

CAREERS IN DIGITAL MEDIA series 2007



TIM PORTLOCK GAME DESIGNER, ARTIST & EDUCATOR

Tim is a visual artist who creates work in a range of media. For several years he has developed projects using real-time 3D technology. His digital work has ranged from virtual reality, interactive narratives to 3D simulations of historic spaces. He worked for the Sorbonne in Paris re-creating a virtual Montmartre, Squid Soup in the United Kingdom modeling simulations and conducting game testing, as well as research consultancy for GM exploring a virtual reality prototyping facility. Portlock has exhibited at Ars Electronica, the Museum of Contemporary Art Chicago and ISEA in Nagoya Japan as well as other venues in Europe, South America and North America. For his recent work, he has been creating drawings and paintings to use as source material to develop interactive 3D virtual environments as well as computer printed imagery. Portlock works between traditional and new media as a means to address the process in which older vocabularies for describing and navigating the urban environment are impacted by social and economic changes.

WHEN:

SATURDAY, MARCH 17TH

1-3 PM

WHERE:

PHIPPS

WEST FARMS TECHNOLOGY

and CAREER CENTER

1071 A EAST TREMONT AVE

BRONX, NY 10460

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