

SEEING EXHIBITION AT SCIENCE GALLERY DUBLIN

Artist Biographies

Amedi Amir (IL) is an internationally acclaimed brain scientist with fifteen years of experience in the field of brain plasticity and multisensory integration. He has a particular interest in visual rehabilitation. He is Associate Professor at the Department of Medical Neurobiology at the Hebrew University of Jerusalem and The Edmond & Lily Safra Center for Brain Sciences. He is also Adjoint Research Professor at Paris-Sorbonne University and the Vision Institute in Paris. He holds a PhD in Computational Neuroscience from the Interdisciplinary Center for Neural Computation at Hebrew University and is a Postdoctoral Fellow and Instructor of Neurology at Harvard Medical School. brainvisionrehab.com

Böck Angelika (DE) is a visual artist and interior architect. Her work deals with the phenomena of human perception and contains elements from both art and research derived from field studies within different cultural settings. Her artwork ranges from eye drawing and video to installation, photography, text and sculpture, and it has been exhibited internationally. angelika-boeck.de/en

Bogner Stephan (DE) and **Schmitt Philipp (DE)** are designers (and sometimes artists), currently studying Interaction Design at University of Design, Schwäbisch Gmünd. They are curious about new ways of using upcoming and established technologies. Stephan and Philipp are friends who enjoy working as a team to tackle topics such as machine vision or robotics. philippschmitt.com; stephanbogner.de

Bos Dianne (CA) received her BFA from Mount Allison University in Sackville, New Brunswick. Her photographs have been exhibited internationally in numerous group and solo exhibitions since 1981. Recent important national exhibitions of Dianne's work include: *Light Echo* at McMaster Museum of Art, in collaboration with astronomer Doug Welch, which linked celestial and earthly history; and *Reading Room* at Cambridge Galleries, an exhibition exploring the book as a camera. diannebos.ca

Chan Suki (UK) is a London-based moving image and installation artist. Suki studied at Goldsmiths, University of London, and Chelsea College of Art. Her practice combines light, moving image, and sound to explore our physical and psychological experience of time and space. sukichan.co.uk, lucidafilm.com

Cotterrell David (UK) is one of Britain's leading visual artists. He uses media and technology to explore the social and political tendencies of a world at once shared and divided. His work has been commissioned and shown extensively in Europe, the United States, and Asia. He is Director of Research at University of Brighton and is represented by Danielle Arnaud.

de Chickera Ruwanthie (LK), an Eisenhower Fellow, is a leading playwright, screenwriter, and theater director from Sri Lanka. Her award winning film, *Machan*, has been screened in over fifty countries. She is Artistic Director of Stages Theatre Group, an ensemble theater company that produces socially and politically conscious original Sri Lankan theater. cotterrell.com, stages.lk

De Wilde Frederik (BE) works at the intersection of art, science and technology. The conceptual core of his artistic practice is the notion of the inaudible, intangible and invisible—as exemplified by the

conceptualization and creation of the Blackest-Black art, made in collaboration with NASA. The project received the Ars Electronica [next idea]Award, the Best European Collaboration Award between an artist and scientist, and it was extensively covered by *The Huffington Post*, The Creators Project, TED, and more. In 2016, Frederik was a finalist in *Giant Steps: Artist Residency on the Moon*, a speculative exhibition about making art on the Moon. frederik-de-wilde.com

Eyl Frederic (FR) holds a master's degree from University of the Arts Berlin and is a founding partner at Studio TheGreenEyl Berlin, a design practice based in Berlin and New York. They create exhibitions, installations, objects, graphics, and algorithms. In the past they have developed the algorithmic corporate design for MIT Media Lab, have created various installations for exhibitions at Jewish Museum Berlin, Museum of Natural History Berlin, and GRIMMWELT Kassel. Their work has been exhibited at MoMA New York, Ars Electronica in Linz, Bauhaus-Archiv Berlin and at Design Museum, London. thegreeneyl.com

Fujimoto Naoaki (JP) graduated from Tokyo Institute of Technology's Department of Physics. After working on the development of interactive content and digital signage as a programmer, Naoaki started his own business in 2009. He now develops artworks using physics calculations and technology like image recognition and creates pieces that place emphasis on experiences. kenichiokada.com

McMullen Shannon (US) and **Winkler Fabian (DE) (McMullen_Winkler)** are interdisciplinary artists and researchers who use their backgrounds in new media art and sociology to produce collaborative artworks that combine image, code, and installation to create temporary new social spaces and to investigate relations between nature and technology. Their work has been shown internationally. Their large-scale investigation at the intersection of art, engineering and science, *Images of Nature*, was awarded a grant from the National Science Foundation. Shannon and Fabian teach in the Electronic and Time-Based Art Program at Purdue University in West Lafayette, Indiana, US. gardensandmachines.com

me&him&you (IE) is an Irish boutique design agency established in 2010 by Ronan Dillon and Peter O'Gara. They are creatively and strategically led and love what they do. Kate Coleman is an ophthalmologist and general ophthalmic surgeon. Kate has a special interest in global health, in particular needless blindness. She founded Right to Sight in 2006 and is currently coordinating an international movement to contribute to the elimination of preventable blindness. meandhimandyou.com, katecoleman.ie

Oakes Ryan and Trevor (US) are twin brothers from New York who have been engaged in a conversation about the nuances of vision since they were children. They explored their mutual fascination with vision throughout school and during college at Cooper Union's School of Art in New York City. Since graduating in 2004, they've continued their dialogue with jointly built artworks addressing human vision, light, perception, and the experience of space and depth. oakesoakes.com

Okada Kenichi (JP) is an artist, designer, and researcher with a keen interest in analogue and digital interaction. After studying at Royal College of Art in the UK, he worked at Sony's Creative Center. The aim of his artistic study is to design a trigger for creation by using several media such as films, products, and installations.

Papalia Carmen (CA) designs experiences that invite those involved to expand their perceptual mobility and claim access to public and institutional spaces. He is a social practice artist who makes participatory projects on the topic of access as it relates to public space, art and visual culture. Carmen is the recipient of the 2014 Adam Reynolds Memorial Bursary and the 2013 Wynn Newhouse Award. In 2015, Carmen served as artist-in-residence at the Victoria & Albert Museum in London and at Model Contemporary Art Centre (Sligo, IE) where he made site-specific interventions in response to a history of disabling practices at each institution. carmenpapalia.com

Pialtos Alia (US) is an artist who explores ideas of connection, perception, and personal relationships through sculpture, installation, video installation, photography, and performance. She has exhibited extensively within the United States and in 2013 she received a grant through the Center for Craft, Creativity & Design in North Carolina to study connections between art and science. aliapialtos.com

Proulx Michael J. (US) is Senior Lecturer in Psychology and Director of Crossmodal Cognition Lab at University of Bath. He also works with the Centre for Digital Entertainment in the Department of Computer Science. He investigates several aspects of multisensory cognition with a particular interest in the impact of blindness on cognition and assistive technology. His interdisciplinary research spans psychology, computer science, neuroscience, and biology. bath.ac.uk/psychology/staff/michael-proulx

Russo Andrea M.D. is an ophthalmologist in Brescia, Italy. He has authored and co-authored numerous articles on clinical investigations of glaucoma and retinal diseases. Andrea received his medical degree from University of Brescia, and served an observership at Moorfields Eye Hospital in London. He is the medical advisor for *D-EYE*. d-eyecare.com

Smigla-Bobinski Karina (DE) works as a freelance intermedia artist. She studied art and visual communication at the Academy of Fine Arts in Krakow, Poland, and in Munich. Karina works with analogue and digital media, and produces and collaborates on projects ranging from kinetic sculptures to interactive installations and art interventions, which feature mixed reality and interactive art objects. She also works with video, multimedia physical theatre performances, and online projects. smigla-bobinski.com

Story Inc is a New Zealand-based company that creates visitor experiences around the world. Daniel Kish (US) is president of World Access for the Blind, and teaches others his echolocation technique. He believes that blind children can learn to see in this way, and lead richer and more independent lives as a result. He lives in Long Beach, California. worldaccessfortheblind.org, storyinc.co.nz

The Richard (DE) is a graphic and interaction designer. After studying at University of the Arts Berlin and the MIT Media Lab, he worked at Sagmeister Inc. and Google Creative Lab in New York.

Theinert Kurt Laurenz (DE) is a photographer and light artist who concentrates his work on visual experiences that do not refer, as images, to anything. Instead, he strives for an abstract, reductive aesthetic, which has ultimately led him to switch from photography to light as a medium. In his installations he creates dynamic light environments that transform the perception of space. theinert-lichtkunst.de

Tresset Patrick (FR) creates theatrical installations with robotic agents as actors or cybernetic evocations of humanness. Patrick's installations use computational systems that aim to introduce artistic, expressive, and obsessive aspects to robots' behavior. patricktresset.com

Vazquez Rox (AR) is a graphic designer, illustrator, and motionographer who started her career working in post-production for movies, commercials, and video games. In 2011 she started experimenting as a VJ, using video mapping techniques and working with artists at different cultural events in Buenos Aires, San Francisco, California, and Berlin. In 2012, she presented her *Synesthesia: Colored Music+* project at the Pixelations festival in Argentina. In 2014, she developed new collaborative digital installations called *+++* and *Biot Hub*, which were presented at the Let It Vj Festival and at the Cinematographic Investigation Center in Buenos Aires. Her last digital collaborative art piece, called *SynBiosis*, was exhibited at Espacio Pla and is currently at the Contemporary Art Space in Uruguay. roxvazquez.com @vj_roxvazquez

Zahareas Louisa (GR) grew up in a diverse family with Greek, American, Spanish, and Russian influences. After studying architecture in Greece and architectural design in Minnesota, she gained an MA in Social Design from Design Academy, Eindhoven. Louisa's work has focused primarily around perception, and it strives to challenge our increasingly visual culture. Her projects use illusion, perceptive tricks, and other techniques to remind the viewer that the space between the real and the virtual is becoming increasingly blurred. Louisa communicates the story through the use of video and performance. She doesn't consider the objects that she designs products, but props that facilitate and guide the plot of a fictional narrative. lamdazita.com