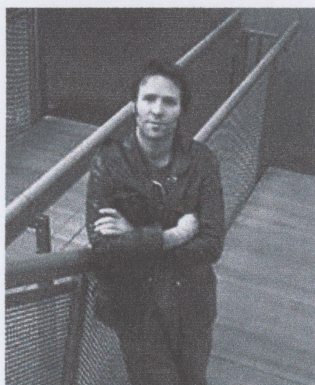


CURRICULUM VITAE



Louis-Philippe Demers

Software Designer

Lighting & Scenic Designer

Interaction Designer

Machine Designer

BIOGRAPHY

Louis-Philippe Demers combines several profiles: Artist, Freelance Designer, Professor, Researcher and Entrepreneur.

He is a **multidisciplinary artist** using machines as media. He worked on the conception and production of several large-scale interactive robotic installations, realizing more than 200 machines. His robotics works could be found in theatre, opera, subway stations, art museums, science museums, music events and trade shows.

As a **freelance designer**, he develops, conceives and realizes **interactive systems**. He also acts as stage, lighting and exhibit designer as well as a consultant for the integration of technology in the arts. His projects are exhibited and used in museums, festivals, corporate events and public spaces. Since 1988, he participated in more than fifty artistic and stage productions. He has collaborated with several recognised artists including: Bill Vorn, Michael Saup, Art Zoyd, Michael Simon, Christian Möller, Stelarc, Thecla Schiphorst, Robert Lepage and Peter Gabriel.

Louis-Philippe pursues an international artistic career. His works, installations, performances and researches on the application of the computer in the arts have been primed with several prizes and featured at major international festivals and venues. He received three Interactive Kunst prizes **Ars Electronica**, the Distinction of **Prix 96** and two honourable mentions with collaborative works. He received the first prize of artificial life **Vida 2.0** and the prize for Interactive Lighting at **Lightforms 98**.

He combines post-graduate studies in computer science, education in media arts and lighting design for the stage. He was intern then artist in residence at the Media Arts section of the renowned Banff Centre after completing a year of doctoral studies in robotics at McGill University.

During his computer studies and **researches**, Demers was associated to several research laboratories from robotics, computer Graphics to C.A.D.. Demers acted as head of laboratory for the C.A.D. / VLSI research at University of Montreal. After completing his media art studies, Louis-Philippe conducted research on interactive lighting and control systems for the stage through support of various Art Councils.

From 1994 to 1998, he was the **president** of Kunst Macchina Production Company; a group specialized in the commercialization and the R&D of software solutions for the entertainment. Kunst Macchina did manage to establish itself as the new generation of computer control for the stage.

Demers frequently gives workshops and lectures, has also curated artistic events, organized colloquium on several occasions and signs more than 20 publications. Since 2001, Louis-Philippe Demers is a **Professor** at the **Hochschule fuer Gestaltung**, the academic institution affiliated to the **ZKM** (Zentrum fuer Kunst und Medientechnologie) in Karlsruhe (Germany).