

Semi Ryu

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EDUCATION

- | | |
|-----------------|---|
| 2007 to present | Doctoral Candidate, The Centre for Advanced Inquiry in the Integrative Arts (CAiiA-Hub), The Planetary Collegium, University of Plymouth, Plymouth, UK
Advisor: Roy Ascott, Michael Punt
Thesis: Exploring Virtual Puppetry, informed by Korean Shamanism |
| May 2002 | MFA, School of Art,
Carnegie Mellon University, Pittsburgh, USA |
| Feb 1999 | BFA, School of Film & Multi-Media,
The Korean National University of Arts, Seoul, Korea |
| Feb 1994 | BS, School of Human Ecology,
Yonsei University, Seoul, Korea |

ACADEMIC APPOINTMENT

- | | |
|-----------------------|--|
| July 2009 to present | Associate Professor, Department of Kinetic Imaging, Virginia Commonwealth University, Richmond, VA |
| Aug 2002 to June 2009 | Assistant Professor, Department of Kinetic Imaging, Virginia Commonwealth University, Richmond, VA |

SCHOLARSHIP: since VCU employment

JOURNAL & BOOK

A. BOOK & CATALOGUE

All International, Invitational, Published

1. ***Forthcoming chapter***
The Point of Being. McLuhan program, Toronto, Canada; under the direction of Derrick de Kerckhove: University of Toronto.
2. ***CoPuppet: Collaborative Interaction in Virtual Puppetry (version 2)***
Transdisciplinary Digital Art: Sound, Vision and the New Screen. Communications in Computer and Information Science (CCIS) Vol. 7. Eds. Randy Adams, Steve Gibson, and Stefan M. Arisona. Berlin, Germany: Springer, 2008. 326-34. (Co-Authors: Paolo Bottoni, Anna Labella, Stefano Faralli, Mario Pierro, Alessio Malizia, at Multimedia Lab, Univ. of Rome, La Sapienza, Italy; authors' names ordered alphabetically by last name; paper developed from Digital Art Weeks Symposium^[16].)
3. ***Debate: Asian Platforms***
Book of Debates, 1st International Congress, Art Tech Media^[27]. Madrid, Spain: Art Tech Media, 2008. 185-187. (Book presented at ARCO 08, International Contemporary Art Fair, Madrid, Feb. 14, 2008.)
4. ***Virtual Puppetry & the Process of Ritual***
GWANGJU BIENNALE 2006: Fever Variations. Seoul, Korea: Designhouse Co. Ltd., 2006. 387-388. (Paper developed from panel "Asia Effects in New Media^[32].")

B. JOURNAL & PERIODICAL

All International, Invitational, Published

(Unless cited)

5. ***Love Letter Readings to Virtual Beings***
Simultaneita Ars HyperMedia Issue #1/2008.; Simultaneita, Rome, Italy, 2008. 110-121.
6. ***Virtual Puppetry & the Process of Ritual***
Media-N Spring/Summer 2006. v.02 n.02.: New Media Caccus, 2006. 27-30. (Developed from panel "Asia Effects in New Media^[32].")
(National)
7. ***Ritualizing Interactive Media, from Motivation to Activation (version 3)***
Technoetic Arts 3.2.: Intellect, Bristol, UK, 2005. 105-123.
8. ***The Form of Ritual: Interactivity found in Korean Shaman Ritual***
ISEA Newsletter No. 101.: ISEA, Amsterdam, Netherlands, 2005.

C. JOURNAL

All International, Final listed

9. **Creating myth of our time: virtual puppetry with spiraling interaction**
The Leonardo Electronic Almanac the Special Issue on Multimedia Performance.: MIT press, 2005.
(Juried)
10. **Virtual Puppetry and The Process of Ritual**
Computers and Composition(C&C.):Elsevier, 2005.
(Invitational)

CONFERENCE

A. PRESENTATION & PAPER

All International, Paper published in proceedings

11. **From Traditional to Virtual Interactive Puppetry: A Comprehensive Approach**
Proc. of ISEA 2008, 14th International Symposium on Electronic Arts, Singapore: Jul. 25-Aug. 3, 2008. (Co-authors: Stefano Faralli, Paolo Bottoni, Anna Labella at Univ. of Rome, La Sapienza, Italy.)
(Juried)
12. **Redefining Puppet: Paradoxical Relationship between Human & Object**
Proc. of the 9th International Research Conference, Consciousness Reframed: a transdisciplinary inquiry into art, science, technology and society, *New Realities: Being Syncretic*, Eds. Roy Ascott, Gerald Bast, Wolfgang Fiel., organized by University of Applied Arts, Vienna, Austria.: SpringerWienNewYork, Jul. 3-5, 2008.

Book of Abstracts, the 9th International Research Conference, Consciousness Reframed: a transdisciplinary inquiry into art, science, technology and society, *New Realities: Being Syncretic*. Eds. Wolfgang Fiel, Margarete Jahrmann.: University of Applied Arts Vienna, Austria, 2008. 112. (See [43] for review of Consciousness Reframed 1.)
(Invitational)
13. **Shin-Myung: Playfulness Emerging from Oppression**
Proc. of International Conference, HOMO LUDENS LUDENS: Locating Play in Contemporary Culture and Society, LABoral Centre for Art and Creative Industries, Gijon, Spain: Apr. 19-20, 2008. (Invitational)
14. **Experimental Virtual Wayang: Virtual Interactive Puppetry (Talk)**
Sae-Gurimja: Three Shadows (Paper)
Proc. of Computer Art Congress Conference, organized by the Paragraphe Lab, University of Paris VIII, Europa Productions, Paris, France, the Monterrey Tech Campus Toluca and Campus Estado de México, Mexico: Europa Production, Paris, France, Mar. 26-28, 2008.
(Juried)
15. **CoPuppet: Collaborative Interaction in Virtual Puppetry (version 1)**
Web Proc. of Digital Art Weeks Symposium, ETH, Zurich, Switzerland: Jul. 9-14, 2007. (Co-authors: Paolo Bottoni, Anna Labella, Stefano Faralli, Mario Pierro, Alessio Malizia, at Multimedia Lab, Univ. of Rome, La Sapienza, Italy; authors' names ordered alphabetically by last name.)
(Juried)

16. *Love Letter Readings to Virtual Beings*
 Proc. of the 8th International Research Conference, Consciousness Reframed, University of Plymouth, Plymouth, UK: Jul. 20-23, 2006. (See [43] for review of Consciousness Reframed 1; publication working in progress.)
 (Juried)
17. *Creating Myth of Our Time: Virtual Puppetry with Spiraling Interaction*
 CD-Rom & Web Proc. of Mathematics, Art and Cultural Industry Conference, Dept. of Mathematics and Dept. of Linguistics, Università della Calabria, Arcavacata di Rende, Cosenza, Italy: May 19-21, 2005.
 (Invitational)
18. *Ritualizing Interactive Media*
 Proc. of the 6th International Research Conference, Consciousness Reframed 6: QI and COMPLEXITY, organized by Central Academy of Fine Arts, Peking University and Beijing Normal University, Beijing, China: Nov. 24-27, 2004. (See [43] for review of Consciousness Reframed 1.)
 (Juried)
19. *Ritualizing Interactive Media, from Motivation to Activation (Version 2)*
 Proc. of the 5th International Conference on Whitehead's Thought and East Asian Culture, organized by International Process Network and The Whithead Society of Korea, Seoul, Korea: May. 24-28, 2004.
 (Invitational)
20. *YONG-SHIN-GUD: Virtual Puppetry with Spiraling Interaction*
 Proc. of the 6th International Conference on Generative Art, Milan, Italy: Dec. 10-13, 2003.
 (Juried)
21. *Ritualizing Interactive Media, from Motivation to Activation (Version 1)*
 Web Proc. of the 2003 New Forms Festival conference, organized by New Forms Media Society, The Round House Community and Cultural Centre, Vancouver, Canada: Jul. 30-Aug. 2, 2003. (See [57] for additional conference info.)
 (Juried)

B. PRESENTATION & ABSTRACT

All International, Abstract published

22. *Experimental Virtual Wayang*
 Web of ISEA 2008, 14th International Symposium on Electronic Arts, Artist presentation, organized by Nanyang Technological University, National Museum of Singapore, National University of Singapore, Singapore Management University and IDM Institute, Singapore: Jul. 25-Aug. 3, 2008. (Co-presenter: Stefano Faralli, Multimedia lab, University of Rome, Italy; see [12] for additional conference info.)
 (Juried)
23. *Virtual Puppetry + Traditional Shadow*

Web of Yet Another Media Conference, the Kino Babylon Berlin-Mitte, Berlin, Germany: Feb. 4-6, 2008.

(Juried)

24. *Experimental Virtual Wayang*

Web of Researching The Future: Aspects of Art and Technoetics 2007, Center for Contemporary Art LUIGI PECCI Museum, Prato, Italy: Dec. 7-9, 2007.

(Invitational)

25. *Virtual Puppet and Storytelling from KOKTOO GAKSI to CoPuppet*

Book of Abstracts of Planetary Collegium/Montreal Summit Conference, Montreal, Canada: Apr. 19-22, 2007.

(Invitational, Abstract)

C. PRESENTATION (TALK)

All International

26. *Media Culture in Korea*

1st International Art Tech Media Congress, *Debate: Asian Platforms*, sponsored by Ministry of Culture, Madrid, Spain: May 8-11, 2007.

(Invitational)

27. *Yong-Shin-Gud*

e-Culture Fair 2, *All the Senses*, organized by Virtual Platform, Melkweg Cinema, Amsterdam, Netherlands: Oct. 24, 2003.

(Juried)

28. *Ritualizing Interactive Media: Virtual Puppetry with Spiraling Interaction*

9th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2003: Bringing the Bits together, *Interactive Experiences*, ETH (Swiss Federal Institute of Technology,) Zurich, Switzerland: Sept. 1-5, 2003.

(Juried)

D. PANEL PRESENTATION

All International

29. *Forthcoming presentation*

Digital Art Forum, *Digital Media and Aesthetics of Play*, Art Center Nabi, Seoul, Korea: Sept. 2008. (Invitational)

30. *Expressive Speech, Gesture and Interaction in the Context of Puppetry*

Digital Art Weeks Symposium^[16], ETH (Swiss Federal Institute of Technology), Zurich, Switzerland: Jul. 9-14, 2007. (See [16] for additional conference info.)

(Juried)

- Panelists: Louis-Philippe Demers, Manfred Kroboth, Dennis Majoe, Semi Ryu

31. *Asia Effects in New Media*

CAA(College Art Association) Conference 2006, Hynes Convention Center, Boston, sponsored by Maryland Institute College of Arts and 2006 Gwangju Biennale: Feb. 25, 2006.

(Invitational)

- Panelists: Hong-hee Kim, Wu Hung, Stephen Vitiello, Sowon Kwon, Semi Ryu

32. *Experience The Virtual: Virtual Performance*

The 2003 New Forms Festival^[22], organized by New Forms Media Society, The Round House Community and Cultural Centre, Vancouver, Canada: 4-5:30 pm, Aug. 1, 2003. (See [22] for conference info.)

(Juried)

- o Panelists: Steve DiPaola, Arthur Kroker, Kate Armstrong, Semi Ryu

REVIEW, HONOR & AWARD

A. REVIEW PUBLICATION

33. Grigar, Dene. "The 6th International Research Conference : Consciousness Reframed, *Qi and Complexity*^[19]." Rev. of "Ritualizing Interactive Media, from Motivation to Activation, by Semi Ryu." Leonardo 13.2: MIT press, 2005, Leonardo Electronic Almanac: MIT press, 2005, Computers and Composition 22.2:Elsevier, 2005. 231-238.

- o "...While it is impossible to review all of those presentations of merit, a few representative of the exceptional quality one generally finds at Consciousness Reframed conferences should be mentioned. For example, Korean artist Semi Ryu's "Ritualizing Interactive Media: From Motivation to Activation" looked critically at the notion of interaction, particularly at the blurred boundaries between user and object in ritual, which she argues our "desire" for is as ancient as it is instinctive. Ritual's goal, she claimed, is to "overcome the separation and become one" and in the process interactivity undergoes a primary passage from the physical to the spiritual..."

B. RESIDENCY, HONOR & AWARD

34. Session Chair, Planetary Collegium^[43]/Montreal Summit Conference^[26], Agora des Sciences (Hydro-Quebec), University of Quebec, Montreal, Canada, 11:30 am-1:30 pm, Apr. 20, 2007. (See [26] for additional conference info, and [43] for Planetary Collegium info.)

(International, Invitational)

- o Session presenters:
Simona Caraceni, "MUSEUM 2.0 Planetary Collegium Second Life Virtual Museum."
Kirsten Johannsen, "Recreation and Leisure in Outer Space: Designing Art for Microgravity Environments."
Hung Keung, "Interactivity and Continuity: Methodology and Belief behind Time and Space of Chinese Painting."

35. School of the Arts Faculty Research Leave Award, Virginia Commonwealth University, Richmond, VA: Fall 2006.

(Regional, Juried)

36. Residency Award with 1000\$ scholarship, Digital Media program, Anderson Ranch Art Center, CO: Fall 2-month session, 2006. (Adjourned due to pregnancy.)

(National, Juried)

37. Jury Offer from The USF Contemporary Art Museum, The 30th Annual Student Art Exhibition, School of Art and Art history, University of South Florida, FL, 2006. (Adjourned due to pregnancy.)

(National, Invitational)

38. Nominated as a candidate for the IDEO residency ISEA2006, International Symposium of Electronic Arts, Spring 2005.
(*International, Invitational*)

C. RECOGNITION

39. Animation “Koktoo Gaksi” was included as a part of *Cyberspace Exhibition: Art and Pop Culture in A Modern Mix for The Electronic Superhighway* (a 45 minute exhibition of contemporary art that is relevant to ideas of pioneer video artist Nam June Paik,) at StreamingMuseum: real-time exhibitions in cyberspace and public space on seven continents, directed by Nina Colosi; screened at Federation Square, Melbourne, Australia and Chelsea Art Museum, NYC; cyberspace exhibition at Second Life, Ars Virtua New Media Center and StreamingMuseum.org, Jan. 29-Apr. 24, 2008.
(*International, Invitational*)
40. 24 sec of animation “Hungboga” was licensed for use in a Travel Diary Documentary titled “Axensprung (Jump Cut)”; world premiered at Lichtmess Kino Hamburg, Jan. 2004 and Metropolis Cinema Hamburg, February 2004; international premiered at Cambridge International filmfestival, July 14th, 2004; since then showing at retrospectives and filmseminars by Monika Treut.
(*International, Invitational*)

D. RESEARCH COLLABORATION

41. Research collaboration with Multimedia Lab, University of Rome, La Sapienza, Italy: Professors Paolo Bottoni, Anna Labella and Alessio Malizia, and Dr. Stefano Faralli and Mario Pierro, 2004 to present.

EDUCATION TOWARDS PROFESSIONAL GROWTH

A. CONTINUING EDUCATION

42. Doctoral Candidate, The Centre for Advanced Inquiry in the Integrative Arts: CAiiA-Hub, The Planetary Collegium, University of Plymouth, Plymouth, UK, 2007 to present.
- Advisor: Roy Ascott, Michael Punt.
 - Thesis topic: Exploring Virtual Puppetry, informed by Korean Shamanism.

B. WORKSHOP & TRAINING

43. Kinetic Imaging Faculty Workshop for Pro Tools: Digital Audio Processing Software, Franklin Terrace, Virginia Commonwealth University, Oct. 30, 2004.
44. Training of Softimage XSI, the 3D animation software used in class “Computer Graphics II and III,” Future Media Concepts, Washington DC, Dec. 13-29, 2002. (Received certificate.)

EXHIBITION & SCREENING

A. INTERACTIVE ART EXHIBITION

All International, Juried

(Unless cited)

45. ***Parting on Z: Virtual Interactive Puppetry + Pansori***
The Project Room for New Media, Chelsea Art Museum, New York, curated by Nina Colosi:
May 27 2009.
(National, Invitational)
46. ***Sae-Gulimza: Three Shadows***
Computer Art Congress 2008^[15], Emerging Forms of Digital Art: Formas emergentes del arte digital, Museum of Modern Art, Toluca City, Mexico: Mar. 26-Apr. 6, 2008. (See [15] for additional conference info.)
47. ***Wayang Jataka: Balinese Shadow Puppetry + Virtual Interactive Puppetry***
Indonesian Consulate, New York: Nov. 17, 2007. (In collaboration with Stefano Faralli, Univ. of Rome, Italy; Gusti Sudarta, Balinese shadow puppet master; Professor Andy McGraw, Univ. of Richmond; Chris Romero, NYC animator; and Eighth Blackbird, a Grammy Award-winning contemporary music sextet; see [49] for performance info.)
(National, Invitational)
48. ***Wayang Jataka: Balinese Shadow Puppetry + Virtual Interactive Puppetry***
Third Practice Electroacoustic Music Festival, Cousins Studio Theater, Modlin Center for the Arts, University of Richmond: Oct. 20, 2007. (In collaboration with Stefano Faralli, Univ. of Rome, Italy; Gusti Sudarta, Balinese shadow puppet master; Professor Andy McGraw, Univ. of Richmond; Chris Romero, NYC animator; and Eighth Blackbird, a Grammy Award-winning contemporary music sextet.)
(Regional, Invitational)
49. ***Infinite Cemetery: Virtual Reality + Generative Sound***
BIOS, the Poetics of Life in Digital Media: part of the E-Poetry series of festivals and symposia, organized by the Center for Literary Computing at West Virginia University, in cooperation with the Electronic Poetry Center at SUNY Buffalo: Sept. 15-17, 2006.
(National)
50. ***Infinite Cemetery: Virtual Reality + Generative Sound***
Web 3D Symposium, the 11th International Conference on 3D Web Technology, sponsored by ACM Siggraph, Columbia, Maryland: Apr. 18-21, 2006. (Also showcased at the Experimental Art Foundation in Adelaide, Australia, Jun. 9-17, 2006.)
51. ***Infinite Cemetery: Virtual Reality + Generative Sound***
8th International Conference on Generative Art, organized by Generative Design Lab, Politecnico di Milano University, Milan, Italy: Dec. 14-17, 2005. (Installation during Dec. 14-17 ; performance on Dec. 17 night; project description published in proceedings.)
52. ***Virtual Puppet Performance: Yong-Shin-Gud (version 3)***
7th International Conference on Generative Art, by Generative Design Lab, Politecnico di Milano University, Milan, Italy: Dec. 14-16, 2004. (see [52] for organizer info.)
53. ***Virtual Puppet Performance and Installation: Yong-Shin-Gud (version 3)***

6th International Research Conference, Consciousness Reframed 6^[19], *QI and COMPLEXITY*, Red Gate Gallery, Beijing, China: Nov. 24-27, 2004. (Opening performance at 5pm, Nov. 24; see [19] for conference info and [34] for review publisher info.)

54. *Virtual Puppet Performance: Yong-Shin-Gud (calling-dragon-spirit) (version 2)*
e-Culture Fair 2, organized by Virtueel Platform, Salon, De Balie, Amsterdam, Netherlands: Oct. 23-24, 2003.

55. *Virtual Puppet Installation: Talking Puppet*
9th IFIP TC13 International Conference on Human-Computer Interaction, INTERACT 2003: Bringing the Bits Together^[29], ETH (Swiss Federal Institute of Technology,) Zurich, Switzerland, Sept. 1-5, 2003. (See [29] for conference info; see "Virtual Puppetry with Spiraling Interaction-Zurich section" at DVD movie #1.)

56. *Virtual Puppet Performance: Yong-Shin-Gud (version 1)*
The 2003 New Forms Festival^[22], *SentienTechnics: Technology as Performance Art*, Scotiabank Dance Theater, Vancouver, Canada, 8-11pm, Jul 31, 2003. (See [22] for additional festival info.)

B. 3D ANIMATION SCREENING

RENDERING OBJECTS

57. FESTIVAL ASIA, organized by CASA Asia, CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain: Sept. 14-16, 2007.
(*International, Invitational*)

YONG-SHIN-GUD(calling-dragon-spirit)

58. FESTIVAL ASIA^[58], CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain, organized by CASA Asia: Sept. 14-16, 2007. (See [58] for festival info.)
(*International, Invitational*)

59. 100% CENTENNIAL, the Regina Gouger Miller Gallery, Carnegie Mellon University: Jan. 20-Mar. 5, 2006.
(*National, Juried*)

60. InterMedia IV, *Cartoons from the Culture Lab*, Weston Art Gallery (Aronoff Center for the Arts,) Cincinnati, USA: Mar. 24-Apr. 4, 2004; Cincinnati Art Museum Auditorium, 4pm, Mar. 28, 2004.
(*National, Invitational*)

61. 14th Festival Internacional De Arte E letronica Videobrasil, São Paulo, Brazil: Sept. 22-28, 2003.
(*International, Juried*)

62. VIDEOBRASIL NA BAHIA, Goethe-Institut/ICBA, Bahia, Brasil, Nov. 16-24, 2004.
Videobrasil^[62] Exhibition, Cine Metropolis UFES, Espirito Santo, Brasil, Oct. 31-Nov. 6, 2003. (See [62] for Videobrasil info.)
(*International, Invitational*)

63. 2003 Georgetown Independent Film Festival, Washington DC, Sept. 18-21, 2003.
(*International, Juried*)

64. FILE 2003 Electronic Language International Festival, Sao Paulo, Brazil, Aug. 7-23, 2003.
(*International, Juried*)

HUNGBOGA

65. Festival Asia ^[58], organized by CASA Asia, Container-Plaça Margarida Xirgu, Barcelona, Spain: Sept. 14-16, 2007. (See [58] for festival info.)
(*International, Invitational*)
66. Taiwan International Animation Festival, *The Korean Contemporary Animation Category*, Taipei, Taiwan: May 20-29, 2005.
(*International, Invitational*)
67. Holland Animation Film Festival, *New Directions "Zuid-Korea 1: Actual Images,"* Utrecht, Netherlands: Nov. 3-7, 2004.
(*International, Invitational*)
68. Anima Mundi 2004 Festival, Festival Internacional de Cinema de Animacao do Brasil, *Special Program "ANIMACAO COREANA,"* Rio de Janeiro, Sao Paulo, Brasil: Jul. 9-25, 2004.
(*International, Invitational*)
69. Festival International du Film d'Animation Annecy, *Special Program "Honouring Korea,"* Annecy, France: Jun. 7-12, 2004. (See [73] for festival review and publisher info.)
(*International, Invitational*)
70. Festival International du Film d'Animation Annecy, Annecy, France: Jun. 2-6, 2003.
(*International, Juried*)
71. International Open Image (IOI) Competition 2003, sponsored by ReFocus Now, Deluxe Gallery, London, UK: Mar. 31-Apr. 4, 2003.
(*International, Juried*)
72. 2003 the 1st Cinematheque, *Korean Short Animations selected from Annecy 2003*, Seoul Animation Center, Korea: Mar. 28, 2003.
(*National, Invitational*)
73. 6th Media Arts Festival, organized by Agency for Cultural Affairs, Tokyo Metropolitan Museum of Photography, Tokyo, Japan, Feb. 27-Mar. 9, 2003.
(*International, Juried*)
74. AIM (Art in Motion) IV, International Festival of Time Based Media, *Interference Patterns*, organized by University of Southern California, Amory Center for the Arts, Pasadena, CA: Feb. 15-Apr. 13, 2003.
(*International, Juried*)
75. ISEA 2002, 11th International Symposium on Electronic Art 2002, Nagoya, Japan, Oct. 27-31, 2002.

(International, Juried)

76. New Music & Art Festival, Cla-Zel Theatre, Downtown Bowling Green, Ohio: Oct. 17-19, 2002.

(National, Invitational)

77. KROK-2002, 9th International Animated Film Festival, Moscow, Russia, Aug. 14-23, 2002.

(International, Invitational)

KOKTOO GAKSI

78. FESTIVAL ASIA ^[58], organized by CASA Asia , CONTAINER-PLAÇA MARGARIDA XIRGU, Barcelona, Spain, : Sept. 14-16, 2007. (See [58] for festival info.)

(International, Invitational)

SCHOLARSHIP: prior to VCU employment

SCREENING & EXHIBITON

All International, Juried

(Unless cited)

Virtual Puppet Performance “YONG-SHIN-GUD” (version 1)

- HAPPENSTANCE, MFA show, Regina Gouger Miller Gallery, Carnegie Mellon University: Mar. 15-Apr. 19, 2002.
(Regional, Invitational)

3D Animation “HUNGBOGA”

- 11th International Festival of Animated Film Stuttgart, Stuttgart, Germany: Mar. 22–27, 2002.
- EMERGEANDSEE, Curzon Soho Cinema, London, UK: Dec. 12, 2001.
- Three Rivers Film Festival, Pittsburgh, PA: Nov. 2–18, 2001.
- UNIMOVIE, University Video & Short Film Festival, Pescara, Italy: Oct. 3-7, 2001; Finalists of Animation Section.
- SIGGRAPH 2001, 28th International Conference on Computer Graphics and Interactive Technologies, Art Gallery: *N-space*, LA Convention Center, Los Angeles, CA: Aug. 12-17, 2001.
- Georgetown IndyFilm Festival, Georgetown, Washington DC: Aug. 9-12, 2001.

Installation “HUNGBOGA”

- Not a Theme Show, Pittsburgh Center for the Arts, Pittsburgh, PA: Jun. 14-Aug. 24, 2001.
(Regional, Invitational)
- 19th International Sculpture Conference, Pittsburgh, PA, sponsored by APT: Art, Performance and Technology, Pittsburgh: Jun. 6-10, 2001.

3D Animation ‘KOKTOO GAKSI’

- Transmediale.01, International Media Art Festival, Berlin, Germany: Feb. 4-10, 2001.
- Netmage, International Media Art Exhibition, Bologna, Italy: Nov. 23–Dec. 3, 2000.
- Rhode Island International Film Festival, RI, USA: Aug. 5-11, 2000.
- SIGGRAPH 99, 26th International Conference on Computer Graphics and Interactive Technologies, Animation Theater, LA Convention Center, Los Angeles, CA: Aug. 10-17, 1999.

REVIEW

- Tribune-Review, Oct 8, 2001:
“Pittsburgh artist Semi Ryu's Hungboga is an amazing realization of a phenomenal idea:...”
- InPittsburgh, Jul 11, 2001:
“...the most profound works occupy their own rooms. Semi Ryu created Hungboga by telling...”

- Pittsburgh City Paper, Jul, 2001:
“...it becomes a reminder that art is everywhere and one of the strongest possibilities for the establishment of new relationships...”
- Pittsburgh POST-GAZETTE, Jun 30, 2001:
“Semi Ryu created an enchanting animated video, Hungboga...”

AWARDS

All International, Juried

(Unless cited)

- The Best Young Animated Film Award, 11th International Festival of Animated Film Stuttgart 2002, Germany; 3D Animation “HUNGBOGA.” Mar. 22-27, 2002
- The Second Best Film Award, Student Animation, 31st Canadian International Annual Film Festival (CIAFF), Campell River, BC, Canada; 3D Animation “KOKTOO GAKSI.” Oct. 2-7, 2000.
- Winner of the First Prize of Computer Graphics & Animation UNIMOVIE, Pescara, Italy; 3D Animation “KOKTOO GAKSI.” Sep. 27-Oct. 1, 2000.
- Winner of the First Prize, 1998 SAMSUNG Computer Graphics Competition, Seoul, Korea; 3D Animation “Korean Marionette Performance.” Sep. 1998.
(National)
- Winner of the Second Prize, 1997 SAMSUNG Computer Graphics Competition, Seoul, Korea; 3D Animation “a CIRCLE.” Oct. 1997.
(National)

PROFESSIONAL WORK EXPERIENCE

Jan. 2001-Aug. 2001	3D computer animator (Alias/Wavefront MAYA,) for Carnegie Science Center planetarium show, produced by Studio for Creative Inquiry, Carnegie Mellon University and Pittsburgh Tissue Engineering Initiative.
Mar. 1994-Feb. 1995	Computer Graphic Designer (Henry-Editbox: the high end digital real-time processor for special effects and video composite,) MEDIART postproduction company, Seoul, Korea.

TEACHING

Introduced philosophical and social aspects of Eastern culture in understanding animation and its process.
Introduced "Interactive Media" to Department of Kinetic Imaging, in the context of the future of moving images.
Taught "Virtual Interactive World": a transdisciplinary course between art, science and technology; initiated dynamic collaboration between faculty members and students from School of the Arts, Engineering and Science.
Extended Kinetic Imaging 3D lab with virtual interactive software "Virtools," and advanced 3D software "Maya."

COURESE TAUGHT

2002-2003

5 courses-15 total credit hours

Fall 2002^[1]

CARD 234 Introduction to Animation 001 16650 (3 credits, 9 enrolled)

CARD 234 Introduction to Animation 002 16651 (3 credits, 12 enrolled)

CARD 464 Electronic Animation III 001 16056 (3 credits, 10 enrolled)

Spring 2003^[2]

CARD 338 Computer Graphics II 001 10969 (3 credits, 12 enrolled)

CARD 338 Computer Graphics II 002 10970 (3 credits, 12 enrolled)

CARD 491 Computer Graphics III 001 10996 (3 credits, 3 enrolled/canceled)

2003-2004

6 courses – 18 total credit hours

Fall 2003^[3]

CARD 234 Introduction to Animation 11046 (3 credits, 16 enrolled)

CARD 234 Introduction to Animation 11047 (3 credits, 14 enrolled)

CARD 464 Electronic Animation III 11113 (3 credits, 14 enrolled)

Spring 2004^[4]

CARD 338 Computer Graphics II 11118 001 (3 credits, 11 enrolled)

CARD 338 Computer Graphics II 11118 002 (3 credits, 13 enrolled)

CARD, SCPT 591 Special Topic: Virtual Interactive World 16113 001 (3 credits, 12 enrolled);

Co-taught with Professor Carlton Newton, Department of Sculpture & Extended media

2004-2005

6 courses – 18 total credit hours

Fall 2004^[5]

CARD 234 Introduction to Animation 11196 (3 credits, 18 enrolled)

CARD 234 Introduction to Animation 11197 (3 credits, 16 enrolled)

CARD 338 Computer Graphics II 11239 001 (3 credits, 12 enrolled)

Spring 2005^[6]

CARD 338 Computer Graphics II 11214 001 (3 credits, 10 enrolled)

CARD 338 Computer Graphics II 11215 002 (3 credits, 16 enrolled)

CARD, SCPT 591 Special Topic: Virtual Interactive World 111260 001, 15170 006 (3 credits, 16 enrolled); Co-taught with Professor Carlton Newton, Department of Sculpture & Extended media

2005-2006

6 courses – 18 total credit hours

Fall 2005^[7]

Card 234 Introduction to Animation 11242 (3 credits, 21enrolled)

Card 234 Introduction to Animation 11243 (3 credits, 18 enrolled)

CARD 338 Computer Graphics II 11281 001(3 credits, 13 enrolled)

Spring 2006^[8]

CARD 338 Computer Graphics II 11214 001 (3 credits, 7 enrolled)

CARD 338 Computer Graphics II 11215 002 (3 credits, 7 enrolled)

CARD 591 Special Topic: Virtual Interactive World 111260 001 (3 credits, 22 enrolled);

Co-taught with Professor David Primeaux, Chair, Department of Computer Science

2007-2008

6 courses – 18 total credit hours

Fall 2007^[9]

KINE 234 Introduction to Animation 16648 002 (3 credits, 18 enrolled)

KINE 338 Computer Graphics II 16684 001(3 credits, 15 enrolled)

KINE 338 Computer Graphics II 16685 002 (3 credits, 12 enrolled)

Spring 2008^[10]

KINE 338 Computer Graphics II 16623 002 (3 credits, 10 enrolled)

KINE 438 Computer Graphics III 16665 001 (3 credits, 14 enrolled)

KINE 591 Special Topic: Virtual Interactive World 21415 002 (3 credits, 14 enrolled);

Co-taught with Professor Tarynn Witten, Center for Biological Complexity, Department of
Emergency Medicine**INDEPENDENT STUDY SUPERVISION^[11]**

Spring 2003	Heather Travaskis / 3D animation project "Insomnia" (3 credits)
	Heather Travaskis / Group animation project "The Princess Project"(3 credits)
	Vina Vo / Group animation project "The Princess Project" (3 credits)
Fall 2003	Marysue Griffin / "Lightwave Animation Independent Study" (3 credits)
Spring 2004	Adam Balentine / "Process of Life" (3 credits)
	Joseph Poccia / MFA thesis animation project "The Transformations of the Saints", Dept of Communication Arts & Design (3 credits)
Fall 2005	Brain Poe, Khoa Nguyen / "Escape from Eden" (3 credits)
Spring 2008	Ryan Gallini/ "Car modeling and environment reflection" (2 credits)
Fall 2008	Joseph Reckley (working in progress)

GRADUATE STUDENT THESIS PROJECT ADVISING COMMITTEE^[12]Oak Suwanphanich, MFA student in Communication Arts & Design / "Magenta" project, 2003 (Chair:
Matt Woolman)John Stanko, MFA student in Communication Arts & Design / "Playing to Learn", 2004-2005 (Chair:
Matt Woolman)Jesse Hernandez, PhD Student in Media, Art, and Text, Dissertation committee, 2008- (Chair: Nick
Frankel)

Salvador Barajas, PhD Student in Media, Art, and Text, Dissertation committee, 2008- (forthcoming)

GUEST LECTURE^[13]

Forthcoming lecture at Graduate Seminar, University of Sao Paulo, Brasil: Nov. 2008 (Theme: digital authorship)

Special Topic Class "Data Culture," Department of Kinetic Imaging, Virginia Commonwealth University: Sept. 11, 2007

Department of Computer Science, Universidad Carlos III de Madrid, Spain: May 12, 2007

Class "Digital Intervention", Department of Visual Arts, University of Richmond: June 2, 2005

Graduate school of Communication and Arts, Yonsei University, Seoul, Korea: June 3, 2004

School of Film & Multimedia, Korean National University of Arts: June 2, 2004

Graduate school of Culture and Technology, KAIST (Korean Advanced Institute of Science and Technology): May 31, 2004

GUEST CRITIQUE

Graduate Seminar taught by Professor Elizabeth King in Department of Sculpture and Extended media, Spring 2003 (Critique with Visiting Artist "Brothers Quay")

ACADEMIC ADVISING ^[13-2]

Advised senior students for their graduation check list, Fall 2002 and Spring 2003. Advised an average of 12 students each semester since Fall 2003. Advised 18 students since Fall 2007.

VIRTUAL INTERACTIVE WORLD: New Course Developed

Historical Overview of Course Development

Fall 2002 ^[14] Meetings with Professor Leanne Marzoratti, Department of Fashion Design Merchandising, and Professor Carlton Newton, Department of Sculpture and Extended Media, for discussing "Virtual Reality and Interactive 3D" at VCU, Nov. 12, 14.

Spring 2003 ^[14] Consulted with Professor Simon Penny, Arts and Engineering, University of California Irvine, and with Professors John Sturgeon, Dan Bailey and Alan Price, Department of Visual Arts, The Imaging Research Center, University of Maryland, Baltimore County, for appropriate Virtual reality software for VCU.

Performed Virtual Interactive Puppet performance, as a part of visiting artist program, Department of Sculpture and Extended Media; two afternoon performances in the Large Critique Room, Fine Arts Building, Apr. 10., to introduce 3D interactive contents to students and faculty members. *(double stated in SERVICE)*

Fall 2003 ^[15] Consulted with professionals for designing Virtual Reality course at VCU, by conference call made with Professor Carlton Newton, Department of Sculpture and Extended Media; Professor Pamela Zennings, School of Art, Carnegie Mellon University; Professor John Zimmerman, Human-Computer Interaction Institute and School of Design, Carnegie Mellon University; Professor Randy Pausch, Human-Computer Interaction Institute, Computer Science, and Design, Co-Director, Entertainment Technology Center, Carnegie Mellon University; and Professor Alan Price, Department of Visual Arts, The Imaging Research Center, University of Maryland, Baltimore County.

Coordinated a student assistant for forthcoming VIW course, as a Kinetic Imaging workstudy: Jason van Gumster.

Coordinated a one-day trip to University of Maryland, Baltimore County, to visit the Virtual Reality lab in the Imaging Research Center, Dec. 19; traveled with Professors Carlton Newton and Pam Turner.

Tested an evaluation copy of 3D interactive software "Virtools," from Jan. 14.

Spring 2004 ^[16] Offered the first Virtual Interactive World ^[4], a transdisciplinary course between the Department of Kinetic Imaging and the Department of Sculpture and Extended Media; co-taught with Professor Carlton Newton, Department of Sculpture and Extended Media.

Demonstrated students VIW projects for a NASAD visitor, Fine Arts Building, Apr. 7.
(double stated in SERVICE)

Organized Virtual Interactive World projects exhibition for annual Student Art Exhibition; selected pieces and advised students on projects for exhibition; set-up installation space; accommodated rear-projection screen from the Department of Dance; and scheduled students to assist audience's VR navigation during the week-long exhibition.
(double stated in SERVICE)

Visited Institute for Computer Graphics, Department of Computer Science, George Washington University, to explore collaboration with VCU, May 14, at the invitation of Professor James Kwangjune Hahn, Director, Institute for Computer Graphics, Institute for Biomedical Engineering, George Washington University.

Fall 2004 ^[17] Met with Professor David Primeaux and Professor Hongsik Choi, Department of Computer Science, VCU, to explore collaboration between School of Art and Engineering.
(double stated in SERVICE)

Met with Professors Carlton Newton and Pam Turner to discuss upgrading the 3D lab with Virtools, Ascension(a motion-capture device) and a 3D projection screen, Dec. 1.
(double stated in SERVICE)

Spring 2005 ^[18] Offered the second Virtual Interactive World^[6], a transdisciplinary course between the Department of Kinetic Imaging and the Department of Sculpture and Extended Media; co-taught with Professor Carlton Newton, Department of Sculpture and Extended Media.

Three students from the Department of Computer Science registered for the class and had crucial roles: Jonathan Eaton, James Coates, and Justin Miller.

Started using Blackboard for online discussions of VIW group projects.

Organized VIW projects installation at Franklin Terrace, for annual Student Art Exhibition, Apr. 1-8; selected pieces and advised students on projects for exhibition; setup installation space; and accommodated rear-projection screen from the Department of Dance.
(double stated in SERVICE)

Organized a VIW student project presentation for the Senior Design Show, VCU Engineering Building Auditorium, Apr. 22; supported by Professor David Primeaux, Chair of Department of Computer Science. *(double stated in SERVICE)*

Presented 2004 VIW student project, "D.E.R.M.," at VCU Emerging Technology Day, Apr. 8.

Spring 2006 ^[19] Offered the third Virtual Interactive World^[8], a transdisciplinary course between the Department of Kinetic Imaging and Computer Science; co-taught with Professor David Primeaux, Chair of Department of Computer Science.

Organized a class field trip to Super-Computing lab and Virtual Parasite project at VCU's Center for Biological Complexity; tour conducted by Professor Tarynn Witten, Department of Emergency Medicine, Apr. 21.

Organized a second VIW student project exhibition for the Senior Design Show, VCU Engineering Building Auditorium, Apr. 29; supported by Professor David Primeaux, Chair of Department of Computer Science. *(double stated in SERVICE)*

Spring 2007 No class offered, due to maternity leave.

Fall 2007 ^[20] Explored VIW student project installation at Science Museum of Virginia, with Professor Hongsik Choi, Department of Computer Science; presented DVD of VIW student projects to Science Museum of Virginia representative; VIW student project, "Deep Sea," was selected for potential installation piece.

Advised students on revisions to "Deep Sea" project, for the second presentation to Science Museum of Virginia, late Nov. *(double stated in SERVICE)*

Spring 2008 ^[21] Offered the fourth Virtual Interactive World^[10], a transdisciplinary course between the Department of Kinetic Imaging and the Center for Biological Complexity; co-taught with Professor Tarynn Witten, Center for Biological Complexity, Department of Emergency Medicine.

Assisted Professor Tarynn Witten to organize an invitation to George Khut (body-focused interactive artist) for VIW class, in conjunction with a conference at the Center for Biological Complexity; canceled due to schedule conflicts.

Continued advising VIW student project "Deep Sea" for Science Museum of Virginia; project was put on hold until the end of August, due to the reassignment of its director and change of its strategic plan.

VIRTUAL REALITY ART + WIRELESS SENSOR NETWORK: New course explored ^[22]

Planned a Summer 2005 research course for the Department of Computer Science, exploring Wireless Sensor Network research as a navigation technique for Virtual Interactive World projects; prepared a proposal with Professor Hongsik Choi, Department of Computer Science.

NSF (NATIONAL SCIENCE FOUNDATION) GRANT PROPOSAL: ^[23]

Collaborative Education between Art and Computer Science (Forthcoming submission by Dec 18, 2008)

Proposal title: Interactive Art to Encourage Computer Science Learning

Co-investigators: Prof. Hongsik Choi, Prof. David Primaux, Prof. Lorraine Parker (Dept of Computer Science, VCU), Prof. Gina Panozzo (Dept of Education, VCU), Prof. Semi Ryu (Dept of Kinetic Imaging, VCU)

Overview: This project involves developing an interactive, emergent art installation that may be influenced through physical interaction or by a simple command line interface that permits simple sequential programming. The artistic display of sound and projected abstract shapes changes in response to the participant's behaviors and in response to programming commands given. By keeping the programming commands simple (and providing a display of possible "programs") users learn to use the system to increase their participation in the development of the emergent art. As a by-product, they are learning to do simple sequential programming. The intention is that this will stimulate an interest in learning more about computing.