

**Art Exhibitions (Performance, New Media and Digital Work)** (noted shows are highlighted)

- **Cambridge University, Kings Art Centre, Evolving Darwin's Gaze, One Person Show, Cambridge, U.K. 2009.**
- **MIT Museum, Evolving Darwin's Gaze, Cambridge Science Festival, M.I.T, Cambridge, MA, 2009. Commissioned.**
- Vancouver Science World, The Creative Mind: Illusions and Perceptions & Modern Alchemists, part of a 4 invited artist exhibit, Vancouver, BC, Jan. 2009. Commissioned.
- Intersections Digital Studios Gallery, Emily Carr University, "Omar's Act" -an ambient video using 3D Facial Animation and Stochastic Noise Perturbation, Commissioned for the opening of gallery - 3 person show, 2008, Commissioned.
- Digital Shrine at Parade of the Lost Souls, "someone\_who\_once\_was", digital still, Vancouver.2008 Juried.
- **SmartLab/Matrix East Exhibition Space, "Bringing Out the Ghost" - a 24 screen multimedia installation, London. 2008. Commissioned.**
- New Forms Festival, "Manifesto for the Future of the City", Vancouver, Canada, 2008. Invited.
- **Time's Up Workspace Gallery, "Steve DiPaola: Facades", One Person Show - New York, NY, 2007. Commissioned.**
- New Forms Festival, "Avatar@ArtCamp: unConference Diatribe", Vancouver, Canada, 2006. Invited.
- Monegros Festival, "Kraftwerk Video & Set Installation ", Candanos, Spain, 2006. Commissioned
- Code - Human Systems, Digital Bodies - "Evolved Portraits" - Oxford, Ohio. 2006. Juried.
- Computational Poetics - Logic Machines and Creative Process - "Poetics of Image" -Vancouver, Canada, 2006. Invited.
- Kraftwerk World Tour, "Musique NonStop" - Video & Set Installation - Europe, Asia, Americas, 2005. Commissioned.
- **Time's Up Workspace Gallery, "Group Show - New York, NY, 2005. Commissioned.**
- New Forms Festival, "Muses" - Video Painting, Vancouver, Canada, 2004. Juried.
- ACM Siggraph Art Show , "inside-out", music & music generated animation art by DiPaola, Los Angeles 2004 - Juried.
- **A.I.R. Gallery, "Wish You Were Here", New York, NY, (Sold Piece) July 2004 - Invited Artist.**
- **A.I.R. Gallery, "Plays Well with Others", New York, NY April 2004 - Commissioned Artist.**
- New Forms Festival, "Concerto for Strings and Face - Music Generated Faces", Vancouver, Canada, 2003. Juried.
- **Somar Gallery, "Exposure - multimedia show", San Francisco, CA, 2003. Invited Artist.**
- "The Nobel Wedding", Physical/Virtual Interactive Performance, SFU Interactivity Lab Performance Space, Surrey, Canada, 2003. Juried grant/Collaboration.
- **Fashion Inst of Tech Gallery, "Ratava's Line", Physical/Virtual Interactive Performance, New York, NY, 2002.**
- Western Front Gallery, "Experimental Media Group Show", Vancouver, Canada, 2002. Invited Artist.
- "The Magic Cube", Interactive Virtual Cube, Sigma Square Opening, Malmö, Sweden, 2001. Invited Artist.
- Stanford Department of Art Lobby, "Chasing Alice", 3D Interactive Performance, Stanford, California, 2000.
- **Herbst Theater, Tapestry ' 99 Group Show, San Francisco, CA, 1999. Juried.**
- **Smithsonian National Museum of American History, Permanent Research Collection, Washington, DC, 1998. Juried.**
- **Anon Salon Gallery, Contact Consortium Show, San Francisco, California, 1997. Invited Artist.**
- **Yerba Buena Center for the Arts, Interactive Performance "Virtual Voce", San Francisco, California, 1997. Invited Artist.**
- Digital Be-In, Invited Interactive Performance "Virtual Voce", San Francisco, California, 1996. Invited Artist.
- Montage 93, International Festival of the Image, Rochester, New York, 1993. Juried.
- **"Image World: Art and Media Culture", Whitney Museum of American Art, NYC (Contributor w/ Nam June Paik), 1989. Juried.**
- Siggraph '89, Film and Video Exhibition, 1989. Juried.
- **"Digital Explorations ... Emerging Visions in Art", Tibor de Nagy Gallery, NYC, New York (Co-curator/artist), 1988. Juried.**
- **Image Du Futur, Montreal, Canada, 1988. Juried**
- Siggraph '88, Film and Video Exhibition, 1988. Juried.
- Atelier Grapoui, Brussels, Belgium, 1988. Juried.
- **"Computers and Art", Everson Museum, Syracuse, New York; Juried  
Traveled to Cincinnati Contemporary Arts Center, Cincinnati, Ohio;  
IBM Gallery of Science and Art, New York, New York;  
Center for the Fine Arts, Miami, Florida 1987.**
- Siggraph '87 Art Show, Anaheim, California, 1987. Juried.
- Nouvelles Images de Monte Carlo, Monte Carlo, Monaco, 1987. Juried.

- Siggraph '87, Film and Video Exhibition, 1987. Juried.
- Nicograph '87, Nicograph, Tokyo, Japan, 1987. Juried.
- **Zagreb Animation Festival, Zagreb, Yugoslavia, 1987. Juried.**
- Parigraph Animation Festival, Paris, 1986. Juried.
- Siggraph '86, Film and Video Exhibition, 1986. Juried.
- Nouvelles Images de Monte Carlo, Monte Carlo, Monaco, 1986. Juried.
- Siggraph '85, Film and Video Exhibition, 1985. Juried.

### Grants and Awards

- 2007 Heritage Canada - New Media Network Fund – Primary Investigator (SFU) - \$1.4M (\$300K SFU), 2 Years – Creativity Assisted Technology for Gaming and Interactive Systems. With Seneca College, Univ. of Western Ontario.
- 2007 Michael Smith MSHFHR Team Start-up Grant - Co-Investigator - \$225K, 3 Years - Variability in Face Processing of Children with Autism, with J. Enns (UBC Psy) & G. Iarocci (SFU Autism Lab), 2nd Round.
- 2006 NSERC Discovery Grant - Primary Investigator - \$65K, 5 Years - Intelligent Character Systems
- 2006 Canada Parks / Heritage Grant - Research Collaborator - Intelligent Exhibit Design - Pacific Rim National Park
- 2005 Industry Grant - Primary Investigator - Vancouver Aquarium - ~\$10K - Interactive Marine Mammal Learning Systems.
- 2004 Industry Grant - Primary Investigator - Radical Entertainment - ~\$50K - Next generation intelligent facial system research.
- 2003 SSHRC Grant - Research Associate - \$4M, 3Yrs (partial) - Simulation and Advanced Gaming Environments (SAGE)
- 2003 WestGrid Grant - Research Associate - \$5M, 4Yrs (partial) - Collaborative Visualization Group under Jonathan Borwein.
- 2001 ASI Provincial Research Grant - Primary Investigator - \$120K, 4 years - 3D Facial Expression in Sciences and Arts.
- 2000 Industry Grant - Primary Investigator – Electronic Arts - \$75K – Genetic Programming Techniques for Facial Creation
- 1999 Smithsonian Institution's Permanent Research Collection of Information Technology (for Onlive Traveler).
- 1995 British Interactive Media Awards Gold Medal Winner, (for 3D Atlas).
- 1994 Emma Awards, Cannes Best International Product • Communication Arts Design Awards Best Educational Product.

### Reviews (of artwork or research work)

#### - Popular Press: (selected recent)

- CityTV, Two TV news features on my research and its humanistic approach to technology, - March, 2004.
- The Vancouver Sun, Article on BC innovative thinkers where I was discussed under Computer Science. 2004
- The Vancouver Sun, “The Changing Face of E-Mail”, pg B2-B3 - Article on my work - February 20, 2004
- Women’s Wear Daily, “Partnership Gives Design an Upgrade” By Valerie Seckler, April 23, 2003.
- The Now Newspaper, “Simulating the Future” (Article on my human approach to technology), Jan. 24, 2002.
- The New York Times, “Put Your Face in the Line of Fire...” by Jeffrey R Young, August 14, 2001.
- The New York Times, “The Internet in Three Dimensions”, November 25, 1996.
- Also

TV:	Scientific American	Discovery Channel	MSNBC’s The Site	c net Central
Press:	Wall Street Journal	Wired Magazine	USA Today	Newsweek

Work demonstrated on stage by both Bill Gates (Microsoft) and Andy Grove (Intel).

#### - Critical Press:

- Interdisciplinary Perspectives on Multimodality: Theory and Practice. By Baldry & Montagna(eds.), Palladino. My Virtual Worlds research is discussed in the chapter "Multimodal Learning Conversations Online", 2007.
- ArtSEEN Magazine, "Another way of being", Article on my Stanford interactive narrative work. Issue 3, 2006.
- SECOND NATURE: Reproduction and the Artificial in Art, Science and New Media, my evolutionary art and AI systems are discussed in the chapter "Biomimetics: Emulation and Propagation in Post-traditional Ecologies", 2006.
- Evolutionary Art by Penousal Machado and Juan Romero, my evolutionary artwork is discussed and shown in the survey chapter of this book. 2006.
- UBC eStrategy News & BC.NETwork News, "Simulated Gaming for Medical Learning" June & July 2005.
- Avatara, a DVD documentary about DiPaola’s 3D community Traveler by Turner, Mancini, Harrison. Shown at international art galleries, film festivals, and conferences. 2003 See <http://www.flickharrison.com/avatara/>
- President’s Unconventional Learning Report, Simon Fraser University 2003. See <http://www2.sfu.ca/report2003/Learning/unconventionalllearning-fashion.htm>
- Chronicle of Higher Education, “Information Technology: Haute Cyber” (Ravata’s Line review) by Jeffrey R Young, May 30, 2003.

- Higher Learning Magazine, “Virtual Faces Deliver Emotion to Your Inbox”, Mar-Apr 2003.
- Communication Arts, “New in New Media Design”, ( Article on our HP Design), 2000
- Sculpture Magazine, “Special Installation Issue”, March/April 1990.
- Computer Graphics World, “Computers and Fine Art”, (Cover Art & Lead Story), October 1988.
- Syracuse Herald, “When computer art and ‘real’ art coincide”, September 13, 1987.
- The Face Magazine, “Kling un Klang”, September 13, 1987.
- World Graphics Design Now, “Computer Art”, 1987