

# CV: DR ROBIN PRICE

Belfast based digital artist and musician working from Vault Studios.

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## SOLO EXHIBITIONS AND SCREENINGS

- 2019 *Lambent Ambient*, R-Space, Lisburn
- 2019 *Escape Sequence*, Centre for Contemporary Art, Derry~Londonderry
- 2019 *Tits and Kittens*, Millenium Court Arts Centre, Portadown
- 2018 *This is not a table*, The Digital Hub, Dublin
- 2018 *Air of the Anthropocene*, ADF, Belfast
- 2017 *In Future Forests*, Birmingham Open Media Lab, Birmingham
- 2016 *Visioning Weekender*, RSpace gallery, Lisburn
- 2012 *Sounds Like Home*, PS Squared, Belfast

## EXHIBITIONS & FESTIVALS

- 2019 *Hyperobjects* (group show), Catalyst, Belfast
- 2019 *Sparks will fly* (group show), Golden Thread Gallery, Belfast
- 2018 *Transmission* (group show), Santa Monica Art Studios curated by MART, LA
- 2017 *Glitch Festival* (group show), Rua Red, Dublin
- 2015 *This is not a table*, NI Science Festival, Belfast, Tall Ships Festival, Belfast, CultureTech, Derry
- 2013 *Prepared Ping Pong Table*, East Belfast Arts Festival, Belfast
- 2008 *Fix09* (group show), Catalyst, Belfast

## COMMISSIONS

- 2020 *Waves on Water*, Lisburn Light Festival Lisburn City Council, Lisburn
- 2019 *Home for Insects and Memories / Fly on the Wall*, Belfast City Council, Belfast
- 2018 *Pollution Painting for Kampala Placemaking*, United Nations, Kampala
- 2016 *Automated Bird Rave Generator*, Wheelworks / ArtCart, Orangefield Park, Belfast
- 2016 *Diagramming the Archive*, Irish Architectural Archive, Dublin, Linenhall Library, Belfast
- 2016 *Untitled*, RSpace gallery, Lisburn
- 2016 *Ten Pieces*, BBC, Belfast
- 2015 *Do You See Yourself In Code*, BBC, Belfast
- 2015 *Black Sun*, Culture Night, Digital Arts Studios, Belfast
- 2012 *Pretty City Ping Pong*, Culture Night PS Squared, Belfast

## **SCREENINGS**

2015 *BYOB*, Catalyst, Belfast  
2013 *Seeing Sound*, Bath Spa University, Bath Spa

## **RESIDENCIES**

2018 Golden Thread Pop Up Space, Belfast  
2016 Birmingham Open Media Lab, Birmingham  
2010 STEIM, Amsterdam  
2008 STEIM, Amsterdam

## **PRIZES AND AWARDS**

2017 Arts Council NI SIAP General Arts Award  
2016 Arts Council NI ACES Award  
2016 British Council Newton Fund Award  
2016 Arts Council NI SIAP Travel Award  
2013 Arts Council NI SIAP General Arts Award  
2013 Dublin Art and Technology Association best in graduate show

## **COMMUNITY ART**

2019 *Home for Insects and Memories / Fly on the Wall*, Belfast City Council, Belfast  
2018 *Catalyst at School*, Catalyst, Belfast  
2016 *Community As Artist*, Outburst, Belfast  
2016 *Draw My Life, Remap*, Down Community Arts, Downpatrick  
2014 *Big Ears*, Young At Art, Belfast  
2012 *Big Ears*, Young At Art, Belfast

## **PUBLICATIONS**

2019 New Scientist, Air of the Anthropocene, London  
2019 *Guardian Online*, Air of the Anthropocene, London  
2018 *Source Photography Review*, Air of the Anthropocene, Belfast  
2018 *House Music*, Visual Artists Ireland Newsletter, Dublin  
2016 *Untitled*, VXPX\_006, Video Art is Boring, Videopunks, New York  
2015 *the fear*, VXPX\_001, Video Art is Awful, Videopunks, New York  
2014 *Paper Studio*, Prime Collective, Belfast

## **QUALIFICATIONS**

2012 Composition and creative practice PhD, Queen's University, Belfast  
2006 MPhys Theoretical Physics, First Class, University of Wales, Swansea

# SELECTED WORKS

2019 – DRAWING ON THE WALLS



Drawing on the Walls was a three night experiment in which members of the public in Derry~Londonderry were invited to draw with their fingers on a custom iPad app that would then display this image in real time carved out of laser light projected on to the side of the gallery. During the nine hours it ran several hundred people, mainly children came and doodled on the side of the gallery using a 7W club rave laser.

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## 2019 – ESCAPE SEQUENCE



A retrospective solo show featuring both *Way Out* and *This is not a table* (see below) and new work in the form of *Feline Mobile Disco* which was an exciting mobile interactive art installation for cats that could be booked from the gallery and taken to visit interested felines off site. It featured interactive lasers, cat music, videos of garden creatures designed to stimulate feline attention and a glitter ball that dispensed cat nip. It was displayed along side a gigantic video wall of footage of staged cat raves that had been remixed to 90s dance tunes.

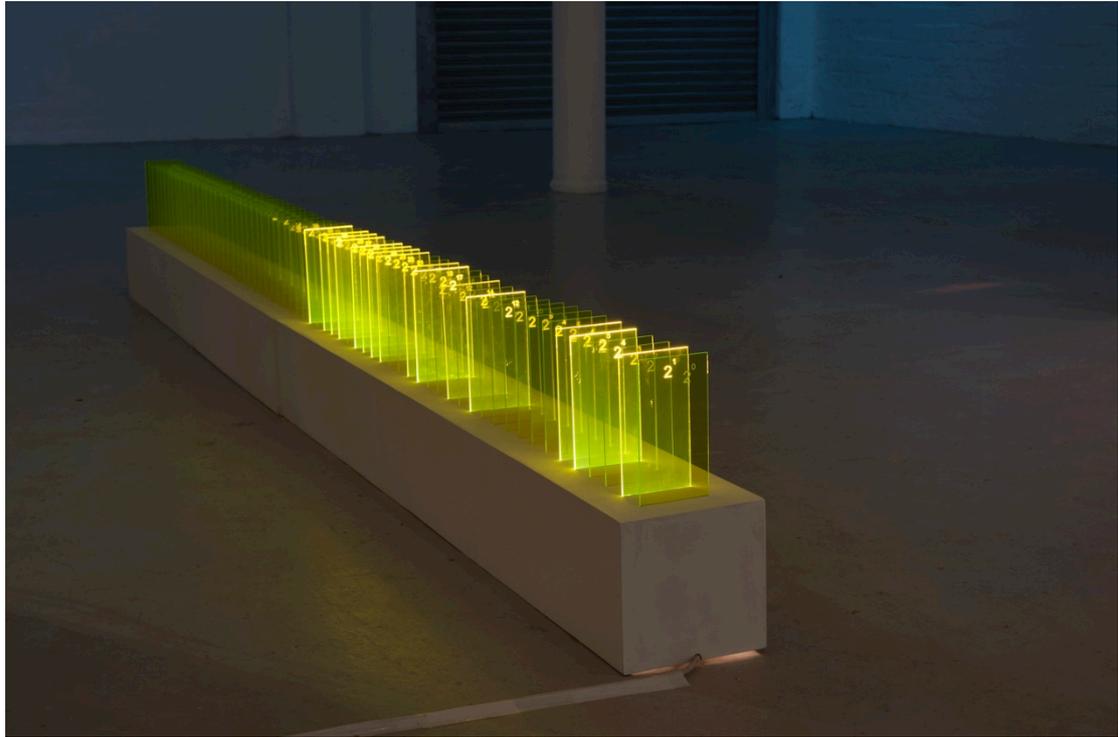
## 2019 – LAMBENT AMBIENT



Commissioned for a solo show at R-Space gallery during the Lisburn Light Festival *Lambent Ambient* was a musical kinetic sculpture cum science experiment with sixteen “tuned” light bulb pendula which swung and chimed in a chaotic mesmerizing sequence before reaching a crescendo that edged each time on chaos.

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**2019 – THE SUM TOTAL OF SECONDS SINCE MIDNIGHT  
JANUARY 1<sup>ST</sup> 1970**



Part of the Hyperobjects group show at Catalyst, *The Sum Total of Seconds Since Midnight January 1st 1970* was a binary clock that displayed the time a commonly recorded in computer memory. Using 64 light up bits which updated every second the whole display clock would record time accurately up to 23 times the age of the known universe.

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## 2019 – HOME FOR INSECTS AND MEMORIES



Home for Insects and Memories was a socially engaged art project working together with artist Tonya McMullan recording older people's stories about what nature was like growing up before the recent rapid changes in ecological decline. These memories have been digitally preserved and built into insect homes that functioned as a prototypical pollinator pathway around the city. They were placed at ten sites around the city where passers by were invited to press a button on a brightly coloured bug hotel and hear an insect / nature related story from one of the several participating older people's groups. The project tried to act both as a lament for the loss of pollinator / insect biomass and a starting point for its improvement.

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# PAINT BOMBING!



Dear Sara, children of Bunscoil Bheann Mhadagain,

As Artists we all like to experiment with new tools.

I propose the following experiment; we buy a remote control drone, a paintbrush and some paint and see what we can do with them outside in the playground. Maybe we'll use large sheets of paper or maybe we'll use water-soluble paint that washes away in the rain. It will probably all be very messy and go wrong at first. If we get good we can draw stuff else we just go full Jackson Pollock (ask Sara who he is).

Yours sincerely,

*Rei Pw*

(aged 36 and three quarters)



Shown above are the proposal and outcome of a project curated by Catalyst where children were allowed to vote on a project they would most like to take part in. After being selected we first papered the entire school hall, then we attached paintbrushes to two remote controlled cars and a drone. Finally we joyously attacked the constructed canvas in the spirit of free exploration and action painting.

## 2017 – WAY OUT – GLITCH FESTIVAL



Projector and LED based interactive artwork commissioned for Glitch Festival curated by MART gallery hosted at Rua Red, Dublin. The work encouraged people to stand still and contemplate by displaying a slowly unfolding hybrid digital / natural seascape in which they were placed. The scene was broken as soon as they moved revealing their outline to be making waves in a purple sea.

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## 2016 - PRESENT – AIR OF THE ANTHROPOCENE



On going experimental photography project using a custom built LED light painter that translates particulate pollution levels into the density of light speckles in a long exposure photograph. The first photograph visualizes hazardous PM<sub>2.5</sub> levels of 500-600 micrograms per cubic metre recorded in Delhi while the second shows a series of photographs taken and printed in Kampala as part of a public awareness event working with the UN.

## 2015 - PRESENT – THIS IS NOT A TABLE



A recurring theme in my work is the appropriation and augmentation of existing objects, toying with an audience's perception of both what these objects are and what they could become through a technological intervention. I designed this work to respond to each bounce on the table's surface. Triggering an audio-visual effect created by over 4000 RGB LEDs. The title references both Surrealist painter Rene Magritte, as well as an impassioned plea I once wrote on a Post-It note and stuck to it while making it in my shared studio space.

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## 2016 – AUTOMATED BIRD RAVE GENERATOR – WHEELWORKS



The *Automated Bird Rave Generator* is a solar-powered, outdoor cuckoo clock that wakes up on the hour, every hour, to play bird techno (but only during business hours, so it doesn't upset the neighbours). The bird techno in question consists of local birdsong that was recorded by the children from the Bloomsfield Community Group and myself. These recordings were manipulated into rhythmic loops in my music studio and then made into songs by the children.

This particular *Automated Bird Rave Generator* is intended to highlight the effects of pollution on the environment. The bird techno played by the birdhouse responds to the environment via sensors that detect changes in temperature and pollution levels of the river beside the piece is installed. These affect both the pitch and tone of the music.

## ARTIST STATEMENT

My artistic practice spans the areas of electronic music, visuals, audience interactivity and creative technology. This creative practice began in nightclubs and electronic music while studying theoretical physics. A fork in the road led me to a PhD in Composition and Creative Practice allowing me to diversify from maths into coding and electronics for interactivity and audience participation. Currently my practice involves writing linear music, microtonal music, exploring open form approaches to composition, visualising data, building interactivity into objects, engaging with audiences through technology, and teaching.

My techniques involve the use of electronics, algorithms, code and hacked together objects that seek to push at the boundaries of the possible through technology. The approach is often playful and draws from my early transcendental experiences in club culture. It is one of experimentation, 'what happens if?', 'can I take x, plug it into y to create z?' and 'how can far can I push it?'. Mistakes and interesting glitches in code are sometimes turned in on themselves and taken up as fresh avenues of further exploration.