

Jean-Marc Gauthier – Short Bio:

Chair, Animation and Digital Arts MFA Program
New York University, Tisch School of the Arts Asia, Singapore

Education

DPLG Paris Belleville, MPS New York University (ITP)

Biography

An interactive artist, author, and entrepreneur, Jean-Marc's work covers from Computer Games to Animation and Virtual Spaces. His interactive media art works have been presented at venues internationally including the American Museum of the Moving Image, the Institute of Fine Arts, Chelsea Art Museum (USA), File Festival (Brazil), Ars Electronica Festival (Austria), Villette-Biennale Numérique, Le Cube, MAMAC (France), Siggraph Asia (Singapore) and DaeGu (South Korea).

Jean-Marc's recent entertainment projects include animations using motion capture, “Cold Stone Dead Serious”, a 3D interactive game for a theater play at the Coleman Theater in Manhattan, “NightHawks,” a 3D interactive installation interacting with a large audience inside a public park. He has collaborated on numerous scientific visualization projects, including the “Dynamic Virtual Patient”, a visualization browser for the human body, the “Brain Project”, a 3D interactive navigation of the brain and an interactive tool for exploring the genetic diversity of the world’s 10,000 bird species. He is currently involved in the design of new virtual reality simulator, a research project funded by the National Eye Institute (USA).

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, Elsevier Science). He contributed to *Game Art Complete* (Focal Press, Elsevier).