

## Rebecca Allen : Work Highlights

**2002 • *The Brain Stripped Bare*** This installation / performance considers a future where we live simultaneously in multiple realities, where the boundaries between physical and virtual reality are blurred and thoughts are expressed telepathically. Commissioned by rhein.tanzmedia.web as part of the rhein.tanzmedia.net-Prize. Partially funded by Intel Research Council.

**2001 • *Coexistence*** An interactive art installation that blurs the boundaries between physical reality and virtual reality. People experience a *shared* world of mixed reality through a unique sensory interface using breathing and haptics. Funded by IDII Interaction Design Institute Ivrea, Italy.

**1997-2000 • *The Bush Soul*** A series of interactive art installations involving artificial life, behavior, tactile interfaces and 3D virtual environments. Exhibited internationally this work utilizes a PC-based software system called *Emergence* developed by Allen's research team. Funded by Intel Corporation. Music by Mark Mothersbaugh –Devo / Mutato Muzika.

**1993 • *Twisted Turtle***. Multi-channel installation with 300 monitors. Commissioned by Nam June Paik for Taejon World Expo, Korea.

**1992 • *Laberint***. Single-channel video commissioned by TVC (Spain), Animatica and the city of Barcelona. Music by John Paul Jones.

**1991 • *Fire+Air/ Earth+Water***. Two award-winning short animated films representing the image of Spain.

• ***Point of Departure***. Three-screen panoramic film for the **Memory Palace**, a live performance integrating actors and media. Created with an E&S flight simulator.

Performance by members of La Fura dels Baus. Music by John Paul Jones and Peter Gabriel.

These three projects were commissioned by the Spanish government for the Seville World Expo.

**1990 • *MUGRA***. Live multimedia performance in collaboration with the Spanish performance group **La Fura dels Baus**. Commissioned by Art Futura and the city of Barcelona.

**1989 • *Steady State***. Video work commissioned by TVE (Spain) for the series, "El Arte del Video". Music by Clodagh Simonds.

**1987 • *BEHAVE***. HDTV video work commissioned by Rebo High Definition Studios using Craig Reynold's flocking behavior software. The first example of computer animation on HDTV. Music by Peter Gabriel.

**1986 • *Musique Non Stop***. Commissioned by the German music group **Kraftwerk**. Created the classic, award-winning music video, "Musique Non Stop" and all visual material for their album, "Electric Cafe".

**1985 • *Creation Myth***. Multi-channel video commissioned by Ian Schrager. Designed for a 50 monitor video display at the Palladium, a large-scale New York nightclub. Music by Carter Burwell.

**1985 • *RAB***. Commissioned live multimedia dance performance in collaboration with choreographer **Patrice Regnier** and composer **Carter Burwell**.

**1983 • *Adventures in Success and SMILE***. Two award-winning, classic music videos. Includes early examples of break-dancing. Music by **Will Powers, Robert Palmer and Sting** (Island).

**1982 • *The Catherine Wheel***. A dancing, computer generated character plays the role of St. Catherine in choreographer **Twyla Tharp's** film. Music by **David Byrne**.

**1982 • *STEPS***. Computer generated performance with Joffrey Ballet Co. and MIT. Music by Carter Burwell.

**1981 • *CBS Walter Cronkite's Universe***. Emmy Award winning title sequence. Music by John Williams.