Room Award, Best video design with Matt Green for Calpurnia Descending (2015)
Research Fellow, Movement & Technology, Simon Fraser University, Vancouver Canada (2013-14)
Prix Ars Electronica, Interactive art with Van Sowerwine & Isobel Knowles (2012)
Ars Electronica Artist-In-Residence Novamedia/Australia Council. Linz, Austria (2012)
Media-Lab Prado Interactivos?'12 Ljubljana Project leader. Ljudmila Slovenia (2012)
Great Wall of Books (WELL) Audio, video, interactives. (Macau 2007, Mexico 2010, Korea 2011)
Atelier Eden (Aphids) OzCo Arts Lab**,** various locations (2011-2012)
Aphids' Tactical-Media Residency at CIA Studios Cross-media interventions. Perth (2009)
YCAM Inter-Lab: *openFrameworks,* programming workshop, Yamaguchi Japan (2008)
*This is the time…this is the record of the time***,** National Symposium of Live Arts, PVI, Perth (2008).

Exhibition/Installation Projects
Phase Orkestra, Audiovisual experience and installation, Move.On. Festival/Werkleitz (2015)
Filament Orkestra, Audiovisual experience and installation, Perth Institute of Contemporary Art (2014)
Longing & Forgetting, with Thecla Schiphorst & Philippe Pasquire, Interactive architectural projections, Surrey Urban Screen, Canada (2013-14)
DeepListening, Permanent media experience documenting the lives and perspectives of 50 Victorian Koori community members, Melbourne Museum (2013-)
Domače Volt Orkestra, Audiovisual experience and installation, Media-Lab Prado/Ljudmila (2012)
It's A Jungle In Here (MIAF, Ars Electronica, ISEA) with Van Sowerwine & Isobel Knowles (2011-2013)
*Flying Falling Floating (MOCA Taipei, MIAF, Carriageworks)***,** HD multi-channel projections (2012, 09, 08)
*The Perfect Artist (National Portrait Gallery)***,** Generative video portrait project (2010)
Circuit 8 (Melbourne Fringe), networked, generative art project linking 8 Victorian ARI's (2009)
*Ghosts of the Uncivil Head (Bus Gallery)***,** Interactive positional sound installation (2006)
*…that pretty little thing you can't ignore (Seventh)***,** Curator & contributor group show (2006)
screenTest @ ACMI (with Keely O'Shannessy) 3D, video & surround sound interactive commission featuring interviews with 90 members of the general public talking about their lives (2005)
screenTest @ State Library of Victoria Installation version with 24 TV's (2003/04).

Audio Visual Design Projects (Screen & Stage)
The Experiment (David Chisholm, Mauricio Carrasco , Emmanual Bernardoux) Audio/video design and technoturgy. Sydney, Adelaide and Melbourne Festivals (2015)
Culpurnia Descending (SistersGrimm), Video design. Malthouse & STC (forthcoming, 2014)
ZeroZero (Tony Yapp & Yumi Umiumare), Director & composer. Bogota (2013) Melbourne Festival (2014)
Prompter Live Studio (Hydrapoesis), Video design & online collaborative tools. Arts House (2013)
I, Bunyip (ERTH) Kinect special effects for puppet show exploring indigenous mythical creatures (2011)
Tomb (Balletlab) Film and projections, MONA/FOMA (2011)
Eulogy of the Living (Tony Yapp & Yumi Umiumare) Projections and sound performance (2011)
Exception (Gorkem Acaroglu), Projection and human interface design (2010)
The Zombie State (Daniel Schlusser), Video design, Melbourne University Theatre (September 2008)
The Ascension Hour (Stuart Orr), Real-time video, software and set design. (June 2008)
Love Monkey (John-Paul Hussey, Kelly Ryall), Video and set design, Northcote Townhall (May 2008)
Ray of Glass Needles (P:Media Arts), Video design & software, Nextwave, Dancehouse (2006)
One Night In The Well (Well Theatre), 3D and video design, custom software. Courthouse (2002/03)
Q 4 A Dog (Well Theatre), 3D and video design, custom software, Melbourne Fringe (2001).

Audio Visual Performance Projects (Live)
Roberto Morales, Live video, robotic instruments and audio-visual collaboration, Mexico (2010)
180 Seconds, (Dance Massive), Live feed and video performance (2009)
GAMEOVER, Utilizing custom VJ software, (ir)regular visual performances including Outpost (2006-2009), Electundra (2005, 2008), Victorian Design Awards (2006), Melbourne Festival (2005, 2007), Melbourne International Animation Festival (2005) and the Big Day Out (2005-2008)
Black Arm Band, Director live camera, Melbourne International Arts Festival**,** Hamer Hall, VAC (2006)
Fusion Festival (Cabaret at the End of the World), Live video performance, Germany (2006)
Floating Point – Live Audio Visual Performance Showcase Co-curation, promotion, performance, production for 26 artists, First Floor (2004 & 2003).

Technical Direction/Installation
Playground ++, Experimenta Media Arts, Sculpture Square, Singapore (ISEA 2008)
NEW '08, Australian Centre for Contemporary Art (2008)
Cinema Paradiso, Australian Centre for Contemporary Art (2007)
Playground, Experimenta Media Arts, Touring 6 national venues (2007-09)
Baby Love, Experimenta Media Arts, Carriageworks, Sydney; Awesome Festival, Perth (2007)
Vanishing Point, Experimenta Media Arts, Touring 11 national venues (2006/07)
House of Tomorrow, Experimenta Media Arts, Touring 9 national venues (2004/05)
Monkey Bear Robot, Australian Centre for the Moving Image (2006)
Visual Arts Program, Melbourne International Arts Festival, 45 Downstairs & SPAN Gallery (2006)
Under the Radar, Experimenta Media Arts, FACT, Liverpool (2006)
Seoul International Media Art Biennale, Museum Of Art, Seoul, South Korea (2004/05)
Commonwealth '06 (Brian Massumi), Australian Centre for the Moving Image (2006)
Kubrik (Camera construction), Australian Centre for the Moving Image (2006)
White Noise (Ryoji Ikeda), Australian Centre for the Moving Image (2005)
Picturing the Old People, Experimedia, State Library of Victoria (2005/06); Lyndon Gallery (2006)
+playengines+ (Novamedia), Experimedia, State Library of Victoria (2005)
Biennial Electronic Arts Perth, various artists, John Curtin Gallery, Perth (2004)
PolyArticulate, J. Clemens, C. Henschke, J. Meade, A. Trevillian, Westspace, Melbourne (2002).

Audiovisual Consultation & Documentation
Balletlab – documentation of After, Tomorrow, Aviary, Thumb, Miracle & Amplification (2011-).
Well Theatre – creative documentation of Kuronoz project in Melbourne & Korea (2009, 2011)
Secred/Sacred – 3D scanning and custom viewer for indigenous artifacts. Australian Museum (2011).
Gapuwiyak Calling – installation design, technical scoping and facilitation for exhibition highlighting mobile phone performance and cultural use in North East Arnhem Land (2010-11)
Brown's Mart (Darwin) – public art projection consultation for heritage theatre venue (2010)
ANZ Digital Screen – technical consultant for Docklands development of huge digital screen (2009)
Daniel Crooks – technical consultation and render farm implementation (2009)
David Rozetsky – technical consultation and installation (2008)
A-LURE, Visionary Images (2007)
Evolution of Fearlessness, Lynette Wallworth, Vienna (2006)
Cross Reference, Craig Walsh, Yokohama Triennial (2005).

Software Development
ScreenWorlds ACMI, 25+ interactive video jukeboxes for permanent exhibition (Flex/Flash) (2009)
VoidLove Aphids Online video documentary exploring dark matter (http://voidlove.tv) (Flex) (2010)
Other People, (AFC development) video/social networking site , (Streaming, Flash, PHP, Java) (2008)
Trading Post, Sensis, Help tutorial content and playback system, (Online, Flash, XML) (2008)
The Learning Federation, CSIRO, 6 learning components, (Online, Flash, XML) (2006)
Hoyts Cinema, PIVoD, movie information kiosks (intra-net, Flash/Director, MPEG, XML/SOAP) (2005)
Ontario Science Centre, PIVoD, 6 kiosks (remote sensing/triggers, XML/SOAP/Socket) (2005)
Memory Grid, ACMI, Movie-on-demand kiosks (2004).

Lecturing & Workshops
Artist Talks, Ars Electronica, PICA, Werkleitz (2012, 2014, 2015)
Physical computing & openFrameworks, Media-Lab Prado/Ljudmila (2012)
Introduction to openFrameworks, CIA Studios (Perth 2011)
Fringe Mentoring Program, Mentor for Jemma Woolmore (Melbourne 2010)
Curating Media Art Forums, OzCo/Experimenta Media Arts (Sydney, Adelaide, Perth 2008)
Digital Storytelling, ACMI, Community storytelling facilitation and production (2004-2007)
Victorian University of Technology, Media Hub, Alternative Media Art Careers Workshop (2006)
Artist Conversations, Nextwave Festival, Video performance dialogues (2006)
Victorian University of Technology, Media Hub, Programming for Art Workshop (2005)
frame_rate (Time Webster) VJ workshops (2004).