

# OLAF MEYER

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## *Professional Summary*

*Multi skilled in all areas of Design - Project Development, Design and Motion Graphics Production.  
Extensive experience in team-oriented production environments with a focus on animation and technical direction.*

I am an active contributor to Victoria's rich Arts and Design community through my work with Multimedia Events, a multimedia production studio delivering multimedia content and presentation solutions for events. I am driven to be a key player in educating future generations on design that is coherent, rich and functional.

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**

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 composition

2002-2004

### **M.A. DESIGN, MULTIMEDIA – by research project**

Systems for the improvisation of Multimedia in Physical Performance.

2007-2009

### **DIPLOMA Renewable Energy Technology - SWINBURNE UT**

Photovoltaic systems design

Wind power systems design

Energy efficient Building design

Electronics and Electrical

## ACADEMIC AWARDS

- 1998 \$600 Arts Grant RMIT Union Arts. Laser Harp Project.
- 2001 Federally Funded Research position. Monash University. Caulfeild.

## PRESS 2001 -2011:

Featured in Various Articles for:

- Leader Newspapers
- Venue Magazine
- AV magazine
- The Age
- MX
- Ch10

## RESEARCH EXPERIENCE

### 2008-2011

*Industrial Research project – University of Western Sydney*

Design interface and software for body motion data to Musical instruments.

### 2009

*Industrial Research project – Future Entertainment*

Investigate all commercial 3d display technology and recommend the most suitable method to display 3d content. Design and build a video mixer for stereoscopic 3d projection.

### 1998 – 2010

*Software Design – Multimedia Events*

- Collaboration with C programmers to develop real-time video composition software.
- Interactivity research, Computer interface research, GUI design, Video effects design.
- Low cost interactive touchscreen design and construction for retail, education and entertainment applications.

### 1999 - 2010

*Interactive Multimedia Content Development for Physical Theatre applications.*

- Design and implementation for interactivity between stage integrated multimedia and performers.
- Big Hart (Australia), Terrapin Puppet theatre (Australia), Battle Royale (Germany)

### 2002-2004

*Post Graduate Research:*

- Systems for improvisation of multimedia in physical performance.
- Modular Software System design for real-time multimedia applications.
- Emotional and ethical investigation of the effects of video media.

## RECENT PROJECTS 2011-2012

### Exhibition

- Sound of Light, Movement and voice tracking multimedia instruments for Colonial First State: QV Square Winter Arts Program.

### Research & Development

- Multimedia puppet for live 3d animation, performance and prototype gesture recognition for Multimedia Events
- Real-time Video Composition software development. VisualSynth software for Multimedia Events
- Body Motion to Open Sound Control software design for Dr Garth Paine at the University of Western Sydney. VIPRE.

### Animation

- Architectural video projection mapping. Gertrude St Projection Festival 2011
- Animation, Video Production and Technical Direction: National video art & branding package for Summadayze and Future Music Festival 2011 for Future Entertainment.
- Panoramic video projection for L'Oreal Fashion Week luncheon
- Panoramic video projection for Cadbury Open Public forums: Melbourne Exhibition Centre.

### Commissions

- Architectural video projection mapping project for City of Yarra at Victoria Park.



Melbourne Festival - Interior Projection Mapping of the Forum Theatre for the Festival Club.



Cape Wickham Lighthouse 150 year anniversary and Opening: Architectural Video projection mapping and animation.

### Community Work



Technical Direction for the Gertrude St projection festival

## OTHER RECENTLY COMPLETED PROJECTS

### Exhibition

- Ende Animation Supervisor & video projection design. Created multimedia puppets for *When the Pictures Came*. Terrapin Puppet Theatre & Shanghai Children's Theatre.
- Ende *When the Pictures Came*. National Australian Tour, Ten Days on the Island & Adelaide International Art Festival.

### Research & Development

- Ende Prototype video tracking system development for Capital E. Wellington NZ.
- Ende Automatic Electronic Shutter design and construction for a video art installation by Ian Corcoran (Dublin Museum of Art, Ireland)

### Digital Media Production

- Ende Animation, content production and show design for touring concert shows for Future Entertainment, Jam, Totem-OneLove, Like of You and Others
- Ende Animation, Art Direction and execution Architectural Video Projection for Mooney Valley City Council and St Kilda sea baths.
- Ende Content management, projection design execution of large format outdoor projections for advertising campaigns for NAB, Chanel 10 and others.
- Ende Gods Kitchen 2010. Producer and Animator Large format 3d video show . Melbourne Tennis Centre for Future Entertainment
- Ende Shine On Music & Lifestyle Festival 2010 Large format 3d projection mapping of scaffold stage structure
- Ende Stereosonic National tour. Animation and Video production under direction of Studio FCD for Totem- OneLove's brands: *Outrage & One Love*
- Ende Animation, content Production, motion graphic design and on site video presentation for Foster's *Last Lap*. Commonwealth Games Athletes' entertainment Venue

### Commissions

- Ende Remote community art project. Contributing Artist and mentor for Architectural Video projection project for King Island Council. Senior Animator / Composer and technical direction for the project. Exhibited as part of the 2011 Ten Days on the Island Festival
- Ende Animation for large format Outdoor Projection at FED SQUARE Melbourne. NYE 2007. World Party Them

### Volunteer Community Work

- Ende Technical Director and chief projectionist for the annual Gertrude St projection festival.
- Ende Provide video production specific training for disabled youth with Club Wild, North Melbourne.

### Design

- Ende Design and Build Video wall controller system for Palace Complex, St Kilda.
- Ende Design and Build Midi Controller interface for a Fire Organ (musical instrument using LPG ) for Mutoid Waste Company
- Ende Design Various video effects filter designs for VisualSynth
- Ende "Indentation" Multimedia content and interactive visual score for Short Dance performance.
- Ende Design and build LED video curtain and video content server for Multimedia Events.
- Ende Design and Build contour sensitive Video projection mapping of moving human bodies. *Ocular Proof* by Rouge Next Wave festival 2008

## **SELECTED EXHIBITS**

**2012**

ANIMATION AND INTERACTIVE PROJECTION DESIGN

Contemporary Dance Development, Antony Hamilton & Olaf Meyer.

Supported by the City of Melbourne and Lucy Guerrin Inc.

**2012**

PANORAMIC VIDEO PROJECTION.

L'Oreal Melbourne Fashion Week Luncheon.

**2012**

PANORAMIC VIDEO PROJECTION.

Cadbur Open Forums.

**2011**

ART DIRECTION, INTERACTIVE AUDIO-VISUAL INSTRUMENTS, EXHIBITION.

Sound of Light. QV square. Multimedia Events.

**2011**

ANIMATION & ARCHITECTURAL PROJECTION MAPPING.

Supported by Festivals Australia & King Island Council.

**2011**

ANIMATION & ARCHITECTURAL PROJECTION MAPPING.

Forum Theatre for Melbourne Festival.

**2010**

ANIMATION, ART DIRECTION & MULTIMEDIA SET DESIGN.

Gods Kitchen in 3D. Australian Tour. Holographic Video & Laser animation, Interactive playback system design. Video effects design.

**2010**

BOOM BOX. 3d Projection map onto scaffold for SHINE ON MUSIC FESTIVAL.

Art Direction, Animation & interactive projection system design.

**2010**

WHEN THE PICTURES CAME. Content Management & interactive projection system design. SHANGHAI CHILDRENS THEATRE. & TERRAPIN PUPPET THEATRE, Shanghai.

**2010**

OCCULAR PROOF– Korean Contemporary Dance Festival. Animation & interactive projection system design with Contemporary Dance Group Rouge. Originally Commissioned by Next Wave Festival and featured at the ABAF awards in 2009.

**2010**

Rehearsing Catastrophe #1: the Ark in Avoca -. Sponsor and assistance for Architectural Video projection by Chris Knowles for LINDAL JONES.

**2009**

STELARC. EXPLORATIONS- LA MAMA Courthouse.

Performance & the Prosthetic Head: Avatars Have No Organs Multimedia Performance by Stelarc for Retrospective of works. VJ (video mixing) & video system design.

**2009**

CITY OF MELBOURNE LANEWAYS COMMISSIONS. Projection Design and installation. for Keith Deveral and Sue McCauley.

**2009**

DIWALI CELEBRATIONS: ARCHITECTURAL PROJECTION MAP. Clocktower Centre Mooney Ponds town Hall. Animation, playback system & Projection Design.

**2008**

BINDI COLE.

Projection Design and installation for the substation, Newport. Victoria

**2008**

ST KILDA SEA BATHS COMPLEX RE- OPENING. St Kilda Sea Baths. Animation, playback system & Projection Design.

**2008 –2009- 2010**

GERTRUDE ST PROJECTION FESTIVAL. Guest Artist for 2008.  
Architectural projection designs, footpath and shop window Projections.

**2006-2007- 2008**

NGAPARTJI, NGAPARTJI  
Contributing Artist and mentor for Animation, projection design, content management and interactive playback system for Big Hart theatre company. MELBOURNE, ADELAIDE, PERTH & SYDNEY INTERNATIONAL ARTS FESTIVALS.

**2007**

RADIO HOLIDAY.  
Contributing Artist and mentor for Animation, projection design, content management and interactive playback system for Big Hart theatre company. 10 Days on the Island Arts Festival.

**2006**

JUNK THEORY,  
Contributing Artist and mentor for Animation, projection design, content management and interactive playback system for BIG HART SYDNEY INTERNATIONAL ARTS FESTIVAL.

**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**

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 -UNIVERSITY OF NEWCASTLE Sponsors: FTO, AFC, Australia Council for the Arts. uest lecturer: Topics Covered; Experimental interaction, 3d animation and compositing techniques, nonlinear story structures, easy PC interfacing, Visual Trance Exhibit of interactive sculpture.

## **2000**

NEXT WAVE FESTIVAL

Exhibit of LASER HARP interactive sculpture. SPAN GALLERIES

Sponsors: CINEMEDIA, RMIT UNION ARTS, OISHII MULTIMEDIA

## **1997**

TOP CATs. Award winning computer animation.

NATIONAL GALLERY OF VICTORIA

## **1994**

Construction of a laser light show & Video jukebox for JP STEVE BOWEN (Bowen's Entertainment, Albury NSW)

## **REFEREES**

### **Dr Sue McCauley,**

Digital Arts Co-Ordinator, Grey Space

+61 3 9417 1137

### **Dr Troy Innocent,**

Media Artist

+61 401 887 584

### **Dr Steve Middleton,**

Digital Artist

+61 9417 1137

### **Gertrude St Projection Festival**

Kym Ortenburg, Producer

+ 61 414 893 075

### **Terrapin Puppet Theatre**

Frank Newman, Director

+61 414 884 634

**Future Entertainment**

Mark James & Jason Ayubi, Directors

+61 3 9686 1166