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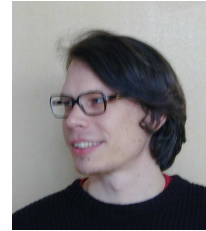
DI Dietmar Offenhuber

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Born 1973, graduated in Architecture and has been working since 1994 in animation, interactive environments and digital architecture. From 1995 to 2004 Dietmar worked at the Ars Electronica Futurelab, from 2002-04 as key researcher for interactive space. Since fall 2004 he is professor for animation and interactive media at the University of Applied Sciences in Hagenberg/ Austria. Dietmar collaborates frequently with the composers Sam Auinger and Hannes Strobl under the name "Stadtmusik" on various projects dealing with architectural and sonic spaces.

Key Dates

- 2004 Professor for Computer Animation and Interactive Media University of Applied Sciences in Hagenberg
Japan Foundation Fellowship, IAMAS Institute, Gifu, Japan
- 2003 Artist in Residence, Werkleitz Gesellschaft e.V., Germany
- 2002 graduated in Architecture TU Vienna (Dipl. Ing. equiv. Master of Science)
Key Researcher and Director of Interactive Space department Ars Electronica Futurelab
- 2000 Research residency Los Angeles
- 1996 Core team member, Ars Electronica Futurelab (3d Graphics and exhibition planning)
- 1995 Freelance work for Ars Electronica Center
- 1994 Member of group Relais (with Schilcher, Palmeshofer, Ruttgeron,
Award of Distinction category WWW Ars Electronica 1996)
- 1993 Starts studying Architecture, TU Vienna

Awards

- 2003 \international\media\art\award 2003, Nomination
Art Directors Club Silver Award 2003
Honourably mention in the category image, transmediale Award
Finalist FEIDAD Award, Digital Architecture, Taiwan
- 2001 Joseph Binder Award / Adolf Loos Award for Design (with G. Stocker and J. Smetschka)
- 2000 1st Prize of Weiland Alias|Wavefront 3d competition
- 1999 Honourably Mention Prix Ars Electronica, Computeranimation

Lectures

- 2006 Siggraph 2006, Boston – Sketches & Applications "moviemaps: revisited"
Age of Simulation Symposium, Ars electronica Center Linz
Liquid Music 2006, Judenburg
- 2005 Department of Urban Studies, MIT, Boston
Prix Ars Electronica Forum
Sonar 2005, Barcelona
- 2004 IAMAS (International Academy of Media Arts and Sciences), Gifu, Japan
- 2003 Transmediale 03, Berlin
D-Motion 03, Halle
- 2002 Siggraph Campfire, Snowbird, Utah
Siggraph 2002, San Antonio

- Liquid Music, Judenburg
- ISEA 2002, Nagoya, Japan
- 2001 FH f. Soziale Arbeit, St. Gallen CH
TU Vienna
- 2000 Keio University Matsujama, Japan

Teaching Experience

- 2006 Workshop at Bilgi University, Istanbul, TR
- 2004 Professor for Computer Animation and Interactive Media
University of Applied Sciences in Hagenberg
Workshop at the Hyperwerk, Basel, CH
Workshop at the Interactive Institute, Göteborg, SE
- 2002 Course "embrace the swarm" at the Art University Linz (with Ars Electronica Futurelab & Prof. Michael Shamiyeh)
- 2000 Course on game engine modifications at the University of Applied Sciences in Hagenberg (with Andreas Jalsovec)

Publications

- moviemaps: revisited
- 2006 moviemaps:revisited, Sketches & Applications, SIGGRAPH 2006 Proceedings
- wegzeit
- 2005 *vectors online journal, issue 2 – mobility*. USC Annenberg Center
- 2003 *wegzeit in Developing Digital Architecture -2002 FEIDAD Award*, Yu-Tung Liu (Hrsg.)
Birkhäuser, ISBN 3-7643-2165-2
- 2002 *wegzeit – the geometry of relative distance* in Conference Abstracts & Applications,
SIGGRAPH 2002
- 2002 *Wegzeit – die Geometrie der relativen Distanz*, Master Thesis, TU Vienna, Advised by
Dr. Bob Martens

Curatorial Work

- 2006 Ars Electronica Animation Festival 2006 (together w. Christine Schöpf)
- 2005 Ars Electronica Animation Festival 2005 (together w. Christine Schöpf)
- 2004 Language of Networks – symposium & exhibition on social network analysis (together w. FAS research)
Interactions Art / Technology – exhibition in the
American Museum of the Moving Image, NY (together w. Carl Goodman)
- 2002 Pixelspaces 02 – Symposium on Gaming and Architecture -
Ars Electronica 2002

Exhibitions, Festival Contributions

- 2006 Ars Electronica 2006, Linz
Crossing Europe, Linz
Diagonale 06, Graz
Galerie Tesla, Berlin
Arco, Madrid
- 2005 BLANK exhibition, Medienturm / steirischer herbst, Graz
10th Rencontres Internationales Paris/Berlin
LOCUS LOPPEM- Kunsthalle Lophem - Belgium
Sonar 2005, Barcelona (livevisuals and screening)
Architekturzentrum Wien
re:modern exhibition, Künstlerhaus Vienna
- 2004 Sonar 2004, Barcelona
Museum of the Moving Image, New York

- Ars Electronica 2004
- 2003 Transmediale 03, Berlin
Sonar 2003, Barcelona
Kunsthalle Projectspace, Wien
- 2002 Diagonale 02
internat. Filmfest Dresden 02
European Media Art Festival, Osnabrück
ICAF, Maribor, Slovenia
SONAR, Barcelona
SIGGRAPH, San Antonio
archipelago filmfestival, Rome, Italy
Liquid Music 02, Judenburg
ISEA 02, Nagoya, Japan
- 2001 ars electronica on-screen gallery
Biennale of media and architecture, artimage, Graz
- 2000 VRML-ART 2000, Monterey, US
liquid music festival, Judenburg
File Festival, Sao Paolo
Ars Electronica 2000
- 1999 Siggraph 99, Los Angeles, computer animation theatre
New York Animation Festival 99
Diagonale 99 , Graz
Darklight Filmfestival, Dublin
Seoul Cyberfilmfestival
Ars Electronica 99
Blashtaus Gallery, San Francisco
Ars Electronica Center, Linz
Skopje Electronic Art Fair 99, Skopje
Art Futura, Spanien
- 1998 Ars Electronica 98
European Culture Month, Linz
- 1996 Ars Electronica 96 - memesis