



Jean-Marc Gauthier

Associate Arts Professor and Chair, Animation and Digital Arts (ANDA) Tisch School of the Arts Asia, New York University

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ANDA web Site: <http://www.tischasia.nyu.edu.sg/page/animation.html>

ANDA Videos: <http://vimeo.com/nyutischasia/anda>

Portfolio presentation: www.tinkering.net/portfolio2013

Personal website: www.tinkering.net

Education

DPLG, Paris

MPS, New York University (ITP)

Biography

An animator, architect, author, entrepreneur and teacher, Jean-Marc's work addresses animation, interactivity and virtual spaces. Jean-Marc is the Chair of Singapore's Animation and Digital Arts MFA program at New York University Tisch School of the Arts Asia. His interactive media artwork has been presented at venues internationally including the American Museum of the Moving Image (NYC), the Institute of Fine Arts (NYC), Chelsea Art Museum (NYC), File Festival (Brazil), Ars Electronica Festival (Austria), Villette-Biennale Numérique (Paris), Le Cube, MAMAC (France), Siggraph Asia (Singapore) and DaeGu (South Korea).

Jean-Marc's projects include 3D character animation and motion capture. They have ranged from a 3D interactive set design for the theater play "Cold Stone Dead Serious" at the Coleman Theater in Manhattan, and "NightHawks", a 3D animation interacting with a large audience inside a public park. He has also collaborated on numerous scientific visualization projects, including the "Dynamic Virtual Patient", a 3D interactive animation of the human body, the "Brain Project", a 3D interactive animation of the brain and an interactive animation for exploring the genetic diversity of the world's 10,000 bird species. He recently completed the design of an immersive display for the visualization of pedestrian crossings and street intersections for a project funded by the National Eye Institute (USA) and the University of Alabama (USA).

Jean-Marc has written several books on creating animations and the production of real-time 3D games, including *Creating Interactive 3D Actors and their Worlds* (Morgan Kaufman Publisher), *Virtual Sets and Pre-Visualization for Games, Movies and the Web* (Focal Press, Elsevier Science). He also contributed to *Game Art Complete* (Focal Press, Elsevier).