

## CURRICULUM VITAE

# Dr Adam Nash

kindly email for contact details

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**ADAM NASH** makes playable art. He is widely recognized as one of the most original artists working in virtual environments and mixed-reality technology.

Based in Melbourne, Australia, Adam Nash is a digital artist, composer, programmer, performer, teacher and writer. He works primarily in networked virtual environments, exploring them as sites 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.

His work has been presented in galleries, festivals and online in Australia, Europe, Asia and The Americas, including *SIGGRAPH*, *ISEA*, *01SJ*, the *Venice Biennale*, the *National Gallery of Victoria* and the *National Portrait Gallery of Australia*. He was the recipient of the inaugural Australia Council Multi-User Virtual Environment Artist in Residence grant. He has been artist in residence at Ars Electronica FutureLab.

He was shortlisted for the *National Art Award in New Media* at the *Queensland Gallery of Modern Art*.

He was awarded an Australia Council Connections Residency, with colleague John McCormick. For this, they founded *SquareTangle*, now called *Wild System*, developing AI-driven performative collaborations between virtual environments 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, researching multi-user virtual environments as post-convergent media.

He is Associate Dean of Digital Design in the School of Design at RMIT University, Melbourne, Australia. His academic writing explores the ontology and the aesthetics of the digital, as well as the connection between the digital and philosophical notions of the virtual. As a PhD supervisor, he specialises in practice-based research of playable digital art, including virtual, augmented, networked and mixed reality.

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## Currently

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

*DigitalVirtual Artist. Ongoing.*

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## Artistic Practice

2018

*Eve of Dust* – Robot and human dancer performance and installation with motion-based generative sound. Co-designer, programmer, composer. 'SIGGRAPH Asia Art Gallery', Tokyo International Forum, Japan. Jury selected.

*Child In The Wild* – Robot and realtime 3d environment with artificial intelligence. Co-designer, programmer, composer. Horsham Town Hall Gallery, Horsham, Australia.

*Child In The Wild* – Robot and realtime 3d environment with artificial intelligence. Co-designer, programmer, composer. In *Data Is Nothing*, Black Box Gallery RMIT, Melbourne, Australia.

2017

*Child In The Wild* – Robot and realtime 3d environment with artificial intelligence. Co-designer, programmer, composer. In *Microbites - Creativity & Cognition Art Track* exhibition, ArtScience Museum, Singapore.

2016

*Convolution* – Robot and realtime 3d environment with Artificial Intelligence. Designer, programmer, composer. In *SIGGRAPH Asia Art* exhibition, MUST, Macao, China.

*Pure Absence* – single player art music game, generative realtime 3D displayed in 4K dome. Designer, programmer, composer. In *Design and Play* exhibition, RMIT Design Hub Gallery, Melbourne.

*Out Of Space* – head mounted virtual reality and motion capture artwork. Designer, programmer, composer. In *Design and Play* exhibition, RMIT Design Hub Gallery, Melbourne.

2015

*Out Of Space* – head mounted virtual reality and motion capture artwork. Designer, programmer, composer. In *Everything Is Data* exhibition, NTU ADM Gallery 1, Singapore.

2014

*Distributed Empire* – web-based interactive audiovisual work. Co-designer, programmer, composer. Big Screen, Federation Square, Melbourne, Australia, web.

2013

*Recognition* – motion-capture interactive audiovisual work. Co-designer, programmer, composer, collaboration with John McCormick, as SquareTangle. Cube37 Gallery, Frankston Arts Centre, Vic, AU.

*Distributed Empire* – web-based interactive audiovisual work. Co-designer, programmer, composer. ISEA2013, Sydney and Darwin (public large screens), web.

2012

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

2011

*Reproduction* – interactive realtime 3D installation. Screen Space Gallery, Melbourne, AU. Collaboration with John McCormick, as SquareTangle. Sound Designer, Programmer, Artist, Interaction Designer.

*ACVA presents Terra Virtualis @ ISEA2011*. Curated group exhibition of Australia's leading virtual artists. Curator. ISEA 2011, Istanbul, Turkey.

*Visitor* – interactive realtime 3D installation. Djanogly Gallery, Lakeside Arts Centre, Nottingham UK. Collaboration with Gibson/Martelli. Sound Designer, Composer.

*Visitor* – interactive realtime 3D installation. Aphorp Gallery, London, UK. Collaboration with Gibson/Martelli. Sound Designer, Composer.

*Artist In Residence* – Wyndham City Council. Australia. Collaboration with John McCormick (as SquareTangle).

2010

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

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

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

*in3face* – interactive digital portrait. Bundaberg Arts Centre, Bundaberg, Australia. 14 July – 29 August 2010. Designer, programmer.

*Reproduction (Artist in Residence work in progress)* – immersive evolving virtual environment. Neutral Ground Gallery, Saskatchewan, Canada. Collaboration with John McCormick (as SquareTangle). Programmer, designer, sound designer, composer. July 2010.

*in3face* – interactive digital portrait. QUT creative industries precinct, Brisbane, Australia. 27 April – 15 May 2010. Designer, programmer.

*Bodies for Motion* – Group exhibition, part of Drawing Out 2010 Transdisciplinary Conference on Drawing. Field36 Gallery, Melbourne, Australia. 7 April – 16 April 2010. Drawings.

*in3face* – interactive digital portrait. Cairns Regional Gallery, Cairns, Australia. 19 March – 16 May 2010. Designer, programmer.

*ACVALab* – lab and workshop for emerging virtual artists. Funded by Australia Council Digital Culture Fund. January 18 – 20, 2010. Designer, Facilitator.

*Artist in Residence* – *Futurelab, Ars Electronica*. Collaboration with John McCormick. Artist, designer, programmer, sound designer, composer.

2009

*Autoscopia* – National Portrait Gallery of Australia. Designer, Programmer, Modeller, Composer, Sound Artist.

*FMODUnity* – Audio software plugin for 3D Virtual Environments. Collaboration with John McCormick (as SquareTangle). Designer, Programmer.

*Australia Council Connections Residency* – Artist-in-Residence at Hidden Cove Solutions, Melbourne, Australia. Collaboration with John McCormick (as SquareTangle).

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

*Australia Council Inter-Arts Grant. Cloud Cabinet.* Interactive, networked audiovisual physical sculptures with custom software.

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

2008

*National Art Award in New Media* – Queensland Gallery of Modern Art. *Seventeen Unsung Songs.* Designer, Programmer, Modeller, Composer, Sound Artist.

*Swan Quake: House* – Interactive 3D installation. V22 Gallery, London, UK. Collaboration with Gibson/Martelli. Sound Designer, Composer.

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

*Ways To Wave* – Mixed Reality Realtime 3D Interactive Audiovisual Installation. Zero1 Festival, *San Jose Museum of Art* and in *Second Life*. Designer, Programmer, Modeller, Composer, Sound Artist.

*Trace Aureity* – Realtime 3D Interactive Audiovisual Installation in *Second Life. 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. Programmer, Designer, Modeller, Composer, Sound Artist.

*BabelSwarm* – Mixed Reality Realtime 3D Interactive Installation. Simultaneously at *Lismore Regional Gallery* and in *Second Life*. Designer, Programmer, Modeller, Composer, Sound Artist.

2007

*Seventeen Unsung Songs* – Multi-user Realtime 3D Installation in *Second Life. East of Odyssey, Second Life.* Designer, Programmer, Modeller, Composer, Sound Artist.

*Summerbranch* – Realtime 3D Game & Video Installation by *Gibson/Martelli. Venice Biennale, Venice, Italy. June 2007.* Composer, Sound Artist.

*Cavern* – realtime 3D immersive interactive audiovisual sculpture. Second Life, Big Pond island, Commission by Telstra Big Pond. Designer, programmer, modeller, composer.

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

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

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

## 2006

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

*Back Strikes Empire* – Dual screen DVD Installation by *Gibson/Martelli*, *Waterman's Gallery*, London, UK. Part of the Node.L Media Arts Festival, London, UK. Composer, Sound Artist, Performer.

*Summerbranch* – Realtime 3D/Video Installation by *Gibson/Martelli*, *Artsway Gallery*, Sway, Hampshire, UK. Composer, Sound Artist

## 2005

*Scorched Happiness* – live multi-user & single-user realtime 3D performance. *Experimental Art Foundation*, Adelaide, Australia. Director, Designer, Composer, Programmer, Performer.

*Pale Shining Winter* –single-user interactive realtime 3D audiovisual work. *Folly Gallery*, Lancaster UK. Designer, Composer, Programmer.

*Pale Shining Winter* –single-user interactive realtime 3D audiovisual work. *Web3DArt 2005*, selected by jury. Bangor, Wales UK. Designer, Composer, Programmer.

*Scorched Happiness* – live multi-user & single-user realtime 3D performance. *Thailand New Media Art Festival 2005*. Director, Designer, Composer, Programmer, Performer.

*SwanQuake by Gibson/Martelli* – Multi-user performance art using Unreal engine. London, UK. Composer.

## 2004

*Sentient Space by Company In Space, Igloo & Adam Nash* – Live motion capture controlled realtime 3D performance, Centre for AstroPhysics and Supercomputing, Swinburne University. Composer.

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

*Liquid Architecture 5 Festival* – specially commissioned version of *Chromacy:Blue*. Melbourne Planetarium. Composer, Programmer, Performer.

*Chromacy* – Interactive 3D sound sculpture, Selected by jury for *Web3DArt 2004*, an official part of *SIGGRAPH*. Designer, Composer, Programmer.

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

2003

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

*in3face* – interactive digital portrait, net.art collaboration with Mami Yamanaka, *[self]-representation* online exhibition, *Le Musee Divisioniste*, Paris, France. Designer, Programmer.

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

*Memory Plains Returning* – Live performance multi-user version. Multi-sited performance, *Lab3D UK*: Folly Gallery, Lancaster UK, Cornerhouse Gallery, Manchester UK, Watershed Gallery, Bristol UK, Melbourne Australia. Designer, Composer, Programmer, Performer.

*Memory Plains Returning* – interactive 3D sound sculpture, Selected by jury for *Web3DArt 2003*. Designer, Composer, Programmer.

2002

*in3face* – interactive digital portrait, net.art collaboration with Mami Yamanaka. Designer, Programmer.

*Virtual Humanoids* – live and online performance art piece by *The Men Who Knew Too Much*. Commissioned by *Digital Summer UK*, as part of *CultureShock* festival for the Commonwealth Games, Manchester UK. Composer, Programmer, Video Editor, Performer.

2001

*Virtual Humanoids* – live and online performance art piece by *The Men Who Knew Too Much*. *GammaSpace Gallery*, Melbourne, Australia. Composer, VR & Web Programmer, Video Editor, Performer.

2000

*Virtual Humanoids* – live and online performance art piece by *The Men Who Knew Too Much*. Performance season at *Melbourne Planetarium*. Supported by Australia Council and Arts Victoria. Composer, VR & Web Programmer, Video Editor, Performer.

1998

*Virtual Humanoids* – live and online performance art piece by *The Men Who Knew Too Much*. Work in progress performance at *Interact98: Culture Track*, Melbourne Exhibition Centre. Composer, VR & Web Programmer, Video Editor, Performer.

*VideoHeads* – live performance art piece by *The Men Who Knew Too Much*. *Singapore International Festival of Arts*. Composer, Web Programmer, Performer.

*Virtual Humanoids* – live and online performance art piece by *The Men Who Knew Too Much*. Work in progress performance at *Next Wave Festival*, Melbourne. Composer, VR & Web Programmer, Video Editor, Performer.

1997 – 2000

*Half Yellow* – Electro Dub Band, Melbourne. Many performances at pubs, clubs, festivals, including *Earthcore NYE Y2K*. Drums, samples.

1997

*Ascent of Suit* – live performance art piece. *Melbourne International Comedy Festival*, Victorian Performing Arts Centre, Melbourne. Composer, Web Programmer, Performer.

*Ascent of Suit* – live performance art piece. *Northern Rivers Performing Arts Festival*, Lismore, NSW, Australia. Composer, Web Programmer, Performer.

1996

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

*Suit Show* – live performance art piece. *Melbourne International Comedy Festival*. Budinski's, Melbourne. Composer, Web Programmer, Performer.

*Zen Cowboys*, *VideoHeads*, *Suit Show*, – live performance art pieces by *The Men Who Knew Too Much*. *Adelaide Fringe Festival of Arts*. Composer, Web Programmer, Performer.

1995

*VideoHeads* – live performance art piece by *The Men Who Knew Too Much*. *Multiculturalism South Seminar*, Tokyo Japan. Composer, Web Programmer.

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

*Tea & It's Effects on an Idyll Mind* – commissioned short film by *The Men Who Knew Too Much*. SBS-TV, Australia. Composer, Performer.

*Stairway to Heaven and the Plane of Flesh* – live performance art piece by *The Men Who Knew Too Much*. *Melbourne International Festival of Arts*. Composer, Web Programmer, Performer.

*Taking Tiger Mountain By Strategy* – live performance piece by *NYID* (Not Yet Its Difficult), Melbourne Australia. Composer/Sound Artist

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

1994

*Tea Ceremony* – live performance art piece by *The Men Who Knew Too Much*. *Melbourne International Festival of Arts*. Composer, Performer.

1986 - 1993

*Proud Flesh* – Noise Art Collective, *Choo Dikka Dikka* – indie band, *Arf Arf* – sound Art performance group. Many performances at clubs, galleries, festivals. Japan, Australia. Composer, drums, keyboards, vocals.

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## Academia

*2018 - present*

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 - 2014*

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

*2005 - 2007*

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

*2004*

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

*2003*

Swinburne University, Melbourne, Australia. Teacher: Applying Principles of Game Design to a Multimedia Product

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## Qualifications

*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.



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## Publications, Conferences & Seminars

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

Clemens, J. and Nash, A. 2018. '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. and Vaughan, L. 2017. 'Documenting Digital Performance Artworks', in Sant, T. (ed.), *Documenting Performance*. Bloomsbury Publishing.

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*.

25<sup>th</sup> 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)

Zambetta, F. Nash, A. and Smith, P. 2007, 'Two Families: Dynamical Policy Models in Interactive Storytelling', in *Proceedings of the Fourth Australasian Conference on Interactive Entertainment*, Martin Gibbs, Larissa Hjorth, Ester Milne, Yusuf Pisan (ed.), RMIT University, Melbourne, Australia (Fourth Australasian Conference on Interactive Entertainment)

*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, Melbourne August 2005, Co-faciliator.

*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)

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## References

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Melbourne, Australia.

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