CURRICULUM VITAE

Nicholas Amon Tandavaniti

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Education

1990 - 1993 Dartington College of Art, BA(Hons) Art and Social Context

1989 - 1990 West Surrey College of Art, Farnham, Foundation Diploma in Art & Design

Work Summary

Nick Tandavanitj is a core member of the artists' group Blast Theory; collaborating in the development and realisation of the group's performances and installations over the last 7 years.

Recently, his role has focused on creative approaches to video and computing in this context, contributing the group's unique mix of skills in structuring interactivity and narrative. This has led to particular skills in video post-production and live mixing for performance; technical design & scripting work for installations, CDROMs and the web; and most recently in virtual world design & game structuring for Desert Rain - the result of Blast Theory's 3 year collaboration with the University of Nottingham.

Nick also teaches as part of Blast Theory's programme of Performance and New Technologies workshops. This work incorporates introductions to a variety of authoring tools from video cameras & projection systems, to multimedia software including Macromedia Director, and to developing concepts & techniques for generating interactivity. This is in addition to daily involvement with Blast Theory's Multimedia Resource, advising artists and performance groups in working with new technologies.

ProjectHistory

1999-2001 Desert Rain - Artist, 3D Modeller, Performer

A collaboration between Blast Theory and The Department of Computer Science, University of Nottingham, which combines an interactive installation, with performance elements and a virtual world.

Sponsored by Agfa, Ilford Imaging and Sony Co-commissioned by Now ninety9 in Nottingham, ZKM Centre for Arts and Media in Karlsruhe, in association with University of Nottingham, DA2 in Bristol & KTH in Stockholm. Funded by the European Commission's Kaleidescope Fund, eRENA and the Arts Council of England with National Lottery Funds.

January 2000 Sidetracks - Artist - 30 second video works. Commissioned by Shift 00.

April - November 1999 10 Backwards - Video & CDROM design, Performance Technician Stage performance and film about a woman who time travels.

Tour including - Arnolfini, Bristol; Institute of Contemporary Arts, London; The Green Room, Manchester; Black Box, Oslo; Triple X Festival, Amsterdam Funded by the Arts Council of England.

March 1999 Route 12:36 - Artist, Technician, Operator

An interactive artwork on 2 London bus routes, 12 & 36. An 0800 telephone number allowed bus travellers to answer questions about people they have left behind. Commissioned by South London Gallery and London Transport

October 1998 Architecture Foundation - Artist, Sound and Video Designer

Interactive sound piece made for the people of Tower Hamlets to explore local ideas/thoughts about urban regeneration in their neighbourhood. Commissioned by the Architecture Foundation

July 1998 Kidnap - Web Designer, Surveillance Team Member

Event in which 2 members of the public were picked at random from a pool of entrants, kidnapped for 48 hours and held in a secret location. Shown live over the internet, the camera was controllable on the net with a chat room was set up for the entire period. Sponsored by Firetrap

March 1998 Atomic Installation - Technical designer, Artist

A series of two way, live questionnaires held in the anonymity of video linked booths. Visitors could ask, questions, answer questions or eavesdrop. Questions concerned the relationship between visible expressions of taste, especially music and more private preferences. Commissioned by CASCO gallery in Utrecht, the Netherlands.

August 1997 Atomic - Artist and Performer

Gallery performance created for Kunstlerhaus Bethanien Open Day, Berlin, about the relationship between public tastes in, for example, music and private behaviour. How much can be gleaned from what you see of people's tastes and behaviour? 4 performers.

June 1997 Club Spotter - Artist and Performer

Club night organised by Blast Theory in a factory at Hildesheim, Germany, using surveillance cameras and live performance. Commissioned by Trans Europa.

1995 - 1996 Something American - Performer

Stage performance about our relationship to American popular culture & politics including 12m wide panoramic video projection and audience questioning session. Tour including - The Queen Elizabeth Hall, The Southbank Centre, London; Ferens Live Art Space, Hull; Podewil Festival of Live Art, Berlin; Autorentheatertage Œ98, Hannover. Winner of the Britain Barclays New Stages Award and funded by the Arts Council of England.

1994 Invisible Bullets - Performer

Installation/Performance about crime reconstructions using special effect bullet hits, live and time delayed video. 6 Performers and 1 technician. Tour including – 'A Fete Worse Than Death', Hoxton London 1994; Trans Europa Hildesheim, Germany, Summer 1997. Commissioned by ŒA Fete Worse Than Death , Hoxton, London .

1993 - 1994 Stampede - Performer

Promenade performance about the point at which we take action to demonstrate our beliefs publicly. Using an audience and performer triggered sensor system, radio transmitted live camera, slide and video projections. Tour including – Institute of Contemporary Arts, London; Video Positive 95, Liverpool. Commissioned by The Junction in Cambridge, Arnolfini in Bristol and funded by the Arts Council Of England.

Education Work & Talks

February 2001 Warwick University workshop - 2 Day Performance and New Technologies workshop

January 2001 adera+ workshop -2 day workshop with commercial web-bureau looking at creative processes and interactive structures

January 2001 Hoxton Hall, London, 5 Day Performance and New Technologies workshop

October 2000 North West New Media Network - Is the games industry the power behind the revolution? - A conference as a part of Digital Summer with Stuart Campbell and Steven Smith.

August 2000 Interactive Screen - 7 day conference at the New Media Centre in Banff, Canada Matt Adams and Nicholas Tandavanitj presented Blast Theory and run a workshop on generating complexity in interactive narratives.

August 2000 Wired and Dangerous Conference - Leicester Talk about Blast Theory presented by Jamie Iddon and Nicholas Tandavanitj.

June 2000 Exploring Human - Computer Interaction at the Arnolfini in Bristol Matt Adams, Ju Row Farr and Nicholas Tandavanitj were a part of a round table with Andrew Chetty, Now Festival Director and Boriana Koleva, University of Nottingham examining Desert Rain.

January 1998 A 5 day Performance and New Technologies Workshop. Toynbee Studios, London. The workshop generated a collaborative installation and performance based around the theme of kidnapping.