

Kirk Clyne

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Kirk Clyne is a Toronto-based emerging artist who creates digital, generative works. Fascinated by random chance, the artist writes algorithmic software that, in turn, autonomously creates ever-changing visuals, animations, music and stories.

Solo Exhibitions

- 2017 *Fleeting Glimpses*, Likely General, Toronto
- 1998 *Untitled*, Propellers.org (online gallery)

Group Exhibitions

- 2018 *Salon of Inclusiveness*, Black Cat Artspace, Toronto
- 2018 *CUBED Luminous*, Pensacola, Florida
- 2018 *Art After Dark*, Toronto
- 2018 *Tech Art Fair*, Ontario Science Centre, Toronto
- 2018 *Art on The Screens*, Mississauga
- 2017 *Salon of Inclusiveness*, Black Cat Artspace, Toronto
- 1999 *theremediproject*, Issue #2 (online gallery)

Bibliography & Media

- 1999 *The New Internet Design Project Reloaded: The Best of Graphic Art on the Web*, Universe Publishing
- 1999 Von Frank Puscher, *Gegen die Langeweile*, Der Spiegel Online, March 30, 1999
- 2010 David Young, *Remembering Quokka*, Inventing Interactive, May 26, 2010

Lectures & Teaching

- 2018 – Advisory Board Member, Graphic Design & Multimedia Design Programs, Humber College
- 2018 *The Role of Random Chance in Art and Design*, Humber College
- 2018 *Introduction to Generative Art*, Toronto Public Library, North York Branch
- 2017 *Workshop: Unity for Generative Art*, Art & Science
- 2017 *Workshop: Introduction to Processing for Generative Art*, Art & Science
- 2017 *“Magic Mirrors” Processing Workshop*, Art & Science
- 2017 *Processing: Quick Start*, Art & Science
- 2015 *Principles of Animation*, Art & Science
- 2008 *Pushing Pixels*, Explore Design 2008, Toronto
- 1999 – 2008 Faculty Instructor, Multimedia Studies Program, San Francisco State University
- 2000 – 2001 Graduate Student Portfolio Review Board, San Francisco State University
- 1995 - 2000 Faculty Instructor & quarterly event speaker, Computer Arts Institute
- 1999 Instructor, Corporate Training Program, San Francisco State University
- 1999 Workshop Co-Instructor, Academy of Art College, San Francisco
- 1997 Private tutor of design software, San Francisco
- 1997 3D Modeling Workshop, Mac Week Magazine

Professional Activities

- 2012 – Chief Creative Officer, Art & Science
- 2010 – 2012 Creative Director, The Juice Agency
- 2005 – 2010 Creative Director, Communicate New Media
- 2005 – 2006 Design Manager, Interactive Solutions New Media
- 2004 – 2005 Designer, Interactive Solutions New Media

2002 – 2004 Independent Digital Designer
2001 – 2002 Interaction Designer, TATU Design
1999 Interaction Designer, Live 365
1997 – 1998 Interaction Designer, Quokka Sports
1997 – 1997 Creative Consultant, Berkeley Systems
1994 – 1997 Independent Digital Designer

Awards (Commerical Work)

2018 MarCom: Gold Award for VR Experience
2017 Hermes Creative Awards: Gold Award for Interactive Brand Experience
2017 Communicator Award of Distinction: Marketing Effectiveness for Interactive Campaign
2017 Web Marketing Awards: Outstanding Achievement in Web Development
2011 Marketing Magazine Media Innovation Awards: Best Use of Digital
2010 Applied Arts Interactive Annual Award: Best Cross-Platform Experience
2009 Applied Arts Interactive Annual Award: Best Weblog
2008 Applied Arts Interactive Annual Award: Best Weblog
2001 FlashForward Film Festival: Best Story
2001 FlashKit: Featured Site of the Month
1999 EvilFilms Digital Festival: Judges' Pick Award
1994 Apple Quicktime Film Festival: Grand Prize, Honorable Mention
1994 Apple Quicktime Film Festival: Second Place, Humor