

Jean-Marc Gauthier – Short Bio:

Jean-Marc Gauthier is director of Tisch School of the Arts Asia, MFA Animation and Digital Arts Program in Singapore and assistant art professor at Tisch School of the Arts, New York University, where he is currently involved in creating a gaming curriculum.

An interactive artist, author, and entrepreneur, his work covers large areas of the animation and gaming road map, including 3D animation, virtual spaces, and scientific visualization. His interactive media art works have been presented at venues internationally the American Museum of the Moving Image, the Institute of Fine Arts, Chelsea Art Museum, File Festival, Ars Electronica Festival, Villetle-Biennale Numérique, Le Cube, MAMAC, Milia.

On the entertainment side, his recent entertainment projects include “[NightHawks](#),” a gaming installation interacting with a large audience inside a public park and “[Aphrodisias](#),” a virtual archeology immersive display in a museum. He has collaborated on numerous educational and medical research projects, including: immersive environments for visually impaired people; a 3D visualization browser for the human body, called the “[Dynamic Virtual Patient](#)”, the “[Brain Project](#)”, a 3D interactive navigation of the brain and a [3-D Interactive Tool for Exploring the Genetic Diversity of World's 10,000 Bird Species](#).

Gauthier has written several books on creating interactive animation and the production of real time 3D games. including *Creating interactive 3D actors and their Worlds* (Morgan Kaufman Publisher), *Virtual Sets and Pre-Visualization for Games, Movies and the Web* (Focal Press). He is a contributor to *Game Art Complete* (Focal Press). His website is www.tinkering.net.