CURRICULUM VITAE

Adam Nash, Ph.D — Artist

Adam Nash makes playable art. He is internationally recognized as one of the most original artists working in digital virtual environments, sound art, music, performance and extended-reality technology.

Adam is an Australian digital artist, composer, programmer, performer, teacher and writer. He works with the digital as site of playable art. Working in a post-convergent idiom, his work uses the web, game engines, virtual environments, generative and procedural programming, data and motion capture, artificial intelligence, synthetic evolution, audio, vision and live performance.

He has exhibited and performed in galleries, festivals and online in Argentina, Australia, Austria, Brazil, Canada, China, England, France, Germany, Italy, Japan, Mexico, Norway, Palestine, Singapore, Spain, Sweden, Taiwan, Thailand, Türkiye, USA and Wales, including at SIGGRAPH, ISEA, 01SJ, the Venice Biennale, the National Gallery of Victoria and the National Portrait Gallery of Australia.

He was an early innovator in online performance and exhibition. He was the recipient of the inaugural Australia Council Multi-User Virtual Environment Artist in Residence grant. He won the SIGGRAPH Web3D Art jury prize three years running. He was shortlisted for the National Art Award in New Media. He has been artist in residence at Ars Electronica FutureLab, Neutral Ground and the Australian Antarctic Division. He was awarded an Australia Council Connections Residency, with colleague John McCormick. For this, they founded Wild System, developing AI-driven performance collaborations between virtual environments, natural systems and robots.

He has worked as composer and sound artist with Company In Space (AU) and Gibson/Martelli (UK), exploring the integration of motion capture into realtime 3D audiovisual spaces.

He was awarded a PhD from the Centre for Animation and Interactive Media at RMIT University, Melbourne, Australia, researching multi-user virtual environments as post-convergent media.He was Associate Professor of Virtual Interior in the School of Architecture and Urban Design at RMIT University. Previously he was Associate Dean, Digital Design, in the School of Design at RMIT University. His academic writing explored the ontology and aesthetics of the digital, as well as the connection between digital and philosophical notions of the virtual. As a PhD supervisor, he specialised in practice-based research of playable digital art.

At the end of 2021, he resigned from academia to concentrate on art, music, trees and revegetation programs in South West Victoria. He was awarded the rank of Honorary University Fellow.

Artistic Practice

2023

Autoscopia – Single channel video installation. With Christopher Dodds and Justin Clemens. Co-designer, programmer, composer. 'One One For Tor: Never Leave', Zossener Strasse 33 Gallery, Berlin, Germany.

Guanacaste Dawn – Sound Art piece. 'Cities and Memory Autumn Project'. Online. Oxford, UK.

Waves of Sleep – Sound Art piece. 'Music For Sleep – Cities and Memory'. Online. Oxford, UK.

Arktet: Subtle Tantra – Art music album. With Robert Vincs and Niko Schauble. Co-composer, performer. Melbourne, Australia. International digital streaming release.

2022

Last Dance Orange Roughy – Large screen 3D stereo projection with multi-channel ambisonic audio. With John McCormick. Co-designer, co-programmer, composer. 'Winter Light festival at Salamanca Arts Centre', Antarctic Festival. Hobart, Tasmania, Australia.

Aurora Australis Ultimo Choro – VR installation. With John McCormick. Co-designer, co-programmer, composer. 'ANAT Spectra 2022', Science Gallery, Melbourne, Australia.

2021

Aurora Australis Ultimo Choro – VR installation. With John McCormick. Co-designer, co-programmer, composer. 'SIGGRAPH Asia Art Gallery', SIGGRAPH Asia, Tokyo International Forum, Tokyo, Japan.

Aurora Australis Ultimo Choro – VR installation. With John McCormick. Co-designer, co-programmer, composer. 'Swinburne Studio', Australian Centre for the Moving Image (ACMI), Melbourne, Australia.

Antarctica Breaking – Multi-screen 'slow tv' video installation. With John McCormick. Co-designer, co-programmer, composer. 'Polar Patterns', Melbourne Design Week, Capitol Theatre, Melbourne, Australia.

Chaosmos – Art Music Album. With Robert Vincs. Co-composer, performer. Melbourne, Australia. International digital streaming release.

2020

Australian Antarctic Division Arts Fellowship – With John McCormick. Co-designer, co-programmer, composer. 'RSV Aurora Australis', Southern Ocean and Antarctica.

2019

Neuron Conductor – Biological neuron/electrode array-driven robot installation with motion-based generative sound. With John McCormick and Asim Bhatti. Co-designer, co-programmer, composer. 'Model Citizen', RMIT Gallery, Melbourne, Australia.

2018

Eve of Dust – With John McCormick. Collaborative installation and performance, with industrial robot and human dancer. Co-designer, co-programmer, composer. 'SIGGRAPH Asia Art Gallery', Tokyo International Forum, Tokyo, Japan.

Child in the Wild – Interactive robot installation with artificial intelligence and virtual environment large screen projection. With John McCormick. Co-designer, co-programmer, composer. 'Data Is Nothing', RMIT Black Box Gallery, Melbourne, Australia.

2017

Child in the Wild – Interactive robot installation with artificial intelligence and virtual environment multi screen projection. With John McCormick. Co-designer, co-programmer, composer. 'Microbytes of Innovation: Art Track of ACM Creativity and Cognition (CC2017)', ArtScience Museum, Singapore.

2016

Convolution – Interactive robot installation with artificial intelligence and virtual environment immersive projection. With John McCormick. Co-designer, co-programmer, composer. 'SIGGRAPH Asia Art Gallery 2016', Macau, China.

Ramonia Retrospective – Custom WoM grid, realtime 3D multi-user installation. Designer, programmer, composer. For 40th anniversary of MVM exhibition, 'ARTE ES DIGITAL. DIGITAL ES ARTE', Museo Vostell Malpartida, Spain.

Pure Absence – Art music game, realtime 3D 4K dome installation. Designer, programmer, composer. 'Design and Play', RMIT Design Hub Gallery, Melbourne, Australia.

Out Of Space – Head mounted VR and motion capture installation. Designer, programmer, composer.Design and Play, RMIT Design Hub Gallery, Melbourne, Australia.

2015

Out Of Space – Head mounted VR and motion capture installation. Designer, programmer, composer.'Everything Is Data', NTU ADM Gallery 1, Singapore.

Man A – Room scale Virtual Reality experience, mobile app, custom virtual reality viewer. Composer, sound designer., Union Gallery, London, UK.

Man A – Room scale Virtual Reality experience, mobile app, custom virtual reality viewer. Composer, sound designer., London Art Fair, UK.

2014

Distributed Empire – Web-based crowd-sourced audiovisual installation. Co-designer, programmer, composer. Big Screen, Federation Square, Melbourne, Australia, and World Wide Web.

2013

Recognition – Motion-capture installation. With John McCormick. Co-designer, programmer, composer. Cube37 Gallery, Frankston, Australia.

Distributed Empire – Web-based crowd-sourced multiple large public screen installation. Co-designer, programmer, composer. ISEA2013, Sydney, Darwin, Australia, and World Wide Web.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Detroit Institute for the Arts, USA.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Brasilia, Brazil.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Rio de Janeiro, Brazil.

2012

Love Like Rain – Touch-based audiovisual ambience generation toy, for iOS and Android devices. Apple App Store, Google Play Store.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Da Dong Art Centre, Kahsiung, Taiwan.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Chiang Kai-shek Memorial Hall, Taipei, Taiwan.

Visitor – Installation, mixed media, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Towner Art Gallery, Eastbourne, UK.

2011

Reproduction – Interactive realtime 3D installation with immersive projection, motion capture and surround sound. With John McCormick. Co-Designer, Sound Designer, Co-Programmer, Composer. Screen Space Gallery, Melbourne, Austraila.

ACVA presents Terra Virtualis @ ISEA2011 – Curated group exhibition of Australians virtual artists. Co-Curator.ISEA 2011, Istanbul, Turkey.

Visitor – Interactive realtime 3D installation with immersive projection and surround sound. With Gibson/Martelli. Sound Designer, Composer. Djanogly Gallery, Lakeside Arts Centre, Nottingham UK.

Visitor – Interactive realtime 3D installation with immersive projection and surround sound. With Gibson/Martelli. Sound Designer, Composer. Apthorp Gallery, London, UK.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Glenbow Museum, Calgary, Canada.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. 'Watch Me Move', Barbican Art Gallery, London.

Artist In Residence – Wyndham City Council. Australia. With John McCormick.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'Smoke on the Water', Aubin Gallery, London, UK.

Visitor – Installation, mixed media, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Apthorp Gallery, Artsdepot London, UK.

Visitor – Installation, mixed media, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Djanogly Gallery Nottingham, UK.

Visitor – Installation, mixed media, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. James Taylor Gallery, London, UK.

Visitor – Installation, mixed media, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Aberystwyth Arts Centre, Wales, UK.

2010

in3face – Interactive digital portrait. Designer, programmer.Gosford Regional Gallery, Gosford, Australia.

in3face – Interactive digital portrait. Designer, programmer. NAFA, Nanyang Academy, Singapore. Designer, programmer.

in3face – Interactive digital portrait. Designer, programmer. Chulalongkorn University, Bangkok, Thailand.

in3face – Interactive digital portrait. Designer, programmer. Bundaberg Arts Centre, Bundaberg, Australia. 14 July –

Reproduction (Artist in Residence work in progress) – Immersive projection, evolving virtual environment.With John McCormick. Programmer, designer, sound designer, composer. Neutral Ground Gallery, Saskatchewan, Canada.

in3face – Interactive digital portrait. Designer, programmer. QUT Creative Industries Precinct, Brisbane, Australia.

Bodies for Motion – Group exhbition. Drawings. Field36 Gallery, Melbourne, Australia.

in3face – Interactive digital portrait. Designer, programmer. Cairns Regional Gallery, Cairns, Australia.

ACVALab – Workshop for emerging virtual artists. Funded by Australia Council Digital Culture Fund. Designer, Facilitator.

Artist in Residence – Futurelab, Ars Electronica. With John McCormick. Artist, designer, programmer, sound designer, composer. Linz, Austria.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'Tales from the Forest', Virserums Konsthall, Sweden.

2009

Autoscopia – Single channel video installation, Second Life installation, Website and Networked computer program. With Christopher Dodds and Justin Clemens. Co-Designer, Programmer, Modeller, Sound Designer, Composer. World Wide Web, Second Life and National Portrait Gallery of Australia, Canberra, Australia.

FMODUnity – Audio software plugin for 3D Game Engine Software. With John McCormick. Co-Designer, Co-Programmer.

Australia Council Connections Residency – Artist-in-Residence at Hidden Cove Solutions. With John McCormick. Melbourne, Australia.

in3face – Interactive digital portrait. Designer, programmer. Tweed River Art Gallery, Murwillimbah, Australia.

in3face – Interactive digital portrait. Designer, programmer. Hazelhurst Gallery, Gymea, Australia.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Kedja/Coda, DansensHaus, Oslo, Norway.

2008

Seventeen Unsung Songs. – Interactive Multi-User Virtual Environment in Second Life, Large Screen Projection, Custom Arcade Controller and Sound System. Designer, Programmer, Modeller, Composer, Sound Designer. 'National Art Award in New Media', Queensland Gallery of Modern Art, Brsibane, Australia.

SwanQuake: House – Interactive 3D installation. With Gibson/Martelli. Sound Designer, Composer. V22 Gallery, London, UK.

in3face – Interactive digital portrait. Designer, programmer. Newcastle Region Art Gallery, Australia.

Ways To Wave – Mixed Reality Realtime 3D Interactive Installation with Custom Controller, Acrylic Petals, Electronics and Second Life Installation. Designer, Programmer, Modeller, Composer, Sound Designer. Zero1 Festival, Second Life and San Jose Museum of Art, USA.

Trace Aureity – Realtime 3D Interactive Audiovisual Installation in Second Life. Programmer, Designer, Modeller, Composer, Sound Designer. Turbulence Commission - a commission of Networked_Music_Review, with funding from the New York State Music Fund, established by the New York State Attorney General at Rockefeller Philanthropy Advisors.

BabelSwarm – Mixed Reality, Multi-Screen Installation with Custom Controllers, Multi-User Virtual Environment Installation, Custom Software, Single Channel Video, Unframed Prints. Designer, Programmer, Modeller, Composer, Sound Artist. Second Life and Lismore Regional Gallery, Australia.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. V22, Basement Project, Ashwin Street, London, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. V22, London, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'Landscapes for Frankenstein', Sara Meltzer Gallery, New York, USA.

2007

Seventeen Unsung Songs – Multi-User Virtual Environment Installation. Designer, Programmer, Modeller, Composer, Sound Designer.Second Life. East of Odyssey, Second Life.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. New Forest Pavilion, Palazzo Zenobio, 52nd Venice Biennale, Venice, Italy.

A Rose Heard At Dusk – Multi-User Virtual Environment Installation.Second Life. Designer, programmer, modeller, composer. Commission by Telstra Big Pond. Big Pond island, Second Life.

in3face – Interactive digital portrait. Designer, programmer. ://selfportrait – a show for Bethlehem, Macro Contemporary Art Museum, Rosario, Argentina

in3face – Interactive digital portrait. Designer, programmer. ://selfportrait – a show for Bethlehem Casoria Contemporary Art Museum, Naples, Italy

in3face – Interactive digital portrait. Designer, programmer. ://selfportrait – a show for Bethlehem. Museo de Arte Contemporaneo, Santa Fe, Argentina.

SwanQuake: House – Installation, digital wall print, customised furniture, computer game environment, 5.1 channel sound. With Gibson/Martelli. Composer, Sound Designer. Aurora, Norwich, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'AV – London Games Festival' 333 Hoxton, London, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'GamePlay – Around the Coyote', Chicago, USA.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. Space4, Peterborough, UK.

2006

in3face – Interactive digital portrait. Designer, programmer. ://selfportrait – a show for Bethlehem, Al Kahf Art Gallery at Bethlehem International Center, Palestine.

Back Strikes Empire – Twin channel moving image with dual stereo sound. With Gibson/Martelli. Composer, Sound Artist, Performer. Node.L Media Arts Festival, Waterman's Gallery, London, UK.

Back Strikes Empire – Twin channel moving image with dual stereo sound. With Gibson/Martelli. Composer, Sound Artist, Performer. New Greenham Arts Centre, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'Artful Gaming', London Games Festival, Dana Centre, Science Museum, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. ISEA/ZERO1, San Jose, USA.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'btween', National Media Museum Bradford, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. 'Imagined Landscapes', CLEAR Centre for Landscape and Environmental Arts Research, Cumbria, UK.

Summerbranch – Installation, computer game environment, 5.1 channel sound, custom controller. With Gibson/Martelli. Composer, Sound Designer. Norwich International Animation festival, UK.

2005

Scorched Happiness – Live Multi-User Virtual Environment & Single-User Realtime 3D Performance.Designer, Composer, Programmer, Performer. Experimental Art Foundation, Adelaide, Australia.

Pale Shining Winter –Single-User Realtime 3D Performance.Designer, Composer, Programmer, Performer.Folly Gallery, Lancaster UK.

Pale Shining Winter –Single-User Interactive Realtime 3D Audiovisual Sculpture.Designer, Composer, Programmer. SIGGRAPH Web3DArt 2005, selected by jury. Bangor, Wales UK.

Scorched Happiness – Live Multi-User Virtual Environment & Single-User Realtime 3D Performance.Designer, Composer, Programmer, Performer.Thailand New Media Art Festival , Bangkok, Thailand.

2004

Sentient Space – Live motion capture controlled realtime 3D performance with large screen projection. With Company In Space and Gibson/Martelli. Composer. Centre for AstroPhysics and Supercomputing, Swinburne University, Australia.

Scorched Happiness – Live multi-user realtime 3D performance. Director, Designer, Composer, Programmer, Performer. '2004 – Australian Culture Now', National Gallery of Victoria, Australian Centre for the Moving Image.

Chromacy:Blue – Live realtime 3D performance. Composer, Programmer, Performer. Liquid Architecture 5, Melbourne Planetarium, Australia. .

Chromacy – Interactive realtime 3D sound sculpture. Designer, Composer, Programmer. Selected by jury for SIGGRAPH Web3DArt 2004, Los Angeles, USA. .

In3face, *Far South East of the Soul*, *Old Souls Knew* – interactive artworks. Designer, Programmer. 'i-ocean, survey of Asia-Pacific net art', Thailand New Media Art Festival, Bangkok, Thailand.

2003

Chromacy: Blue – Interactive realtime 3D sound sculpture. Composer, Programmer. 'InterSculpt', multi-sited exhibition, Manchester, UK; Paris, France; Montreal, Canada.

in3face – Interactive digital portrait. Designer, Programmer.[self]-representation online exhibition, Le Musee Divisioniste, Paris, France.

Memory Plains Returning – Interactive realtime 3D sound sculpture,Designer, Composer, Programmer.FILE WebArt 2003,Sao Paolo, Brasil.

Memory Plains Returning – Live multi-user virtual environment performance. Designer, Composer, Programmer, Performer. 'Lab3D UK', Multi-sited performance: Folly Gallery, Lancaster UK, Cornerhouse Gallery, Manchester UK, Watershed Gallery, Bristol UK.

Memory Plains Returning –Interactive 3D sound sculpture. Designer, Composer, Programmer.Selected by jury for SIGGRAPH Web3DArt 2003, San Diego, USA.

2002

in3face –Interactive digital portrait. Designer, Programmer.

Virtual Humanoids – Mixed reality, live and online, multi-user virtual environment performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Programmer, Video Editor, Performer. 'Digital Summer UK','CultureShock festival for the Commonwealth Games', Manchester UK.

2001

Virtual Humanoids – Mixed reality, live and online, multi-user virtual environment performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Programmer, Video Editor, Performer. GammaSpace Gallery,Melbourne, Australia.

2000

Virtual Humanoids – Mixed reality, live and online, multi-user virtual environment performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Programmer, Video Editor, Performer. Melbourne Planetarium, Australia.

1998

Virtual Humanoids – Mixed reality, live and online, multi-user virtual environment performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Programmer, Video Editor, Performer. 'Interact98: Culture Track', Melbourne Exhibition Centre, Australia.

VideoHeads –Live performance art piece by The Men Who Knew Too Much (TMWKTM) with custom body suits, helmets, video cameras, LCD screens and speakers. Composer, Performer. Singapore International Festival of Arts, Singapore.

Virtual Humanoids – Mixed reality, live and online, multi-user virtual environment performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Programmer, Video Editor, Performer. Next Wave Festival, Melbourne, Australia.

1997

Ascent of Suit – Live performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer. Melbourne International Comedy Festival, Victorian Performing Arts Centre, Melbourne.

Ascent of Suit – Live performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer.Northern Rivers Performing Arts Festival, Lismore, Australia.

1996

Zen Cowboys – Live performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer. Singapore International Festival of Arts, Singapore.

Suit Show –Live performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer.Melbourne International Comedy Festival. Budinski's, Melbourne, Australia.

Zen Cowboys, *VideoHeads*, *Suit Show* –Live performance art pieces by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer. Adelaide Fringe Festival, Australia.

1995

VideoHeads –Live performance art piece by The Men Who Knew Too Much (TMWKTM) with custom body suits, helmets, video cameras, LCD screens and speakers. Composer, Web Programmer. Multiculturalism South Seminar,Tokyo, Japan.

Zen Cowboys, *VideoHeads*, *Suit Show* – Live performance art pieces by The Men Who Knew Too Much (TMWKTM). Composer, Web Programmer, Performer.'Erlabnis Australien Festival', Berlin, Cologne, Bonn, Germany.

Tea and It's Effects on an Idyll Mind – short film by The Men Who Knew Too Much (TMWKTM). Composer, Performer.SBS Television, Australia.

Stairway to Heaven and the Plane of Flesh – Live performance art piece by The Men Who Knew Too Much (TMWKTM) with custom steel staircase, samples and electronics. Composer, Web Programmer, Performer. Melbourne International Festival of Arts, Australia.

Taking Tiger Mountain By Strategy – Live performance piece by NYID(Not Yet Its Difficult). Composer, Sound Designer. Theatreworks, Melbourne, Australia.

Theatre of Hell –Performance art group. Web Programmer. Melbourne, Australia.

1994

Tea Ceremony –Live performance art piece by The Men Who Knew Too Much (TMWKTM). Composer, Performer. Melbourne International Festival of Arts, Australia.

1986 - Present

Celestial Messenger – Ambient, Microdub, Electronic, Formal Experimental Band; *Arktet* – Generative Improv Jazz Trio; *Chaosmos* – Electronic/Generative Improv Jazz Duo; *Half Yellow* – Electro Dub Band; *Brass Bed* – Indie Band; *Fink Finster* – Indie Band; *Proud Flesh* – Noise Art Collective; *Choo Dikka Dikka* – indie band; *Arf Arf* – sound art and concrete poetry performance group. Composer, generative virtual environments, drums, keyboards, guitar, mandolin, bass, vocals. Many performances at clubs, galleries, festivals and online. Japan and Australia.

Academia

2022 - Present

Honorary University Fellow, RMIT University, Melbourne, Australia.

2020 - 2022

Associate Professor, Virtual Interior, School of Architecture and Urban Design
RMIT University, Melbourne, Australia.

2018 - 2019

Associate Dean, Digital Design, School of Design, RMIT University, Melbourne, Australia.

2014 - 2017

RMIT University, Melbourne, Australia. Senior Lecturer, Program Manager, Bachelor of
Design (Digital Media).
Director, Playable Media Lab, Centre for Game Design Research.

2007 - 2013

RMIT University, Melbourne, Australia. Lecturer, Computer Games and Digital Art, Bachelor of
Design (Games)

2004 - 2007

RMIT University, Melbourne, Australia. Program Coordinator, Teacher, Advanced Diploma of
Arts (Multimedia)

2003

Swinburne University, Melbourne, Australia.Teacher, Game Design

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Qualifications

Master Tree Grower, Otway Agroforestry Network. Awarded 2022.

PhD (Animation and Interactive Media), Centre for Animation & Interactive Media,
RMIT University, Melbourne, Australia. Awarded 2011.

Graduate Certificate in Industrial Education and Training, RMIT University,
Melbourne, Australia. Awarded 2005.

Certificate IV in Industrial Education and Training, RecruitNet Training, Melbourne,
Australia. Awarded 2003.

Associate Diploma in Performing Arts (Theatre), Queensland University of
Technology, Brisbane, Australia. Awarded 1984.

Publications, Conferences & Seminars

Nash, A., Geck, K. and Miller, A. 2021. 'Virtual Interiorities', *Interiority Journal, Vol. 6, No. 2, July 2021, pp. 207–222, doi:10.7454/in.v4i2.153*. ISSN: 2614-6584

Clemens, J. and Nash, A. 2019. 'Irremediability: On the Very Concept of Digital Ontology', in Lagerkvist (ed.), *Digital Existence: Ontology, Ethics and Transcendence in Digital Culture.* New York: Routledge. ISBN: 978-1-138-09243-3 (hbk)

Nash, A. 2019. 'They go there, not because it is easy, but because it is hard', in *Lucy McRae: Body Architect*, Catalogue. National Gallery of Victoria. ISBN: 9781925432718

Nash, A. 2019, 'Actual Fantasy, Modulation Chains, and Swarms of Thought-Controlled Babel Drones: Art and Digital Ontology in the Posthuman Era', in Radia, Winters, Kruk (eds.), *The Future of Humanity: Revisioning the Human in the Posthuman Age.* London: Rowman & Littlefield. ISBN: 9781786609564

Nash, A. 2018. 'An un-visceral reality: Escher and the virtual', in *Escher X Nendo | Between Two Worlds*, Catalogue. National Gallery of Victoria. ISBN: 9781925432534

Nash, A. 2017. 'Art Imitates the Digital', *Lumina Journal*. Vol. 11, No.2, 2017. ISSN 1981-4070

Nash, A. and Vaughan, L. 2017. 'Documenting Digital Performance Artworks', in Sant, T. (ed.), *Documenting Performance*. Bloomsbury Publishing.

Nash, A. 2016, 'Affect, People and Digital Social Networks', in Tettagh, S.Y. (ed.), *Emotions, Technology and Social Media*, Elsevier Academic Press, 2016, pp. 3-25 ISBN: 9780128018576

Clemens, J., Dodds, C. and Nash, A. 2016, 'Big Screens, Little Acts: Transformations in the Structures and Operations of Public Address', in Papastergiadis, N. (ed.) *Ambient Screens and Transnational Public Spaces*. Hong Kong University Press.

Nash, A. 2015, 'An aesthetics of digital virtual environments', in New Opportunities for Artistic Practice in Virtual Worlds, IGI Global, Hershey, United States of America, pp. 1-22 ISBN: 9781466683846

Clemens, J. and Nash, A. 2015, 'Being and media: digital ontology after the event of the end of media', in *The Fibreculture Journal*, Fibreculture Publications, Australia, vol. 24, pp. 6-32 ISSN: 1449-1443

McCormick, J. Hutchison, S. Nash, A. Vincs, K. Nahavandi, S. and Creighton, D. 2015, 'Recognition: combining human interaction and a digital performing agent', in The International Journal of Virtual Reality, I P I Press, United States, vol. 15, no. 1, pp. 18-24 ISSN: 1081-1451

Riley, M. and Nash, A. 2015, 'Contemplative interaction in mixed reality artworks', in Proceedings of the 20th International Symposium on Electronic Art Annual Conference (ISEA 2014), ISEA International Foundation Board, Dubai, United Arab Emirates, pp. 260-266 (ISEA 2014)

Nash, A. 2014, 'Interference Wave: Data and Art', in *Interference Strategies, Leonardo Electronic Almanac*, Leonardo/ISAST, San Francisco, United States, pp. 214-220 ISBN: 9781906897321

Greuter, S. and Nash, A. 2014, 'Game Asset Repetition', in *Proceedings of the 2014 Conference on Interactive Entertainment (IE 2014)*, Keith Nesbitt (ed.), ACM, United States, pp. 1-5 (IE 2014)

Nash, A. 2012, 'Affect and the medium of digital data', in *The Fibreculture Journal*, Fibreculture Publications, Australia, no. 21, pp. 10-30 ISSN: 1449-1443

CODE - A Media, Games & Art Conference, Swinburne University, Melbourne, Australia, 2012. Authored paper: *Triple Darkness: Digital Data, Display and Code in Thought and Expression*. Co-authored paper with Matthew Riley: *Reproduction: Contemplative Interaction with a Mixed Reality Artwork*.

Transdisciplinary Imaging Conference, Vicotrian College of the Arts, Melbourne, Australia, 2012. Authored paper: *Interference Wave: Data and Art.*

25th Society for Animation Studies Conference, RMIT University, Melbourne, Australia, 2012. Authored paper*: Allopoietic Animation Systems and the Modulation of Digital Data*. Co-authored paper with Dr Stefan Greuter: *Repetition in Games*.

Australian Journal of Virtual Art. ISSN 1839-5481. Co-founding Editor.

Clemens, J. and Nash, A. 2011, 'Take a good hard look at yourself: autoscopia and the networked image', in *Column 7 New Imaging: Transdisciplinary Strategies for Art beyond the New Media*, Artspace, Sydney, Australia, no. 7, pp. 39-49 ISSN: 1835-3487

First International Conference on Transdisciplinary Imaging at the Intersections between Art, Science and Culture. Artspace Gallery, Sydney, NSW, Australia. November 2010. Co-authored paper with Dr Justin Clemens: *Take A Good Hard Look At Yourself: Autoscopia and the Networked Image*

Imaging Identity: Media, Memory and Visions of Humanity in the Digital Present. Australian National University, Humanities Research Centre and National Portrait Gallery Canberra, Australia, July 2010. Co-authored paper with Dr Justin Clemens: *Your Privacy Is Important To Us: Autoscopic Collaboration in the Post-Convergent Era*

Nash, A. 2007, 'Real time art engines 2: Sound in games', in *SwanQuake: The User Manual*, Liquid Press/i-DAT, Devon, United Kingdom, pp. 27-36 ISBN: 9781841021720

Nash, A. 2007, 'Realtime Art Engines 3: Post-convergent Practice in MUVEs', in *Proceedings of the 2007 Australasian Conference on Interactive Entertainment*, Martin Gibbs, Larissa Hjorth, Ester Milne, Yusuf Pisan (ed.), RMIT University, Melbourne, Australia (Fourth Australasian Conference on Interactive Entertainment)

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Laboratory for Advanced Media Production, Australian Film TV & Radio School, Freycinet, Tasmania, October 2006, Invited participant.

ANAT New Media Workshop: Create_Space_05. North Melbourne Arts House, Melboune August 2005, Co-facilitator.

VitalSigns 2005: The Conference of the School of Creative Media, RMIT University. Authored Paper: 'Realtime Art Engines: Interactive Entertainment in the Post-Ironic Era'

FreePlay: The Next Wave Independent Game Developers Conference. Authored Paper: 'Realtime Art Engines: The Work of Adam Nash'

Nash, A. 2004, 'Scorched Happiness: Multi-User Realtime 3D Space as a Live Performance Medium', in *Informit RMIT Library: Image, Text and Sound 2004: The Yet Unseen: Rendering Stories*, Pauline Anastasiou and Karen Trist (ed.), Informit Library, Melbourne, Victoria, Australia - Online (Image, Text and Sound 2004: The Yet Unseen: Rendering Stories)

Assocations & Memberships

Australasian Performing Right Association (APRA) and the Australasian Copyright Owners Society Limited (AMCOS), full elected member.

Heytesbury District Landcare Network, elected committee member.

Heytesbury District Landcare Network Nursery, volunteer.

Curdies Estuary EstuaryWatch, Corangamite Catchment Management Authority, volunteer.

Curdies River Catchment Alliance, committee member.

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