

Bruce Wands

Artist, Writer, Musician

Chair Emeritus, MFA Computer Art Department

Founder, BFA Computer Art Department

Director of Computer Education

School of Visual Arts

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Biography

Bruce Wands has been working in digital media and music for more than forty years as an artist, writer, musician, educator and curator. His digital art, writing, music and photography explore the relationship between contemporary art, mathematics, new forms of narrative and the creation of contemporary American folk art. His books are *Art of the Digital Age*, published by Thames & Hudson in 2006 and *Digital Creativity* by John Wiley & Sons, Inc. in 2002. Bruce was the first musician to give a live performance over ISDN lines on the Internet in 1992. He was recently interviewed on Yale University Radio and has lectured, performed, and exhibited his creative work in the United States and internationally in Europe, Japan, Korea, Hong Kong, Guangzhou, Xian, Dalian and Beijing, China. Selected venues include Columbia University; Oxford University; 2014 FMX Conference, Germany; 1st International Conference on Animation Education, Tsinghua University, 1st Beijing International New Media Arts Exhibition, Art in the Digital Era Conference and Exhibition, China; Decoding the Digital Conference, Victoria and Albert Museum, Computer Art & Technocultures Symposium, British Computer Art Society, Computers and the History of Art keynote, ACM Creativity & Cognition Conference and Exhibition, London; 4th International Conference on the Arts in Society, Venice, Italy; Electronics Alive III, IV, V & VII; College Art Association; SIGGRAPH and the 2003 Art Gallery and Traveling Art Show; SVA Chelsea and Flatiron galleries, New York. *Time Out New York* named Bruce as one of the “99 People to Watch in 1999.” He is Chair Emeritus of the MFA Computer Art Department, Founder of the BFA Computer Art Department and the Director of Computer Education at the School of Visual Arts in New York City. He taught digital art for thirty-two years in the graduate, undergraduate, and continuing education programs. Graduates of the MFA Computer Art department have been awarded with eight Student Academy Awards and the department was ranked 1st in the “Best Animation Schools in New York, the East Coast and 5th in the United States” by the *Animation Career Review* in 2017 and 5th in the United States in Multimedia/Visual Communications by *US News & World Report* in 2007. *ImagineFX* in the UK named SVA as “One of the Top Ten Digital Arts Schools in the World.” He is a Curator (1993-1995) and Director (1998-2017) with the New York Digital Salon, which celebrated its 20th anniversary in 2013 (www.nydigitalsalon.org). Bruce has received grants from the National Endowment for the Arts, Rockefeller Foundation, New York State Council on the Arts, and the National Endowment for Science, Technology and the Arts (NESTA UK). As an educational consultant, his clients have included the New York State Department of Education, Tsinghua University, Hong Kong Arts Centre, University of the Arts, Long Island University and Nanyang Technological University. Bruce has a B.A. with honors from Lafayette College and an M.S. from Syracuse University, where he studied computer art, television, radio and film. His websites are www.brucewands.com and www.artofthedigitalage.com.

Professional Positions

Artist, Creating images, digital folk art, interactive music sculpture/installations and photography for museums and galleries. Recent exhibitions include Art in the Digital Era; Electronics Alive III, IV, V & VII; Online Digital Art Gallery D-ART 2008; 12th International Conference Information Visualization IV 08, South Bank University London; 5th International Conference “Computer Graphics, Imaging and Visualization” CGIV 08 Universiti Sains Malaysia (USM) Penang, Malaysia 2008; 2007 Computer Graphics Invitational; Everything I Do Always Comes Back to Me, Visual Arts Gallery, New York, 2007; BUDI 2005 in Pusan, Korea; Creativity & Cognition Exhibition at Goldsmiths College in London; the International Digital Media and Arts Association Exhibition, 2004; First Beijing International New Media Arts Exhibition, Millennium Museum, China; SIGGRAPH 2003 Art Gallery and Traveling Art Show; ASCI Digital 01 Exhibition; 2001 ART AND SCIENCE International Exhibition, National Museum of Fine Art, Beijing, China; Museum het Toreke, Tienen, Belgium; Storm King Music Festival; Hong Kong Art Centre; SIGGRAPH 98 Community Outreach Program and the New York Historical Society.

Music Composer/Performer, Producing, writing, and performing music for the AT&T DATAPHONE II film, Killington Ski Area film, ICOPRO TV commercial, MEDCO Media video. Performing as a solo artist and with the *Bruce Wands Band*, an original jazz/blues group, on a regular basis in Manhattan. Other performances include the Internet, “Art Dirt” on www.pseudo.com, 1992 ISDN Internet launch, the Loft Pioneers Show, Hardy’s Folk Club in Hong Kong, School of Visual Arts, Pratt Institute, and numerous venues in the tri-state area.

Educational Consultant, Areas of specialization include writing curriculum for the creative use of technology, the evaluation of educational computing facilities, recommendations for improvement and expansion, budget preparation and analysis. Clients include the New York State Department of Education, University of the Arts, Nanyang Technological University, Long Island University, Buffalo State College, Mercer County Community College, Raritan Valley Community College, and the Center for Creative Studies.

Producer/Director, Wands Studio, Verona, NJ, June 1980-Present
Overseeing the production of videotapes, films, digital media, 2D and 3D computer animation and print from concept to finished product. Producing and directing live action/animation for General Motors, United Technologies, Colgate Palmolive, Gillette, US Government, Hazeltine Corporation, Reeves Communications, Bray Studios, AOPA Air Safety Foundation, Quotron Foreign Exchange and the Oxford University Press.

Film Studio Art Director, Bray Studios, New York, NY, July 1978-June 1980
Responsibilities included the creation and production of technical animation for educational and industrial films, videotapes and multimedia programs, daily management of a four-person art department and the design and production of titles, mattes, optical printing and special effects for films and television commercials. Experience includes a comprehensive knowledge of film production, operation of typesetting equipment and the operation of the Oxberry animation camera. Clients included General Motors, Chase Manhattan Bank, US Navy, Chevrolet, Red Cross, CARE, and Marriott Hotels.

Computer Animator/Cameraman, Spectacolor, New York, NY, November 1976-June 1978
Created and produced computer animation for the billboard display in Times Square, NY, and the computer animated opening for *NBC Saturday Night Live* and the *Times Square New Year’s Eve Countdown*. Responsibilities also included still and motion picture photography. Produced and directed commercials for KERN, WBTV, and the WNET Auction. Supervised computer operation, scheduling and training of staff.

Academic Positions

Chair Emeritus and Chair, MFA Computer Art Department, School of Visual Arts, New York, NY, 2017 – present, 1998-2017

Responsibilities include overseeing the operation of a graduate Computer Art department with 85 full-time students, supervising 7 staff members, managing a faculty of 35, directing the operation of a state-of-the-art computer graphics facility with 30 Macintosh computers, 45 PC computers, Blu-ray and DVD authoring systems, HDTV and video editing and audio recording systems, T3 Internet, planning and managing a \$3.4 million dollar budget, writing curriculum, interacting with other departments, schools and companies, and promoting the department and college through professional activities and lectures.

Accomplishments include eight Student Academy Awards won by graduates, 1st in the “Best Animation Schools in New York, the East Coast and 5th in the United States” by the *Animation Career Review* in 2017, *US News & World Report* ranking of 5th in the United States in Visual Communications/Multimedia in 2007, and the *Yahoo Internet Life* “Top 100 Web Sites of 2002” for Best Original Web Art. Additional alumni/student awards include an Academy Award nomination, National Finals of the Student Academy Awards, Adobe Design Achievement Awards, 2001 Leonardo Award for Excellence, the Smithsonian Museum of American Art New Media/New Century Award, Sundance Online Festival, SIGGRAPH Art Gallery, Artist and Sketches Program, Courses, Electronic and Animation Theaters, the Annelly, New York, Ottawa, Animafest and over 150 animation festivals, and Creative Capital, NYFA grants.

Curator and Director, The New York Digital Salon, New York, NY, 1993-1995, 1998-2017
www.nydigitalsalon.org

The organization’s mission is to exhibit, research, and develop an international awareness of digital art and the creative use of technology through exhibitions, publications, a website and public events. Responsibilities include curating and organizing traveling exhibitions, presenting public lectures and panel discussions on digital art, writing grant proposals, and supervising the production a special issue of *Leonardo: The Journal of the International Society for the Arts, Sciences and Technology*, published by the MIT press (1996-2003). Recent activities include expanding online video content, *The American Algorists: Linear Sublime* 2013 exhibition and panel discussions at the School of Visual Arts in New York, *Vectors: Digital Art of Our Time* at the World Financial Center Courtyard Gallery and Winter Garden, and the *Digital Art and Culture Symposium* at the New York Museum of Modern Art Gramercy Theater in Spring 2003. Selected venues have included the Visual Arts Museum, New York; Circulo des bellas Artes, Madrid, Spain; Triennale de Milano, Italy, and the Beijing Millennium Museum. Lectures and screenings have taken place in Beijing, Hong Kong, Guangzhou, Wuhan, and Xian, China; Florence, Italy; Osaka, Japan; London and Oxford University, England. Grants have been received from the National Endowment for the Arts, Rockefeller Foundation, New York State Council on the Arts, and the National Endowment for Science, Technology and the Arts (NESTA UK).

Visiting Faculty/Honorable External Advisor, Hong Kong Arts Centre, Hong Kong, China, 1994-2002
Consultant on curriculum development and planning, helped develop a Computer Animation and other New Media Certificate and Diploma programs, taught courses on Interactive Multimedia, Traditional 2D Animation, and The Theory of 3D Computer Animation, public lectures on digital art, new media, and computer animation, recommended facility hardware and software upgrades, participated in graduation activities and exhibitions of digital art.

Accomplishments included the expansion of the Computer Animation program from 15 to 150 students in three years, with an increase of annual revenues to over \$700,000. Student awards include the SGI Award in the 4th Biennial International Designers Awards and Silver Award in Animation at the Hong Kong Independent Short Film & Video Festival. Graduates have been employed by DreamWorks and Blue Sky Studios.

Founding Chair, BFA Computer Art Department, School of Visual Arts, New York, 1994-1998
Responsibilities included overseeing the operation of the Computer Art Department (267 full-time BFA majors, 800 students from other departments and 1,000 continuing education students), writing curriculum for

undergraduate and continuing education courses, managing a faculty of 130, directing the operation of a computer graphics facility with 40 Silicon Graphics computers, 100 Macintosh computers, 25 PC computers, 8 digital and analog video editing and audio recording systems, supervising 8 administrative and systems staff, planning and managing the budget, interacting with other departments, schools and companies, and promoting the department and college through professional activities and lectures.

Accomplishments included increasing full-time student enrollment from 80 to 267 students in three years with a 400% revenue increase. BFA student thesis work appeared in the SIGGRAPH Art Gallery and Electronic Theater. Assisted with achieving Disney Partner in Education status (only 15 schools worldwide). BFA graduate placement at ABC.com, Associated Press, Time Magazine, Disney Online, Simon & Schuster, MTV.

Director of Computer Education, School of Visual Arts, New York, NY, 1992-Present.

Responsibilities include writing computer art curriculum for academic departments and continuing education, working with the chairs of other departments to plan curriculum related to computer art, assisting the administration with the development and integration of new technology within the academic institution, meeting with students from other departments and continuing education students regarding curriculum, career and admissions counseling, assisting faculty with the development of computer art skills.

Graduate Faculty Advisor, School of Visual Arts, New York, NY, 1989-1992

Responsibilities included assisting in the daily management of the MFA Computer Art department with 100 graduate students, meeting with students and faculty, assisting the Chair with the budget and curriculum development, teaching the MFA Thesis, Studio I, 3D Animation and Interactive Multimedia classes, advising graduate students, promoting the department and college through professional activities and lectures. Assisted with the expansion of graduate student enrollment from 30-100 in three years.

Computer Art Faculty, School of Visual Arts, New York, NY, 1984-Present

Teaching graduate, undergraduate and continuing education classes in computer art. Classes include MFA/BFA Thesis, Thesis Research & Writing, Digital Art Seminar, Open Studio, 3D Modeling and Animation, Interactive Multimedia, Computer Video, Computers and Animation, Business Graphics, Graphic Design with a Computer, Desktop Publishing, MFA Studio I, Computers for Film and Video, Intermediate Computer Graphics Workshop, Principles and Practices of Computer Art, Storyboarding and Scripting with the Computer, and The History of Animation: Traditional to Digital. NCGA Educators Scholarship.

Education

Rutgers University

Graduate coursework in jazz history and research.

Syracuse University

M.S. in Television/Radio, 1976, Newhouse School of Public Communication, Graduate program in film, television and radio production, computer graphics, animation and sound recording. Dean's List and academic scholarship.

State University of New York

Upstate Medical Center, School of Medicine, 1970-72, Completed two years of medical school with coursework in the basic medical sciences, anatomy, physiology, biochemistry, pathology, preventive medicine, and histology.

Lafayette College

B.A. in Biology, 1971, cum laude, Top 10% of class, Dean's List.

Exhibitions and Performances

SVA Staff Exhibition, Visual Arts Gallery, New York, NY, June 2013
Art in the Digital Era, South China Normal University, Guangzhou, June 2010
Electronics Alive V & VII, Scarfone Hartley Gallery, Tampa, FL, February 2009 & 2011
Continuous Current, SVA West Side Gallery, New York, NY, October 2008
Online Digital Art Gallery D-ART 2008, 12th International Conference Information Visualization IV 08, South Bank University London, England, July 2008
Online Digital Art Gallery D-ART 2008, 5th International Conference “Computer Graphics, Imaging and Visualization” CGIV 08 Universiti Sains Malaysia (USM) Penang, Malaysia, August 2008
Computer Graphics Invitational, Mariani Gallery, Greely, Colorado, November 2007
Everything I Do Always Comes Back to Me, Visual Arts Gallery, New York, NY, July 2007
Electronics Alive IV, Hartley Scarfone Gallery, Tampa, FL February 2007
BUDI 2005, Pusan, Korea, May 2005
ACM Creativity & Cognition Exhibition, Goldsmiths College, London, UK, April 2005
International Digital Media and Arts Exhibition, Orlando, FL, March 2005
Electronics Alive III Exhibition, University of Tampa, Florida, February 2005
First Beijing International New Media Arts Exhibition, 2004
2003 New Year’s Eve music performance at the C Note, Ave. C and 10th St., New York City
Drawing Conclusions II, New York Arts Gallery, New York, January 2004
Variations 703, interactive music presentation, Harvestworks, New York, September 2003
SIGGRAPH Traveling Art Show, 2003-2005, international touring group exhibition, Cleveland Museum of Art, December 2003, Ecole de Louvre, Paris, September 2003
SIGGRAPH Art Gallery, interactive music installation and digital print, July 2003
Korean Women Designers Exhibition, Seoul, Korea, May 2003
An Evening of Performance, Video and Sound, REMOTE, New York, May 2003
Prestidigitation exhibition, Raritan Valley Community College, March 2002
Small Computers in the Arts 2001 Exhibition, Silicon Gallery, Philadelphia, PA, November 2001
Digital 01 Exhibition, Art Science Collaborations, Inc., Technology Gallery, New York Hall of Science, Sep.-Nov. 2001, Silicon Gallery, Philadelphia, PA, Dec. 2001-Jan. 2002
ART AND SCIENCE International Exhibition, National Museum of Fine Art, Beijing, China, June 2001
Interactive music exhibition and performance, Museum het Toreke, Tienen, Belgium, March 2001
Interactive music/art installation, Storm King Music Festival, New York, July 2000
Group Exhibition, Chinese Normal University, Beijing, China, July 1999
Group Exhibition, Hong Kong Art Centre, Hong Kong, China, July 1999
The Binary Biker Project, SIGGRAPH 98 Community Outreach Program, July 1998
Signs and Wonders exhibition, New York Historical Society, New York, March 1998
Possessions exhibition, Visual Arts Museum, School of Visual Arts, New York, October 1997
Tutor’s Exhibition, Hong Kong Art Centre, Hong Kong, China, 1994
Art, Architecture, & Animation exhibition, York College, Jamaica, NY, 1992
Original music performances: jazz/blues venues in New York and New Jersey

Lectures, Panel Discussions, and Publications

Keynote speech, EVA Conference, British Computer Arts Society, London, 2017
“The Engagement of Digital Art with Contemporary Art”

Keynote speech, Creative Technologies Symposium, Columbia University, New York, 2016
“Preserving and Creating Digital Art History Through the New York Digital Salon”
2nd Global Conference - Digital Arts, Oxford University, UK, 2014
“Preserving and Creating Digital Art History Through the New York Digital Salon”
“Media Art and Music: Bruce Wands,” Colliding Worlds book, Arthur I. Miller, 2014
2014 Lumen Prize Panel, moderator and speaker, New York, NY, 2014
“Recent Trends in Art & Animation Education,” CCI 2nd Annual World Congress of Cultural and Creative IT, Dalian, China, June, 2014
“Educating the Whole Student for a Career of Change,” Forum: Disruptive Education, FMX Conference, Stuttgart, Germany, March, 2014
“The American Algorithmists: Linear Sublime” moderator and panel discussion, New York Digital Salon, School of Visual Arts, New York, NY, November, 2013
“Art of the Digital Age: 2012,” New York Institute of Technology, New York, October, 2012
“Digital Craftsmanship: How Artists Are Making Physical Objects from Virtual Data.” College Art Association Conference, New York, NY, February 2011
“The Evolution of Contemporary Art,” Rutgers University, Camden, NJ, December, 2011
“The New Face of Contemporary Art,” Ravensbourne, London, UK, October, 2011
“Developing Creativity by Using 3D Software in Animation Education,” Communications University of China, October, 2010
“The Future of Animation Education,” First International Conference on Animation Education, Tsinghua University, Beijing, China, October 2010
“The History and Teaching of Digital Art,” Art in the Digital Era Conference, South China Normal University, Guangzhou, June 2010
“Digital Art: Past, Present and Future,” Decoding the Digital Symposium, Victoria & Albert Museum, London, February 2010
“Creating Continuity Between Computer Art History and Contemporary Art,” Computer Art & Technocultures Symposium, British Computer Art Society, February 2010
“The Connections Between Digital Art History and Contemporary Art,” 4th International Conference on the Arts in Society, Venice, Italy, July 2009
“Technocultures: A History of Digital Art – A Conversation,” School of Visual Arts, New York, NY, March 2009
“Visual Music Marathon,” SVA Theatre, New York, NY, April 2009
“The Changing Nature of Contemporary Art,” Montclair State University, Montclair, NJ, March 2009
“From East to West: Computer Animation Education in China and the United States,” ISEA – International Society on Electronic Art, Singapore, July 2008
Keynote, “Integrating Digital Media into a Liberal Arts Art Department,” Wabash College, March 2008
“Art of the Digital Age,” panel discussion, New York Institute of Technology, March 2007
“Digital Diving: A Cut and Paste Update,” School of Visual Arts, February 2007
“Art of the Digital Age,” public lecture, Columbia University, New York, December 2007
Keynote Speech, Computers and the History of Art Conference, Kings College, UK, November 2006
Art of the Digital Age book, Thames & Hudson, London, UK, May 2006
“Digital Art and the New York Digital Salon,” BUDI 2005, Pusan Korea, May 2005
“The History of the New York Digital Salon,” Creativity & Cognition Conference, Goldsmiths College, London, UK, April 2005
“Artist Talk, Digital Art & the New York Digital Salon,” University of Arizona, March 2005
“Digital Art & Visual Music,” Electronics Alive III, University of Tampa, FL, February 2005
“Thoughts on Hesse, Digital Art and Visual Music,” SIGGRAPH 2004, Los Angeles, CA
First Beijing International New Media Arts Symposium, Millennium Museum, Beijing, China, May 2004
“Digital Art: Past, Present and Future,” Skidmore College, Saratoga Springs, NY, April 2004

“The History of Digital Art,” Art Education Graduate Department, School of Visual Arts, NY
“Digital Art,” Artists Talk on Art, New York, February 2004
Artist Talk, New York Arts Gallery, January 2004
“The Networked Digital Salon,” international online symposium, New York, May 2003
“Digital Happy Hour: The 10th Anniversary of the New York Digital Salon,” The Kitchen, New York, May 2003
“New Technology, Traditional Media,” Lower Manhattan Cultural Council, New York, May 2003
“An Evening with New Media Curators,” MoMA Gramercy Theater, New York, April 2003
Director, Digital Art and Culture Symposium, Museum of Modern Art Gramercy Theater, New York, April 2003
“The Importance of Creativity in Computer Graphics Education,” SIGGRAPH 2002 Educator’s Program, San Antonio, July 2002
“Creating Digital Art,” The Storm King Music Festival, New York, July 2002
“The New York Digital Salon,” Parsons School of Design, New York, April 2002
“The Theory of Computer Animation,” Hong Kong Arts Centre, Hong Kong, August 2001
“The 10 Year Evolution of the New York Digital Salon,” EVA 2001, Florence, Italy, March 2001
“A Philosophical Approach and Educational Options for the e-Designer,” chapter in The Education of an E-Designer, Steven Heller, Allworth Press, 2001
Digital Creativity, book published by John Wiley and Sons Inc., New York, June 2002
www.wiley.com/wands
“Artists and Their Software,” panel discussion, Taipei Gallery, New York, July 2001
“Artists and Digital Art,” panel discussion, New York Digital Salon: Selected Works, Corning Gallery, New York, July-Sep. 2001
“The Artists, Culture and Identity in the Digital Age,” New York Arts, January 2001
“The Influence of Computers and the Internet on Illustration,” chapter in The Education of an Illustrator, Steven Heller and Marshall Arisman, Allworth Press, 2000
“Producing Independent Animation in a Graduate Student Environment,” Small Computers in the Arts Conference, Philadelphia, PA, November 2000
“The Theory of Computer Animation,” Hong Kong Arts Centre, Hong Kong, July 2000
“The New York Digital Salon,” Hong Kong University of Science and Technology, July 2000
“How To Enter the Computer Graphics Industry,” 3D Conference, California, May 2000
“The Education of a 3D Artist,” 3D Conference, California, May 2000
“Virtual Sets”, cover story, 3D Magazine, April 2000
“The Theory of Computer Animation,” Hong Kong Arts Centre, March 2000
“Digital Art and the New York Digital Salon,” EVA 2000, Florence, Italy, March 2000
“The New York Digital Salon,” Takarazuka University of Art and Design, Osaka, Japan, March 2000
“The State of the Art of Computer Animation,” ASIFA, New York University, February 2000
“Technology’s Impact on Artistry and the Future,” American Chamber Music Society, New York, January 2000
“The History of Interactive Art on the Internet,” College Art Association, NY, January 2000
“The Current State of Computer Art,” London College of Music and Media, January 2000
“Technology and the Arts” Panel Moderator, National Conference on Humanities and the Arts, School of Visual Arts, New York, October 1999
“The Theory of Computer Animation,” Hong Kong Arts Centre, July 1999
“Cybercasting: The TV of the 21st Century?” Chair of conference, NYC ACM SIGGRAPH, New York, May 1999
“Becoming a 3D Artist,” 3D Design Conference, Santa Clara, CA, May 1999
“2D Animation: Traditional and Digital,” Hong Kong Arts Centre, March 1999
“Computer Art,” Bath Spa University, England, February 1999
“Computer Art and the New York Digital Salon,” London College of Music and Media, February 1999

“The Impact of Current Technology on Design Theory,” AIAS Conference, School of Visual Arts, November 1998
“3D Computer Animation Theory,” The Hong Kong Arts Centre, October 1998
“The Evolution of a 3D Artist,” 3D Design Conference, San Francisco, CA, May 1998
“2D Animation Workshop,” Hong Kong Arts Centre, March 1998
“Computer Animation in the United States,” Hong Kong Arts Centre, Guangzhou Academy of Fine Art, China, March 1998
Interview and performance, Art Dirt, www.pseudo.com with GH Hovagimyan, February, 1998
“Computer Art: The Wave of the Future,” Hong Kong Arts Centre, Hubei Technical University and Wuhan University, Wuhan, China, June 1997
“The Education of a 3D Artist,” 3D Design Conference, San Francisco, CA, May 1997
“Interactive Multimedia Workshop,” Hong Kong Arts Centre, 1995, 1996, 1997
“Careers for the 21st Century,” Chair of Conference, NY/ACM SIGGRAPH, New York 1997
“Multimedia Integration,” Chair, NY/ACM SIGGRAPH Educator’s Conference, NY, 1996
“Click, Drag and Roll,” *Upper and Lower Case Magazine*, 1995
“Musical Images: Creating Abstract Art Using Computer Graphics and MIDI,” 2nd Computers in Art Design Conference, Virginia Commonwealth University, Richmond, VA, 1993
“Creating Abstract Images Using 3D Software and MIDI,” Small Computers in the Arts Symposium, Philadelphia, PA, 1992
“The Visualization of Music: Then and Now,” Small Computers in the Arts Symposium, Philadelphia, PA, 1991

Professional Activities

Curator/Juror, *Digitalia* exhibition, Barrett Art Center, Poughkeepsie, NY, March-April, 2017
Juror, The Lumen Prize, Cardiff, UK 2014-2017
Chair, SIGGRAPH Art Awards Committee, 2011-2014
Juror, 13th National Student Master Design Award, Shanghai, China, November 2010
Panelist, New York State Council on the Arts, 2005-2007, 2015-2017
Jury Chairman, BUDI 2005, Pusan, Korea, May 2005
Nominator, The Program for Media Artists, July 2004
Co-Curator, Digital Downtown Exhibition, Pace University, New York, April 2003
Juror, SeNef Online Festival, www.senef.net, Seoul, Korea, 2002
Steering Committee member, NASAD Periodic Review Report, School of Visual Arts, 2002
Contributor, "Open Architecture Online Forum," Eyebeam Atelier, New York, July 2001
Juror, 3DNY.org Digital Art Competition, New York, July 2001
Juror, Lower Manhattan Cultural Council, "World Views Residency," 2000, 2001
Juror, “Digital Smart Exhibition,” University of Bridgeport, Connecticut, April 2000
“Technology and the Arts” and other topics, Panel Moderator, National Conference on Humanities and the Arts, School of Visual Arts, New York, October 1999, 2000, 2001, 2003

Awards, Grants and Honors

The NYC ACM SIGGRAPH Rick Barry Award for Outstanding Service, 2017
1st of “Best Animation Schools in New York, the East Coast and 5th in the United States,” Animation Career Review, 2017
2nd of “Best 25 Animation Schools in the Northeast,” Animation Career Review, 2015
ImagineFX, UK, “Top Ten Digital Arts Schools in the World”

US News & World Report, department ranked 5th nationally in Visual Communications/Multimedia 2007
National Endowment for the Arts grant, NY Digital Salon, 2003, 2004, \$45,000
Rockefeller Foundation, Digital Art and Culture Symposium, 2002, \$40,000
New York State Council on the Arts grants, New York Digital Salon, 2001-2005, \$28,750
National Endowment for Science, Technology and the Arts (NESTA UK), Research grant
Department website “100 Best Sites of 2002” *Yahoo Internet Life Magazine*
Time Out New York, “99 People to Watch in 1999”
3D Design Conference Advisory Board, 1998-2000
NY SIGGRAPH Board of Directors, 1990-2000
Silver Medal, New York Art Director’s Club, “Quotron Foreign Exchange” Forex 1992 videotape
National Computer Graphics Association Educators Scholarship, 1989
National Safety Council Award for Excellence, Air Safety Foundation, 1984
Gold Medal, Chicago Film Festival, AT & T *Dataphone II* film, 1982
Silver Medal, New York International Film Festival, Air Safety Foundation, *Using the Airspace*
8th place 2nd Annual Poetry Film Festival, 1997, *Poems of Light*, computer animated poetry, Spectacolor
Billboard, Times Square, New York,
Academic Scholarship, Syracuse University, 1975-1976
James Ellwood Jones Fellowship, Roanoke College, 1967

Bruce Wands Bios

492 Words

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New York State Department of Education, Tsinghua University, Hong Kong Arts Centre, University of the Arts, Long Island University and Nanyang Technological University. Bruce has a B.A. with honors from Lafayette College and an M.S. from Syracuse University, where he studied computer art, television, radio and film. His websites are www.brucewands.com and www.artofthedigitalage.com.

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Bruce Wands has been working in digital media and music for more than forty years as an artist, writer, musician, educator and curator. His digital art, writing, music and photography explore the relationship between contemporary art, mathematics, new forms of narrative and the creation of contemporary American folk art. His books are *Art of the Digital Age*, published by Thames & Hudson in 2006 and *Digital Creativity* by John Wiley & Sons, Inc. in 2002. Bruce was the first musician to give a live performance over ISDN lines on the Internet in 1992. He was recently interviewed on Yale University Radio and has lectured, performed, and exhibited his creative work in the United States and internationally. Selected venues include Columbia University; Oxford University; 2014 FMX Conference, Germany; 1st International Conference on Animation Education, Tsinghua University, 1st Beijing International New Media Arts Exhibition, Art in the Digital Era Conference and Exhibition, Guangzhou, China; Decoding the Digital Conference, Victoria and Albert Museum, Computer Art & Technocultures Symposium, British Computer Art Society, Computers and the History of Art keynote, ACM Creativity & Cognition Conference and Exhibition, London; 4th International Conference on the Arts in Society, Venice, Italy; Electronics Alive III, IV, V & VII; College Art Association; SIGGRAPH and their 2003 Art Gallery and Traveling Art Show. *Time Out New York* named Bruce as one of the “99 People to Watch in 1999.” Bruce is Chair Emeritus of the MFA Computer Art Department, Founder of the BFA Computer Art Department and the Director of Computer Education at the School of Visual Arts in New York City. He is a Curator (1993-1995) and Director (1998-2017) with the New York Digital Salon, which celebrated its 20th anniversary in 2013 (www.nydigitalsalon.org). Bruce has received grants from the National Endowment for the Arts, Rockefeller Foundation, New York State Council on the Arts, and the National Endowment for Science, Technology and the Arts (NESTA UK). As an educational consultant, his clients have included the New York State Department of Education, Tsinghua University, Hong Kong Arts Centre, University of the Arts, Long Island University and Nanyang Technological University. Bruce has a B.A. with honors from Lafayette College and an M.S. from Syracuse University, where he studied computer art and mass communication. His websites are www.brucewands.com and www.artofthedigitalage.com.

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