

Catherine Chapman
New media and moving image artist

<https://meminine.faith/>

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About

In school I wanted to be a fine art painter. On my art foundation course I discovered Adobe After Effects and realised I could make paintings in the added dimension of time. I did a BA in Animation but it wasn't enough- I wanted to add the extra dimension of interaction to my practice. After 2 years of experimental freelance projects, I did MA Computational Arts, favouring the game design modules, and have been flitting between visuals for music performance, games, installation, film, etc.

Currently, I feel no need to pin myself to any one specialism and aim to strengthen and better articulate my artistic practice.

Skillset

3D: Blender, Photogrammetry/3D Scanning, Openframeworks (C++), Octane, Unity
Post Production/Misc: After Effects, GANtools, Resolume, Photoshop, Premiere

Current role

Specialist technician (animation), Central Saint Martins, February 2021-ongoing

Client work

3D illustration, Bog magazine, Aug 2022
3D artist for AR public art installation, Metal Arts and Culture, May 2021
Brand identity and graphic design for web, Amy Rodriguez Jewellery, April 2021
Blender workshop facilitator, July 2020
VFX and post for feature film by Felix Kalmenson and Rouzbeh Akhbari, 2019-May 2020
Set design and animation *Alice in Wonderland* stage production, Perm Theatre, Russia, March 2020
Lead animator, *Without Bounds to Beat*, documentary commissioned by BBC and BFI, February 2019
3D artist, Gut magazine, November 2018
Videographer, *Ten Steps to Heaven*, The Performance Agency, Berlin, November 2018
Lead animator, music video, Pulse Films, January-April 2018
Motion graphics, James Massiah, October 2017

Performance and exhibition

United Living shown at Bring Your Own Beamer (Lux Moving Image), The Bomb Factory, November 2022
Non Agregar shown at Spectacle for Later, Rio Cinema, November 2022
Aggregator, self organised and curated show, Avalon Cafe, July 2022
Live visual performance, FACT Live, 180 Strand, November 2020
The Snow Globe virtual environment, Computational Arts exhibition, Goldsmiths, September 2020
Algorave, Cafe OTO, March 2020
Mira Festival, Fabra I Coats Barcelona, November 2019
The Internet Yami-Ichi, Tentacular Festival, Madrid, November 2018
Hervisions showcase, Second Home, November 2017