

OLAF MEYER

Education

1997 - 1998

ADV. CERT. CORPORATE VIDEO PRODUCTION - NMIT

- TV Studio roles and management
- Video Editing. Technical concepts
- Field and camera

1998 - 2000

ADV. DIP. ELECTRONIC DESIGN & INTERACTIVE MEDIA - RMIT

- Interactivity design; CD ROM, Web
- Animation 2D and 3D
- Graphic Design
- Electronic Design
- Sound and Video compositing
- Screen language
- Research – Experimental interaction, Software and Hardware Design

2000 – 2001

B.A. MULTIMEDIA – RMIT

- Advanced animation
- Digital Compositing and video graphics processing
- Screen writing and film theory
- Research – Non linear story structure and Experimental Interaction
- Sound compositing

2002-2004

M.A. DESIGN, MULTIMEDIA – by research project

- Improvised Multimedia Performance

2007

LIST OF COMPLETED PROJECTS THIS YEAR

- Polarised Stereoscopic 3d projection system
- Video Production design/ installation /operation for ‘The Last Lap’. Official Commonwealth Games Athletes entertainment Venue
- Drum kit lighting interface
- Urban Outdoor Video Projection –
- Automatic Electronic Shutter design and construction for a video projection system (Dublin Museum of Art, Ireland)
- Plasma screen Television wall Controller system design and operation for nightclub, Palace Complex, St Kilda.
- Midi Controller interface for a Fire Organ (musical instrument using LPG).
- Video De-Interlacing filter design
- “Dreamland” hybrid Dance, Video, Music performance. Part of the Melbourne Fringe Festival
- “Indentation” Multimedia content and interactive visual score for Short Dance performance.
- Large LED video wall control system and LED video curtain.

LIST OF CURRENT PROJECTS

- Kinesphere2. Body and voice tracking expressive multimedia instrument.
- Robotic puppet for live 3d animation, performance and prototype gesture recognition.
- Interactive fog screen.
- Interior Design, Video Show Systems for NightClub. Queens Brigde Hotel Southbank. Client Future Entertainment.
- Dance project developments. Multimedia tools for the stage.
- Video driven Disco Dance floor Display
- LED Video Curtain.
- Water Fuel Cell.

1995 – 2006

MULTIMEDIA PRODUCTION FOR EVENTS

- Content development and interactivity design
- Co-ordination and show design
- Technical supervisor and operation
- Setup
- Consultation

2004

MIND-A-MAZE GALLERY. Melbourne.

Prototype for latest video instrument. KINESPHERE.

Inspired by Rudolf Laban’s concept of the ‘Kinesphere’. A new multimedia instrument design that takes form around natural geometry of the human body.

2004

SPRING FASHION WEEK. Catwalk Video installation.

The Magic Mirror

Real time video effects design and installation. 3 events at FOUNDRY Gallery. North Fitzroy.

2003

RE-VISION, MULTIMEDIA EXHIBITION

Concept, design and production of hardware and software for Multimedia installation.

A Crystal Ball was produced that dynamically builds an image sequence when approached and held.

Sponsors: Melbourne city Council

URL: <http://dialspace.dial.pipex.com/town/terrace/gil04/olaf/revision/index.htm>

2003

EMOMENTUM, MULTIMEDIA EXHIBITION

Multimedia Performance. Utilising a custom multimedia instrument design by Olaf Meyer. The instrument was interfaced to the live ECG readings from two performers. The pair of heart beats were filtered and compared to trigger multimedia events in their immediate environment.

Sponsors: Rainbow Serpent Festival

<http://dialspace.dial.pipex.com/town/terrace/gil04/olaf/rs/>

2003

AV TECHNICIAN FOR INTERACTIVE MULTIMEDIA EXHIBITIONS.

A.C.M.I. (Australian Center for the Moving Image). Federation Square, Melbourne.

2002 - 2003

LOW COST INTERACTIVE TOUCHSCREEN DESIGN & CONSTRUCTION FOR THE RETAIL SECTOR, EDUCATION SECTOR & ENTERTAINMENT SECTOR.

2002

ELECTROFRINGE FESTIVAL

Guest lecturer: Human Computer interfacing. Modular Video Instrument Design.

Beyond Equipment hire: The Balance of Technical skills and Creative skills in the multimedia event production industry.

Exhibit of Infinity Box Video instruments. UNIVERSITY OF NEWCASTLE

Sponsors: FTO, AFC, Australia Council for the Arts.

2002

NEXT WAVE FESTIVAL

Exhibit of behavioural interactive space, 'Kick The Fractal'

2002

MIND-A-MAZE GALLERY. Melbourne.

Exhibit of video instrument. The infinity box.

Sponsors: Kraznapolski Gallery, Oishii Multimedia

2001

TECHNART – ROTTERDAM

Exhibit of three interactive pieces & gave public lectures on their conception, for Off_Corso & the city of Rotterdam, Holland.

Sponsors: ROTTERDAM CULTURAL FUND 2001, BLEEDSPRAAK, AVDC, SAE, STAALKARTEN

2001

MELBOURNE INTERNATIONAL FILM FESTIVAL

Real-time digital video performance.

Sponsors: CINEMEDIA.

2000

ANIMATOR. I-VIEW ADVANCED BROADCASTING SYSTEMS

- Animation (3D)
- Modeling (3D)
- Video Editing
- Motion Capture
- Story boarding and planning
- Assistant writer

2000

VICTORIA UNIVERSITY

Guest lecturer: Topics Covered; Experimental interaction, 3d animation and compositing techniques, nonlinear story structures, easy PC interfacing, Visual Trance

2000

ELECTRO FRINGE FESTIVAL

Guest lecturer: Topics Covered; Experimental interaction, 3d animation and compositing techniques, nonlinear story structures, easy PC interfacing, Visual Trance

Exhibit of interactive sculpture. UNIVERSITY OF NEWCASTLE

Sponsors: FTO, AFC, Australia Council for the Arts

2000

NEXT WAVE FESTIVAL

Exhibit of LASER HARP interactive sculpture. SPAN GALLERIES

Sponsors: CINEMEDIA, RMIT UNION ARTS, OISHII MULTIMEDIA

1998

MELBOURNE FRINGE FESTIVAL – MIND-A-MAZE Gallery

Exhibit of digital animation and experimental interactive video. FITZROY TOWN HALL

Sponsors: M.U.D. CITY OF YARA

1994

Construction of a laser lightshow & Video jukebox for JP STEVE BOWEN (Bowens Entertainment, Albury NSW)

Creative concept, content and realisation roles

1998 – 2006

SOFTWARE DESIGN

- Collaboration with C programmers to develop real-time video composition software.
- Basic programming concepts
- Interactivity research
- Computer interface research
- GUI design
- Video effects design

1999 - 2006

INTERACTIVE MULTIMEDIA DEVELOPMENT FOR PHYSICAL THEATRE.

- Concepts and designs for interactivity between multimedia and performers.
- Rock and Roll Circus
- Legs On the Wall
- Self Sourcing Pudding Productions
- Brendan Shelper
- Ivan Thorley

Previous research experience

Post Graduate Research Projects:

2002-2004

- Improvisation of multimedia for physical performance.
- Modular Software System design for real-time multimedia applications
- Emotional and ethical effects of media.

Undergraduate Research Projects:

1998

- Physical human-computer Interaction
- Video Instruments
- Systems for real-time animation composition
- 3D Animation and modeling

1999

- Non-physical human-computer interaction
- Visual Trance
- 3D Animation and modeling

2000

- Experimental interactive interfaces for installations

- Non linear story structure within a space based interactive
- Facial Motion Capture
- 3D Animation and modeling

Academic Awards

1997 – Advanced Certificate. Corporate Video Production

1998 - \$600 Arts Grant RMIT Union Arts. Laser Harp Project.

1999 – Advanced Diploma in Electronic Design and Interactive Media. Higher Distinction. RMIT. Melbourne

2001 _ Federally Funded Research position. Monash University. Caulfeild.

Referees

RMIT- Department of Creative media

Murray McKeich, Course Co-ordinator E.D.I.M.

Building 94

9925 4815

I-VIEW Advanced Broadcasting Systems

Steve Middleton, Director of Research

Level 1, 340 Collins st

Melbourne 3000

9429 4739

NEXTWAVE Festival

Sue McCauley, Digital Arts Co-Ordinator

31 Victoria st, Fitzroy, 9417 7481