

Damian Stewart

musician, programmer, artist

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Damian Stewart is a musician, programmer, and artist, originally from New Zealand and currently based in Europe. In his predominantly realtime performance-oriented work he aims to incite personal senses of the now, to find moments of pause, and to halt thought, even if just for an instant. Sound, repetition, and a fascination with process act as his raw material.

Damian has a diverse background that includes study in electroacoustic music, interior architecture, and computer science, various music performances including free-jazz orchestras, solo shows, and an electronic dub outfit, and professional software programming work on interactive museum installations and PlayStation2 games. He is a member of the New Interfaces for Performance (N.I.P.) and Polar Produce collectives, has performed internationally alongside artists including Biosphere and Deadbeat, collaborated on projects in New Zealand, Spain, Portugal, Austria, the UK, and the Netherlands, and has been artist-in-residence with the Modulate collective in the UK and at the Home residency with André Gonçalves in Portugal.

Selected Performances

- 2008 *aCablePlays* with Chris Sugrue (US), Festival UM, Lisboa, PT
- 2008 *Elektrostatic 3: New Routes*, OFFLOAD 2008, Colston Hall Bar, Bristol, UK
- 2008 *Re()Boot* with the OpenLab collective, Area10 Project Space, London, UK
- 2008 *Unity Gain* with Magenta Interior (PT), O Século, Lisboa, PT
- 2007 *Sonic Scope/NIP/Upgrade! Lisbon* with Pedro Boavida (PT), Bomba Suicida, Lisboa, PT
- 2007 *aCablePlays* with Chris Sugrue (US), Roter Krebs, Linz, AT
- 2006 *Interdigitate 06* with Emil McAvoy, performed *Reciprocity* entirely using feedback audio and video, Moving Image Centre, Auckland, New Zealand
- 2005 *Catchpool Found Sound Project* alongside Biosphere (NO), New Zealand School of Music, Wellington, New Zealand, Mar 2005
- 2005 *Evolution* with the Ascension Band, winning the *Best Music* prize for Wellington Fringe Festival 2005, Wellington, New Zealand, Feb 2005

Selected Projects

- 2008 *Apparitions/Taking a Line for a Walk* with Kathy Hinde: software development and hardware/lighting/computer vision consultancy
- 2008 *Sun Run Sun*, a project by Yolande Harris at Netherlands Media Institute Amsterdam: PureData patch development
- 2007 Participant at *Visualizar*, Medialab Prado, Madrid, ES

- 2007 Collaborator, Assistant, and Workshop Tutor at *Interactivos?*, Medialab Madrid, Madrid, ES
- 2007 *Sounds Like Light, Lights Like Sound*, Wellington Fringe Festival 2007, Wellington, New Zealand (winning Best Visual Arts)
- 2006 *Bleep Workshops and Performances*, organizer, covering improvisation, circuit-bending, and making music with computers, Wellington, New Zealand
- 2006 *Sisyphus*, an art-bot built from a hacked remote control tank with a webcam and flawed computer vision capabilities, Wellington, New Zealand
- 2005 Soundtrack for *Into the Wandering Wandering*, a film by Alouis Woodhouse, Wellington, New Zealand
- 2004 Composed soundtrack for *Composition no. 6*, a film by Alouis Woodhouse, Wellington, New Zealand

Awards

- 2007 *Best Visual Arts*, Wellington Fringe Festival 2007, for *Sounds Like Light, Lights Like Sound*, Wellington, New Zealand
- 2005 *Best Music*, Wellington Fringe Festival 2005, for *Evolution* (as a member of the Ascension Band), Wellington, New Zealand

Residencies, Associations, and Professional Experience

- 2008 **Member, Polar Produce**, May 2008 onwards.
- 2007 **Member, New Interfaces for Performance**, September 2007 onwards.
- 2007 **Artist in Residence: 'Home'**, Sep - Nov 2007. 2-month residency with artist André Gonçalves in Lisboa, Portugal.
- 2007 **International Artist Fellowship Residency**, Apr - Jun 2007. 3-month residency with the Modulate Collective, Birmingham, UK, fully funded by a **£10,000 International Artists Fellowship** grant from the **Arts Council of England**.
- 2006-7 **Lead Programmer, Interaction Designer**, Lumen Digital Studio Ltd, Mar 2006 - Feb 2007. Designed and developed award-winning **computer-vision** based interactive software systems for public interaction with **culture and heritage (museum) installations**.
- 2004 **Founding Member, While_you_were_Sleeping** audiovisual artists collective, 2004
- 2002-4 **Programmer, PlayStation2 Technical Lead**, Sidhe Interactive, 2002-2004. Software development work in the **computer games** industry.

Education

- 2000-6 **Victoria University of Wellington**: BSc in Computer Science; minors Sonic Arts, Interior Architecture, Drawing, Philosophy, Art History, English, Physics; 2000-2002, 2005-2006