

TROY INNOCENT

Troy Innocent's work encompasses sculptural installation, video projection, light works and still images.

When Innocent started creating his artificial worlds in 1989 the graphic interface was fresh, crude and alien. Today the power Troy Innocent wields in his virtual universe is immense. Life forms that slink, sigh and soar are the creation of his fingertips on the mousepad. Innocent's sculptures (or 'offline artefacts') inhabit the *'same space as ourselves and ... we alt tab between the here and now of the gallery to the 'no there, there world' of the virtual. In this liminal space of intervening worlds, which reality is more alive?* (Darren Tofts 2002)

Troy Innocent has received international recognition for his work exploring the language of computers. *LifeSigns* was commissioned by the Australian Centre for the Moving Image. A playful world born of digital games and electronic music, *LifeSigns* was shown in *2004: Australian Culture Now* and at *Timeshift: The World in Twenty Five Years*, Ars Electronica Festival, Linz, Austria.

TROY INNOCENT

- 2008 Doctor of Philosophy in Animation/Interactive Media at RMIT University
- 1992 Post Graduate Diploma of Animation/Interactive Multimedia at Swinburne University
- 1991 Diploma of Graphic Design at Swinburne School of Design

SELECTED SOLO EXHIBITIONS

- 2006 SCENES FROM LUDEA: solo exhibition of photomedia and sculpture at Boutwell Draper Gallery, Sydney, Australia
- 2005 LUDEA: solo exhibition of photomedia, sculpture and moving image work at Tolarno Galleries, Melbourne, Australia
TRANSITIONAL FORMS: solo exhibition of photomedia and sculpture at Boutwell Draper Gallery, Sydney, Australia
- 2002 ICONICA; TRANS'FORMS: Tolarno Galleries, Melbourne. Offline artefacts, digiprints and dual-channel video installation.
- 2001 ARTEFACT: Faculty Gallery, Monash University. Solo exhibition of *Semiomorph*, immersive environment and *Mixed Reality*, interactive sculpture.

PUBLIC ART PRACTICE

- 2008 COLONY: urban art environment, Life.lab, Digital Harbour, Melbourne Docklands.
weathering steel, acrylic, computer-controlled light, 12-channel sound, interactive installation, iPhone web app
- 2007 FIELD OF PLAY: urban art environment, Port 1010, Digital Harbour, Melbourne Docklands.
painted aluminium, custom luminaires, lasercut steel, shotblast pavers, multi-player digital game, computer-controlled light, four-channel sound

INSTALLATION

- 2008 *x-milieu*: Urbanscreens08 multimedia program. An interactive installation exploring the communities that emerge in the public space of Federation Square's Atrium via an abstract digital visualisation.
- 2006 *neome*: interactive sculpture and Alternate Reality Game at Melbourne Art Fair / City of Melbourne.
- 2004 *lifeSigns: an eco-system of signs and symbols*: interactive multi-user game world, exhibited at:
2004: AUSTRALIAN CULTURE NOW, ACMI, Melbourne, Australia;
UNNATURAL SELECTION, Ars Electronica 2004, Linz, Austria;
LAB.3000 DIGITAL DESIGN BIENALLE, Museum of Victoria, Melbourne, Australia,
- 2000 ARTIFICIAL INTELLIGENCE: Kiasma, Museum of Contemporary Art — Helsinki, Finland. New version of Iconica, including upload of artificial life to six Nokia 9110 Communicators.
- 1999 ARTIFICIAL LIFE: Artspace, Auckland. Iconica installation.
BYTE ME: Bendigo Art Gallery, VIC. Iconica installation in group show
- 1998 SIGGRAPH98: Touchware - Orlando, Florida. "Iconica" installation exhibited in Siggraph Art Gallery, featuring dual screen interface to constructed world.

INSTALLATION *continued*

- 1997 CYBER CULTURES: Casula Powerhouse, Sydney. Form 1 interactive sound installation. SCREEN: "Memetic Mutation" Monash University Gallery, Melbourne, Australia.
- 1995 PERSPECTA: Art Gallery of NSW, Sydney, Australia. Idea-ON>! installation.
ARS 95: Museum of Contemporary Art, Helsinki, Finland. Idea-ON>! installation.
- 1994 GALERIE PATRICK MARTIN: Lyons, France. Idea-ON>! installation in electronic art exhibition, Experimenta94: Melbourne, Australia. Idea-ON>! installation at New Media Network.
ISEA '94: Helsinki, Finland. Idea-ON>! installation in symposium on electronic art.
THE EDGE: Siggraph '94 - Orlando, Florida. Idea-ON>! installation.
Nintendo Killed the Video Star: Art Gallery of New South Wales. Idea-ON>! exhibited.
- 1993 OZCHI: Australian National University, ACT, Australia. Installation of Idea-ON>!
FRESH NEW REALITY - Melbourne Entertainment Centre. Installation of Idea-ON>!
GREAT AUSTRALIAN SCIENCE SHOW: Melbourne Exhibition Buildings. Idea-ON installation.
- 1992 TECHNO GARDEN: 10 day media event as part of MIMA's Experimenta 92

SELECTED GROUP EXHIBITIONS

- 2004 REACTIVATE!: Experimedia Centre, State Library of Victoria. Game mod project entitled *Entity*.
PREVIEW 2004: Tolarno Galleries, Melbourne. New digiprint and offline artefacts.
- 2003 +PLAYENGINES+: Experimedia Centre, State Library of Victoria. Exhibition of *Semiomorph* coinciding with MelbourneDAC – international conference on digital arts & culture.
GRAPHITE2003 Art Show: Span Galleries, Melbourne. Offline artefacts in electronic art show.
PLAYTHING: FirstDraft Gallery, Sydney, Australia. *Semiomorph* exhibited at game art exhibition.
BRILLIANT REFRACTIONS!: Cube37 Gallery, Melbourne, Australia. *Osmotic Signals*: DVD/projection work.
- 2002 ARTEFACT: ISEA2002, Nagoya, Japan. Exhibition of *Semiomorph*, immersive environment and *Mixed Reality*, interactive sculpture in 11th International Symposium of Electronic Art.
ATM: Glen Eira Art Gallery, Melbourne. Exhibition of two *Mixed Reality* components.
THE SYNTHETIC IMAGE: Faculty Gallery, Monash University. *av_vector* interactive sound environment.
- 2000 ARTIFICIAL INTELLIGENCE: Kiasma, Museum of Contemporary Art — Helsinki, Finland. New version of *Iconica*, including upload of artificial life to six Nokia 9110 Communicators.
- 1999 PROCESS PHILOSOPHIES: "Soundform" exhibited at exhibition component of First Iteration, conference on Generative Systems in the Electronic Arts, Monash University, VIC, Australia
SciART99: Queensland ScienceCentre, QLD. "SoundForm" installation
- 1997 ALTERED STATES: "MemeSpace" experimenta media arts INTERACT 97, VIC, Australia
TECHNE: Perth, WA, Australia - PSY-VISION included in group electronic art show.
- 1996 BURNING THE INTERFACE: Museum of Contemporary Art, Sydney, Australia.
Toured to Adelaide, Melbourne, Perth, Brisbane. Idea-ON>! included in CD-ROM survey.
CYBER CULTURES: The Performance Space, Sydney, Australia - Curated electronic art show.
- 1995 Digital Salon: New York, USA - Idea-ON>! included in group electronic art show.
TOYBOX project: Tate Gallery, Liverpool, UK - group exhibition of new media work.
ESCAPE: CeBIT, Hanover, Germany - group show of Australian electronic art.

SELECTED GROUP EXHIBITIONS *continued*

- 1994 MEMENTO: New Media Network, Melbourne, Australia - Recent prints and video.
FLAVOURED BI-PRODUCTS: West Space Gallery, Melbourne, Australia. Recent computer graphic prints, video and text installation.
STILL PHOTOGRAPHY?: Argyle Street Studios/Doncaster Art Gallery. Various works.
- 1992 CRASH COURSE: National Gallery of Victoria. Participated in video and interview.
ARTECH: National Gallery of Victoria. Four hour video mix on video wall.
NEW RELIGION: CUB Malthouse, South Melbourne. Prints and cyberdada video installation.
MASS HANG: Melbourne. Installation and computer graphic prints.
BINDU: The Lounge, Melbourne. Prints, video, and performance.
GOOD THIS WEEK: Fashion Design Council shop, Melbourne. Techno jewellery exhibit.
WE GO BEYOND: The Lounge, Melbourne. Prints, constructions, and performance.
- 1991 CY-MISH MASH WORLD: Ealaine Gallery, Fitzroy. Recent computer graphic prints and video.
SIGGRAPH '91: Exhibited poster graphics for "cyber".
EL ART: computer graphics exhibition, Finland. Digital prints.
- 1990 SIGGRAPH '90: Dallas, USA - exhibited Cyberdada manifesto in assemblage form.
VIRTUAL LANDSCAPE: Artspace, Sydney. Digital prints.
AUSGRAPH '90: ART SHOW - World Congress Centre, Melbourne. Digital prints.

SELECTED PUBLICATIONS

- 2005 *Interzone*, Tofts, Thames & Hudson. Seven major works reviewed in book publication surveying Australian new media art.
- 2004 lifeSigns: eco-system of signs & symbols. Paper presented at COSIGN2004: the fourth international conference on Computational Semiotics for Games and New Media, Split, Croatia
- 2003 Exploring the nature of electronic space through semiotic morphism: streaming wor(l)ds : MelbourneDAC, the 5th International Digital Arts and Culture Conference, Melbourne, Australia
Avatars of the tortoise: life, longevity and simulation, Darren Tofts. Digital Creativity 2003, Vol. 14, No. 1, pp. 54-63
Artist statement in *Prefiguring Cyberculture*, Tofts, Jonson and Cavallaro (eds.) MIT Press.
- 2001 Language of Iconica: Paper published in Leonardo, Journal of the International Society for the Arts, Sciences and Technology, vol.34, no.3
Innocent icons explore a new computer world: Jenny Sinclair, The Age, IT1, p.6, Tues 9/10/01
- 2000 Picture this: abstract artworks go digital: Jennifer Foreshew, The Australian, p.33, Tues 2/5/00
Digital media artists: e-mag, The Age, April 2000
- 1999 Travelling to *Iconica*: The Virtual Worlds of Troy Innocent – Chapter 5. *Parallax: Essays on Art, Culture and Technology*, Darren Tofts
- 1997 Mesh #11 - Altered States pp. 13 - 16 "Memespace" Darren Tofts
World Art No.12 pp.28-33 "Troy Story" Darren Tofts
Herald Sun Sunday February 9 1997 ENCORE 4-5 "Virtual unreality" Fiona Hudson
- 1996 MediaMatic "Idea-ON>!" included as CD-ROM in Religion issue spring 1996
The Australian September 28-29 1996 SYTE 4 ".digital pop animation" Jackie Cooper
The Age Tuesday September 17 1996 p.D14 "An Innocent vision of sound" Everard Hunder
Photofile august 1996 pp.31-34"Making Strange" Darren Tofts

SELECTED PUBLICATIONS *continued*

- 1995 Australian Perspecta 1995 pp.54-55 "why McKenzie Wark likes Idea-ON>! and why Idea-ON>! likes McKenzie Wark" McKenzie Wark Art Gallery of New South Wales
World Art 1/1995 pp.57-60 "The Cybaroque World" McKenzie Wark
World Art 1/1995 pp.52-56 "The Terminal Garden" McKenzie Wark
CD-ROM Fan June 1995 pp.152-153 "Troy Innocent : Virtual World Provider" Lionel Dersot
Convergence Vol 1 No.2 pp.29-44 "Enterprise on the New Frontier : Music, Industry and the Internet"
Philip Hayward
Multimedia Magazine Vol 2 No. 4 p.52 "Idea-ON>!"
- 1994 Modern Painters 1994 pp.76-79 "Art and the intelligent lunch box" James Faure Walker
World Art November 1994 pp.64-69 "Cyberhype" McKenzie Wark
Mesh No.3 Autumn 1994 pp.16-20 "Nothing if not full-on" David Cox
Siggraph 1994 Visual Proceedings pp.188-187 "Idea-ON>!: Database of Experience" Troy Innocent
The Advertiser Tuesday November 1st 1994 p.23 "Doorway to a new world" David O'Halloran
- 1993 the Filmmaker and Multimedia October 1993 Australian Film Commission pp.53-61 "Idea-ON>!
Prototypes for Virtual Worlds" Troy Innocent
Herald Sun Thursday June 24 1993 p.47 "Blurring science and art border" Anthea Loucas
- 1992 Shot 1992 Centre for Contemporary Photography pp.88-92 "Cy-D type words" Troy Innocent
Der Prix Ars Electronica 1992 pp.124-125 "Iconworld" Troy Innocent
- 1991 The Australian Tues 2/7/91 "Young artists embrace 'tools' of electronic age" Bryce Hallett
Leonardo Vol.24, No.4 "Cyber Dada manifesto"

SELECTED PERFORMANCE

- 2009 SUPERSMASHMONEY: Dale Nason / Troy Innocent / Jon Pak / Chrissie Meyer. Live sound and visual performance with Ludean artifacts. Performed at *stutter* at Horse Bazaar on Wednesday 4th March 2009
- 2008 \$0.00 MOLTEN M*E*T*A*L: Dale Nason / Troy Innocent. Live machinima and installation. *Make it up club* at Bar Open on Tuesday 9th December 2008
- 2008 ZERODOLLARS vs LUDEA: Dale Nason / Troy Innocent. Live sound and installation. Performed at *stutter* at Horse Bazaar on Wednesday 22nd October 2008

SELECTED COLLABORATIVE WORK

- 2004 IN EXCELSIS: developing a flythrough of animated 3D environment based on motion capture of dance performance with skadada
- 2001 MERZRUM: interactive sound project / cd-rom developed for Extreme records interpreting the sound work of Japanese noise artist Merzbow
- 1999 ELECTRONIC BIG TOP: 3D animation loops for multimedia performance by skadada. Incorporated into interactive environment combining lighting, sound and dance at Perth and Sydney festivals
- 1997 BOOP!: animation for skadada performance at PICA, Perth, Australia
- 1995 STIMBOD: Developed touchscreen interface with STELARC. This software enables activation of muscles on a human body via an interface which controls muscle stimulation hardware

TRAVEL

- 2008 AUGUST: Visited Singapore for ISEA08: International Symposium on Electronic Art
- 2007 SEPTEMBER: Travel to Venice Biennale, documenta 12, Ars Electronica 2007 and game research labs in Stockholm, Gothenburg and Copenhagen.
JULY: Travel to Tokyo, Japan to present at Ubiquitous Media: Asian Transformations conference
- 2004 SEPTEMBER: Visited Linz, Austria for Ars Electronica 2004 and Split, Croatia for COSIGN2004
- 2002 OCTOBER: Visited Nagoya, Japan for ISEA2002: 11th International Symposium on Electronic Art
- 2000 FEBRUARY: Visited Helsinki, Finland for ARTIFICIAL INTELLIGENCE at Kiasma, followed by a visit to London
- 1998 JULY/AUGUST: Visited Orlando, Florida for SIGGRAPH'98, to exhibit work in the Touchware Art Gallery. Followed with visits to New York and Tokyo to promote CD-ROM work, "Iconica"
- 1995 SEPTEMBER: Visited Montreal, Canada for ISEA'95, the sixth International Symposium on Electronic Art. Followed with visit to Toronto, and the Media Lab at MIT in Boston
- 1994 AUGUST: Travelled to Helsinki, Finland for ISEA'94, the fifth International Symposium on Electronic Art. Attended East meets West seminar in St. Petersburg, Russia for two days, then spent time in Hong Kong on the way back to Australia
JULY: Travelled to Orlando, Florida to attend SIGGRAPH'94 computer graphics conference
- 1993 JULY: Travelled to Los Angeles to attend SIGGRAPH'93 computer graphics conference
Travelled on to Mexico City, New York, and San Francisco

AWARDS

- 2001 Cinemedia Digital Media Fund Interactive Screen Arts grant
- 2000 Cinemedia Digital Media Fund Research & Experimentation grant
- 1999 Honourable mention in LIFE 2.0: Artificial life in art event, Madrid, Spain
- 1998 Foreign Title Award in MMCA Multimedia Grand Prix, Tokyo, Japan
- 1995 1st Prize in the National Digital Art Awards - Noosa Regional Galleries
Multimedia Production Grant from Australian Film Commission for "Reality"
- 1994 Melbourne Achiever Award - recognition for achievement in the electronic arts
Award of merit in Still Photography? Digital Imaging competition for "Otaku"
- 1992 Australian Computer Graphics Association award for "Jawpan"
Honourary mention in Ars Electronica 1992, for Iconworld, interactive piece
- 1990 New Image Research Grant from Australian Film Commission