



ANDREW QUINN



Andrew Quinn è un artista australiano di grafica digitale e musicista che risiede a Milano. Ha curato gli effetti digitali di film quali "The Matrix" e "Tomb Raider", "Nirvana" e "Vajont". Negli ultimi anni si dedica a video-installazioni per ambienti multischermo e immersivi e alla grafica digitale interattiva per produzioni di spettacoli di danza e musica contemporanea. In 2011 ha fatto sound reactive visuals per la serie Koine per Pommeriggi Musicali, Teatro dal Verme Milano e in 2012 per la Biennale della Musica a Venezia. Ha dato lezioni alla NABA, Milano, Quasar Istituto di Design, Roma e al Australian Film School, Sydney.

Andrew Quinn – sound reactive digital imagery and 'digital sets' <http://www.akipix.eu>

Andrew Quinn is an Australian computer graphics artist and musician based in Milan. He has been working in the field of



computer graphics for 25 years. After completing a post graduate diploma in computer animation in Australia in the mid eighties, he began working at Cranston/Csuri productions in the USA. He has worked in London at Framstore-CFC on Tomb Raider, at Animal Logic and Dfilm in Sydney on the Matrix and Dark City respectively. Over the last 7 years he has been working on interactive 3d graphics for performance and graphics in immersive formats. In 2003 and 2005 he made a series of films in a 9 screen surround format for the Tamatete gallery in Rome for which he also composed soundscapes.

In 2004 he made a 3 minute film at the Lucern planetarium for the Artists in Labs program. In 2006 he produced the interactive graphics for a dance production of AIEP at the Fabbrica del Vapore in Milan using a MIDI based color tracking system. In 2006 he started teaching at NABA in Milan, lecturing in interactive graphics for their Masters course in Digital Environment Design.

In 2009 he participated in MITO with NABA, providing sound reactive graphics for a contemporary music performance by Repertorio Zero. The same year he directed the digital sets for a dance performance on 6 screens at the HKZ, Zurich, and also an interactive installation for the Science Fair in Genova and Rome for Telecom.

In September 2011 he created stereoscopic realtime 3d virtual sets for the Hungarian Opera's production of Bluebeard's Castle in Budapest.

<http://www.3dliveline.net/#en>



In 2011 he also directed sound reactive visuals for Koine'2011
at Teatro dal Verme for Pomeriggi Musicali.

http://www.dalverme.org/pomeriggi_pagine.php?id=65