

## G. CRAIG HOBBS

### ARTIST'S CURRICULUM VITAE

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### Education

- 2007-2009      Candidate for Master of Fine Arts in Digital Arts and New Media,  
University of California, Santa Cruz, CA - <http://danm.ucsc.edu/>
- 1990-1992      Bachelor of Fine Arts, California Institute of the Arts - <http://calarts.edu/>

### Professional Experience

- Current              *Teaching Assistantships, University of California Santa Cruz, Santa Cruz, CA*
- Winter 2009*      Video Games as Visual Culture/ Soraya Murray, Ph. D.  
*Fall 2008*              Introduction to Visual Culture: Europe/ Catherine Soussloff, Ph.D.  
*Spring 2008*          The Film Experience/ Drew Todd, Ph.D.  
*Winter 2008*          Experimental Film and Video/ David Crane, Ph.D.  
*Fall 2007*              West Javanese Gamelan/ Undang Sumarna  
                                 Music of India/ Dr. Inderjit Kaur
- 2008                      *Curatorial Intern/ Technical Producer, 2<sup>nd</sup> Biennial OISJ, San Jose, CA*  
Technical production of the Superlight exhibit at the San Jose Museum of Art,  
San Jose City Hall, and The Tech Museum of Innovation's IMAX Dome Theater.  
Worked directly with Artistic Director Steve Dietz and artists including Luke  
Dubois, Marina Zurkow, Craig Walsh, and DJ Spooky on the technical and  
logistical aspects of North America's largest festival of digital arts.
- 2004-2008              *Projection Designer, Terpsicorps Theater of Dance, Asheville, NC*  
Projection design, content development, and live video performance  
as resident projection designer for dance theater company.
- 2000-2007              *Lead Interactive Developer, Black Box Studio, Asheville, NC*  
Design, development, and programming of interactive multimedia presentations  
for clients including NOAA's National Climatic Data Center, North Carolina  
Arts Council, Asheville Global Report, Moog Music, and Volvo.

### Awards/ Grants

- 2008-2009              Tuition Fellowship, Teaching Assistantships  
Digital Arts and New Media MFA, University of California Santa Cruz

- 2007-2008 Florence French Scholarship, Regents Fellowship, Tuition Fellowship  
Digital Arts and New Media MFA, University of California Santa Cruz
- 2007 IFP Rough Cut Film Lab Selection, *Moon Europa*. NYC, NY
- 2005 Media Arts Project Advantage Fund Award, *Moon Europa*. Asheville, NC

### Select Filmography

- 2007 *Moon Europa*. Science fiction feature film. 96 minutes NTSC-DV 24p  
Producer, technical director. Shot on location in Asheville, NC
- We Won't Bow Down*. Documentary film. Work in progress. HD 24p  
Producer, cinematographer. Shot on location in New Orleans, LA
- 2003-2005 *Darwin's Engine*. Live VJ mix. 540 minutes. NTSC-DV. Asheville, NC
- 1992 *23 Truths*. Collaborative video mix with Drew Detweiler. 2'30" NTSC-DV  
Bangalore, India

### Recent Writing

#### **Embodied Tactics of Social Space**

Keywords: Parkour, agency, embodied philosophy

[http://danm.ucsc.edu/~ghobbs/parkour\\_gcraighobbs.html](http://danm.ucsc.edu/~ghobbs/parkour_gcraighobbs.html)

#### **Pedagogical Methodologies and Modifications**

Keywords: Theory, praxis, false binaries, space of radical openness

[http://danm.ucsc.edu/~ghobbs/gcraighobbs\\_danm203\\_final.pdf](http://danm.ucsc.edu/~ghobbs/gcraighobbs_danm203_final.pdf)

#### **Bjork's Collaborative Affect: Biological Substrate as Being/ Itself**

Keywords: Collaborative and affective embodiment

<http://danm.ucsc.edu/~ghobbs/embodiment/>

### Exhibitions/ Screenings/ Performances

- 2008 *Hurricane*. Terpsicorps Theater of Dance. Content development and live video mix. 1-channel 7' diameter circular theater projection for dance performance. Dianna Wortham Theater. Asheville, NC
- 2008 *Digital Agitprop of the Bush Era*. Live VJ performance and archival mashup. 2-channel live mix of video, audio, and footnote sources. Porter Faculty Gallery. University of California, Santa Cruz

- 2007 *The Scarlet Letter*. Terpsicorps Theater of Dance. Content development and live video mix. 2-channel 20' x 60' theater projection for dance performance. Dianna Wortham Theater. Asheville, NC
- Chesapeake*. North Carolina Stage Company. Content development, projection design, and live video performance for theater stage play. Asheville, NC
- Cicada Festival*. Content development, projection design, and live performance for dual-channel video projection for outdoor music festival. Asheville, NC
- 2006 *Thomas Dolby's Sole Inhabitant Tour*. Live US Tour. November-December 2006. Live visualist for Thomas Dolby on tour with BT. Responsible for projection system set up and live performance nightly.
- Masque of the Red Death*. Terpsicorps Theater of Dance. Projection design and live video mix. Single-channel 40' x 60' theater projection for dance performance. Dianna Wortham Theater. Asheville, NC
- Neptunalia*. Touch Samadhi. Live video performance, bamboo temple projection design, and systems integration for outdoor trance festival.
- 2005 *Alice*. Terpsicorps Theater of Dance. Projection design and live video mix. 4-channel theater projection for dance performance. Dianna Wortham Theater. Asheville, NC
- Deep Sky/ Chinese New Year*. The Orange Peel. Projection design, content development, and live video mix. Asheville, NC
- 2004 *BBS vs. FTH (NYC)*. Asheville Community Resource Center (ACRC). Live VJ performance and collaborative mixing. Asheville, NC
- Sound Clash/ Bramble*. The Wedge Gallery. Curator, live video performance. Multi-disciplinary performance event. Asheville, NC

## Technical Abilities

- Hardware Expert Apple Macintosh user, fluent PC user, UNIX proficient
- Software Final Cut Studio 2 Suite - Final Cut Pro, Motion, DVD Studio Pro, Sound Track Pro, Color, Compressor; After Effects Pro 7, Photoshop CS3, Flash CS3, Dreamweaver CS3, Illustrator CS3, Logic Pro, Ableton Live 6, VDMX 5, Modul8, Grid Pro, Microsoft Office, Apple Keynote
- Multimedia Digital video cinematography/ production - 24p/30p NTSC, 24p/30p HD/ HDV; Panasonic, Sony, and Canon cameras and decks; digital video post-production, 2D/3D compositing, DVD authoring, interactive multimedia authoring, website development, touch-screen kiosks, digital photography, sound design, location sound, large-scale projection design and development