

JEFFREY SHAW (1944, Melbourne)

Jeffrey Shaw has been a leading figure in new media art since its emergence from the performance, expanded cinema and installation paradigms of the 1960s to its present day technology-informed and virtualized forms. In a prolific oeuvre of widely exhibited and critically acclaimed work he has pioneered and set benchmarks for the creative use of digital media technologies in the fields of virtual and augmented reality, immersive visualization environments, navigable cinematic systems and interactive narrative. He was co-founder of the Eventstructure Research Group in Amsterdam (1969-1979), and founding director of the ZKM Institute for Visual Media Karlsruhe (1991-2002). At the ZKM he conceived and ran a seminal artistic research program that included the ArtIntAct series of digital publications, the MultiMediale series of international media art exhibitions, over one hundred artist-in-residence projects, and the invention of new creative platforms such as the Extended Virtual Environment (1993) PLACE (1995) and the Panoramic Navigator (1997). In 1995 Shaw was appointed Professor of Media Art at the Staatlichen Hochschule für Gestaltung, Karlsruhe

Shaw's landmark art works include *The Legible City* (1989), *The Virtual Museum* (1991), *The Golden Calf* (1994), *Place-A Users Manual* (1995), *conFiguring the CAVE* (1997) and *the Web of Life* (2002). He co-curated the seminal *FUTURE CINEMA* exhibition at the ZKM Karlsruhe, the catalogue of which was published by MIT Press. Shaw's career is further distinguished by his collaborations with fellow artists including Tjebbe van Tijen, Theo Botschuijver, Dirk Goeneveld, Peter Gabriel, Agnes Hegedues, David Pledger, The Wooster Group, William Forsyth, Dennis del Favero, Peter Weibel, Jean Michel Bruyere, Bernd Lintermann, and Sarah Kenderdine. In 2003 he was awarded a Australian Research Council Federation Fellowship and returned to Australia to direct the iCinema Centre for Interactive Cinema Research at the University of New South Wales in Sydney. Here he leads a theoretical, aesthetic and technological research program in immersive interactive post-narrative systems, and continues his illustrious career of pioneering artistic productions with works such as *Cupola*, *Place-Hampi*, *AVIE*, *T_Visionarium* and *UnMakeableLove*.

Recent Selected Exhibitions

- Shaw, J., Kenderdine, S., (2006) *Place-Hampi*. Lille 3000, Opera Lille, France
Shaw, J., Lintermann, B. (2005) *Look Up Kyoto*. Kyoto Saga University of the Arts, Kyoto, Japan
Shaw, J., Pledger, D. (2004) *Eavesdrop*. Brisbane Festival. The Block, QUT, Brisbane, Australia; Melbourne Festival, ACMI, Melbourne, Australia.
Shaw, J., Weibel, P. (2003) *Future Cinema*. ZKM Centre for Art and Media, Karlsruhe, Germany; InterCommunication Centre, Tokyo, Japan; KIASMA, Helsinki, Finland.
Shaw, J. (2003) *Cupola*. European Cultural Capital of Europe 2004. Eurolille, Lille, France,
Shaw, J., Gleich, M. (2002) *The Web of Life*. Multimedia Art Asia Pacific Festival. Art Museum of China Millenium Monument, Beijing, China.
Shaw, J., Lintermann, B., Hegedus, A. (2001) *reConfiguring the CAVE*. Vision and Reality. Louisiana Museum for Modern Art, Humlebaeck, Denmark.
Shaw, J. (2000) *Place-Ruhr*. Vision Ruhr. Industrial Museum, WIM, Dortmund, Germany.

Recent Selected Books and Chapters

- Del Favero, D., Brown, N., Shaw, J., Weibel, P. (2005) "T_Visionarium, Towards a Dialogic Concept of Digital Narrative", *Disappearing Architecture: From Real to Virtual to Quantum*, Flachbart, G. and Weibel, P. (eds). Birkhauser, Basel, 144-151.

Shaw, J., (2004). *Cinemas of the Future*, Richard Castelli (ed), Lille 2004 Capitale Europeenne de la Culture, 2004, (pages 50-53, 56, 57, 78, 79)

Gleich, M., Shaw, J., (2004). *The Web of Life Project: Linking Art and Science*. ZKM Karlsruhe.

Shaw, J., Weibel, P. (2003) *Future Cinema. The Cinematic Imaginary after Film*, MIT Press, Cambridge

Shaw, J., (2002). "Movies after Film – The Digitally Expanded Cinema", *New Screen Media. Cinema. Art, Narrative*, Eds Martin Rieser and Andrea Zapp, British Film Institute, London (pages 268-275)

Shaw, J., (2000). "Media Art and Interactive Cinema" Eds. A. W. Balkema and H. Slager, Lier en Boog, Amsterdam