



## Algorithmic Art Artist Bios

**Larry Alice** lived in New York City for over 25 years, showing paintings and installations. He moved to the Berkshires in 2002 to devote himself to painting and writing graphic stories. For more information: [www.larryalice.com](http://www.larryalice.com)

**Richard Harrington** is a native of Adams, MA, and currently resides in Northern Berkshire County. He has both a master and bachelor of fine arts from Massachusetts College of Art. His first experimentation with digital printing was during the early 70's using a 3M Color-in-Color dye sublimation machine at MIT Press. In graduate school he began collaborating with Matt Belge on light installation and environmental artworks. For two decades Matt and Richard had exhibitions in venues such as MIT Center for Advanced Visual Studies, Ars Electronica in Linz, Austria, the Herning Kunstmeum in Denmark, the DeCordova Museum, Lincoln, MA, and for the City of Cambridge Millennial festival in 2000. He concurrently began working with laser and high-resolution inkjet printers since the early 90's after having worked as a font editor at Adobe Systems. Some of his prints are in the permanent print collection of the Fogg Art Museum at Harvard University. For more information: [www.lughfineart.net](http://www.lughfineart.net)

**Daniel Hirschman** Daniel Hirschmann is a South Africa born artist who uses technology to realize his artistic practice. His work explores and challenges the everyday - offering an opportunity to rediscover and re-associate with ones environment. His portfolio includes responsive sculpture, interactive spaces and generative prints which have been exhibited in shows around the world - most notably, the V&A in London, the Centre Pompidou in Paris and the Resolution Gallery in Johannesburg. He built on his Fine Arts studies with a Masters at NYU's Interactive Telecommunications Program. He is currently based in London where he works with Jason Bruges Studio to design and build responsive architectural installations. For more information: [www.plankman.com](http://www.plankman.com)

**Tristan Perich** In all of his creative activities, Perich is inspired by the aesthetics of math and physics, and works with simple forms and complex systems. The challenge of elegance provokes his compositions for solo instruments, small ensemble and orchestra. As a visual artist, he works primarily with machines to create pen-on-paper drawings that explore the limits of traditional drawing through randomness and order. For more information: [tristanperich.com](http://tristanperich.com)

**Sean Riley** has his Masters of Fine Arts degree in Painting from the University of Pennsylvania and has received several grants, most notably a Joan Mitchell Foundation MFA Grant in 2004, given 10 artists from across the country graduating from an MFA program. He has exhibited at the CUE Foundation in New York City, has gallery representation in Philadelphia, and exhibits frequently in North Adams, MA. Sean Riley now lives in Brooklyn, NY. For more information: [www.polaesolare.net](http://www.polaesolare.net)



### **Algorithmic Art Artist Bios (Continued)**

**Jeremy Rotsztain** is a Canadian visual artist, software developer, and educator whose hybrid practice incorporates cinema, painting, computer science, performance, animation, imaging, and architecture. As part of his practice, Jeremy custom-designs and programs software for image manipulation, video editing, and animation. This affords him the ability to find new forms of expression not available when working with commercial tools. Jeremy recently completed his Master's degree in art and technology at New York University's Interactive Telecommunications Program. For more information: [www.mantissa.ca](http://www.mantissa.ca)

**Daniel Shiffman** works as an Assistant Arts Professor at the Interactive Telecommunications Program at NYU's Tisch School of the Arts. Originally from Baltimore, Daniel received a BA in Mathematics and Philosophy from Yale University and a Master's Degree from the Interactive Telecommunications Program. He is the author of *Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction*. For more information, visit [www.shiffman.net](http://www.shiffman.net) and [www.learningprocessing.com](http://www.learningprocessing.com).

**Demetrie Tyler** is an artist, designer, and programmer, who creates automated image-making systems. The primary focus of his work is the encoding of his own drawing algorithms into software. He lives and works in New York, where he currently a Research Resident at NYU's Interactive Telecommunications Program. For more information: [www.demetrietyler.com](http://www.demetrietyler.com)