

In 1996 Allen founded the **Emergence Project**, an on-going Intel Corporation funded research effort that examines aesthetic issues in the design of human-computer interfaces and virtual environments. Working with a team of UCLA computer science and design students, Allen has served as *Principle Investigator* for the following three projects:

- 2001-2002** “Mixed Reality and the Aesthetics of Coexistence”
Merging virtual and physical space, this work explores forms of interaction and communication in mixed reality environments. As two people wear see-through head mounted displays they view virtual and physical objects that appear to be in the same physical space. Interaction occurs through a hand-held device that includes a breath sensor and haptic feedback. Artificial life forms respond to breath input while your partner feels your breath through tactile feedback. This work also experimented with 360-degree panoramic digital recording and seamless playback techniques and the Audio Spotlight, a MIT Media Lab invention which allows for a narrow beam of sound to be projected up to 30 meters.
- 2000-2001** “E-motion and Emergent Behavior”
Continuation of the Emergence Project including research in affective computing and AI techniques for “learning” and “evolving” behaviors.
- 1996-2000** “Emergence Project: Aesthetic Issues in the Design of Virtual Environments”
Research and development of a unique PC-based, real-time 3D software system and a behavior scripting language designed for the creation of active, responsive and immersive virtual environments, alive with artificial life forms. In addition, a unique interface system utilizes voice input and a haptic joystick for tactile feedback.
- 1980-1986** **Computer Graphics Laboratory** Old Westbury, NY
New York Institute of Technology
Research Scientist/ Designer/ Director/ Producer
• Designer and Director of award winning experimental and commercial computer animation projects that pushed both creative and technical boundaries.
• Areas of Research: 3D computer animation particularly as it applies to human body motion and facial animation; non verbal communication; experiments in new forms of dynamic digital art; also a member of the team that designed and developed the first software systems for 3D computer modeling and animation, including techniques for procedural animation.
- 1980** **Computer Corporation of America** Cambridge, MA
Consultant for Program Visualization, a DARPA funded project for the development of animated graphic display systems to assist in comprehension of complex software.
- 1978-1980** **Architecture Machine Group/ MIT** Cambridge, MA
Research Assistant
Projects included:
• *Books without Pages*, an early prototype for the design of electronic multimedia books.
• *The Aspen Movie Map*, a surrogate travel system allowing a user to interactively explore the town through a touch sensitive monitor. This project is recognized as a seminal work in interactive media design.
• *Personalized Movies*, a multimedia teaching tool incorporating text, audio, photographs and films with a computer system that guides users based on level of expertise.

OTHER PROFESSIONAL ACTIVITIES

REBECCA ALLEN

- 2002-2006** Member of the Massachusetts Institute of Technology (MIT) Corporation Visiting Committee for the Media Laboratory/Media Arts and Sciences.
- 1999-present** Board of Advisors - International Design Conference in Aspen (IDCA).
- 1999** Consultant for Absolut Angel Art and Technology Competition Absolut and Edelman Public Relations.
- 1996** Expert consultant for lawsuit pertaining to computer animation patent violation, Bloomstein v. Paramount et al (Paramount Pictures, Lucas Digital, Ltd., Industrial Light and Magic), Pennie and Edmonds, New York.
- 1995** Consultant for UCLA School of Arts and Architecture to develop the UCLA Center for Digital Arts (CDA)
- 1993-1995** **Virgin Interactive Entertainment** Irvine, CA
Creative Director / Executive Producer / 3D Visionary
Responsibilities:
 - Project initiation, Director / Executive Producer for original Nintendo 64 game *Freak Boy*.
 - Creative Director / Executive Producer of award-winning 3DO game *Demolition Man*.
 - Creative Director for original PC game, *Ectosphere* (concept by Clive Barker).
 - Hiring and managing teams of artists, programmers, game designers & musicians.
 - Budgets, client relationships and contract negotiations.
 - Creative and technical consulting for internal and external game projects.
 - 3D technology advisor responsible for research and recommendations for new business ventures and future directions in game technology and content.
- 1986-1993** Based in Los Angeles while working internationally as Media Artist, Designer and Director of commissioned, research oriented projects presented as computer animation, live multimedia performance and interactive media.
(See *Selected Projects* for project descriptions.)
- 1977-1978** **Design Studio** Providence, RI
Graphic Designer / Illustrator for a national adult education program.
- 1975-1977** **Probber, Inc.** Fall River, MA
Graphic Designer / Project Director for all corporate materials.
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COMMISSIONS

REBECCA ALLEN

Allen's work focuses on the study of behavior, artificial life, sensory interfaces and the role of gestures and expression in the language of communication. Advanced technology, seen as an extension of the human mind and body, is integral to both the creative process and content of this work.

Commissions are awarded for artistic works that often involve the application of research in areas such as 3D graphics and animation, artificial life, virtual environments and sensory interfaces.

- 2002** **The Brain Stripped Bare**
 This installation / performance considers a future where we live simultaneously in multiple realities, where the boundaries between physical and virtual reality are blurred and thoughts are expressed telepathically. Surrounded by a circle of screens - a 360-degree panorama - the audience is free to shift their point of view. Live performers merge with shadows, projected images and sounds, revealing stark human forms that move in perplexing ways as they surround and infiltrate the audience. The Audio Spotlight, a MIT Media Lab invention, is used to project a very narrow beam of sound to individuals in the audience, giving the sense of remote presence and telepathic communication. Commissioned by rhein.tanzmedia.web as part of the rhein.tanzmedia.net-Prize. Partially funded by Intel Research Council.
- 2001** **COEXISTENCE**
 An interactive art installation that blurs the boundaries between virtual reality and physical reality, between artificial life and human life. Wearing a see-through head mounted display, virtual and physical objects appear to be in the same physical space. Breath and tactile feedback, the ultimate expression of our physicality, are used as the interface. Commissioned by Interaction Design Institute Ivrea, Italy. Partially funded by Intel Research Council.
- 1999** **The Bush Soul (#3)**
 Third in a series of interactive art installations. A force-feedback joystick provides both navigation and tactile sensations, connecting one's physical body and virtual soul. Partially funded by Intel Research Council.
- 1998** **The Bush Soul (#2)**
 Second work in a series of three interactive art installations, presented as a three screen panoramic immersive environment. Partially funded by Intel Research Council.
- 1997** **The Bush Soul (#1)**
 First work in a series of three interactive art installations that explore the role of human presence in a world of artificial life. Partially funded by Intel Research Council.
- 1993** **Twisted Turtle**
 Interpretation of the Korean "Turtle Ship". Commissioned by artist Nam June Paik for a 300 monitor video installation at the **Taejon World Expo**.
- 1992** **Office Workers**
 Computer generated humans go about their mundane lives. Created as part of a collaboration with Nam June Paik for a permanent 429 monitor video installation commissioned for the lobby of the new Chase Manhattan Bank headquarters in New York.
- Point of Departure**
 Vast familiar landscapes, simulated on the computer, span over three screens of projections, creating a panoramic window that surrounds an audience. The animation was filmed in real-time, with a state-of-the-art E&S flight simulation system. Commissioned by the Spanish Pavilion for the **Seville World Expo** in Spain, this work is part of a multimedia performance titled "**Memory Palace**".
 Music by: John Paul Jones and Peter Gabriel.
 Produced at: Rediffusion Simulation Ltd. Crawley, England.
- Laberint**
 Based on the Platonic myth that woman and man were once one androgynous form, live-action and computer generated characters weave between real and virtual

worlds. Commissioned by Catalunya Television (TVC), the City of Barcelona and computer animation company, Animatica, as part of a series of works that refer to the city of Barcelona.

Music by: John Paul Jones (Opal Records).

Produced at: Animatica S.A. and Filmtel Barcelona, Spain.

1991

Fire and Air / Water and Earth

Opening Animation for the **Spanish Pavilion/ World Expo 92**. Commissioned by the Spanish government for the World Expo '92 in Seville, these two animated works were designed to present a new image of Spain to the rest of the world; one that blends their warmth and rich cultural traditions with the latest advanced technology. Particle system software and specialized programs were utilized to create intricate, natural, flowing forms and movement.

Music by: Juan Arteché.

Produced at: Telson / Madrid and Animatica S.A./ Barcelona.

1991

Fleeting Words

A light installation involving a unique system of LED light displays, based on the theme of "Cybermedia". Commissioned by Barcelona City Hall in conjunction with the event *Art Futura 91*.

1990

MUGRA

A collaboration with the Spanish performance group *La Fura dels Baus* resulted in a multimedia performance based on the theme of "feminine energy". Included 12 performers and 70 video monitors. Commissioned by Barcelona City Hall in conjunction with the event *Art Futura 90*.

1989

Steady State

Commissioned by TVE (Television of Spain) for a 14 part television series titled "El Arte del Video" (The Art of Video). This piece and other work by Allen were featured in the program, "Computers in Video Art".

Music by: Clodagh Simonds.

Produced at: Animatica, S.A. and UCLA Department of Design.

1987

BEHAVE

This work examines the ways we communicate through our behavior. Deaf actors express their feelings through gestures while computer generated artificial life forms merge with New York City streets. Commissioned by Rebo High Definition Studios, New York, it is the first example of computer animation recorded directly to the HDTV (High Definition Television) format. Additional support provided by Symbolics Graphics Division, and Bellcore Laboratories. The animation utilizes Craig Reynold's Artificial Life software system that simulates natural flocking behavior. Music by: Peter Gabriel.

Produced at: Rebo High Definition Studio and Symbolics Graphic Division.

1986

Musique Non Stop

Created all visual material for the 1986 album, "Electric Cafe", by the German group **Kraftwerk**, including the classic, award-winning music video, "Musique Non Stop". This project involved the development of state-of-the-art facial animation software.

1985

Creation Myth

Multi-channel video commissioned by Ian Schrager and Steve Rubell for the opening of the Palladium, a large-scale New York nightclub. The piece, which describes the birth of a new environment, was designed for Palladium's 50-monitor video display system and utilizes unique fractal and particle system software.

Other commissioned artists included: Francesco Clemente, Jean-Michel Basquiat, Keith Haring, Kenny Scharf, Laurie Anderson and Arata Isozaki. Music by: Carter Burwell

Produced at: Computer Graphics Lab / New York Institute of Technology.

RAB

Collaboration with choreographer Patrice Regnier of RUSH Dance Co, and music composer Carter Burwell. Four dancers interact with Allen's computer generated performer projected onstage. This multimedia performance premiered at the Joyce Theater in New York and performed throughout Europe and North America. A short video adaptation was produced with cinematography by Ed Lachman.

Produced at: Computer Graphics Lab / New York Institute of Technology.

1982 *The Catherine Wheel*

Created a dancing computer generated character who plays the role of St. Catherine in **Twyla Tharp's** 90 minute video dance piece, "The Catherine Wheel", with music by David Byrne. This is one of the first and most intricate examples of 3D computer generated human motion and the first to be aired on television.

Dan Rather from **CBS News** featured this work as the theme for a news special on "Man and Machine".

1982 *STEPS*

This work of computer generated performance was created as part of a research project with the Joffrey Ballet Company, MIT Architecture Machine Group and MIT Bioengineering Lab. Music by: Carter Burwell

Produced at: Computer Graphics Lab / New York Institute of Technology.

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SELECTED PROJECTS

REBECCA ALLEN
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Rebecca Allen is an internationally recognized designer, director and pioneer of projects involving emerging media technology. Allen has created a number of award-winning works including short films, music videos, interactive laserdiscs, film and network television openings, live multimedia performances, video games and interactive products. Selected projects include:

- 1995 • **Freak Boy** • *Creative Director / Executive Producer* for an original real-time 3D video game designed for Nintendo64.**
- 1994 • **Demolition Man** • *Creative Director / Supervising Producer*. Based on the feature film, this 3DO game weaves movie segments with interactive game play.**
- 1993 • **STEAM** • *Creative Director* of computer animation segments for **Peter Gabriel's** music video.**
- 1992 • **Lost City of Arabia - PBS NOVA Special** • *Designer / Director* of computer animation sequences, simulating the ancient lost city of "UBAR".
• **Host of Spain** • *Art Director* for a computer generated character who served as the digital host at the **Spanish Pavilion World Expo '92**.**
- 1990 • **CD-I** (Compact Disc Interactive) • *Art Director* for a series of interactive CD-I games for **Philips/PIMA** (Philips Interactive Media of America)
• **PUMP IT UP** • *Designer / Director* of title sequence for **FOX TV's** rap music program.**
- 1989 • **Vivarium Project/Apple Computer, Inc.** • Consultant.
• **CD-I** • *Art Director* for a series of interactive music/visual CD-I discs for **PIMA**.**

- 1988 • **Mattel /SOCS /CVD** • *Art Director* for a prototype interactive music/visual CVD disc.
• **Island Pictures** • *Designer / Director* for Island’s theatrical film opening.
- 1987 • **Activision Inc.** • *Art Director* for the computer game, “**Neuromancer**”.
- 1985 • **NBC American Almanac** • *Designer / Director* of title sequence for NBC’s weekly news program.
• **Theme of Secrets** • *Designer / Director* of segments for music videos by Peter Baumann and Eddie Jobson with Private Music.
- 1984 • **3DV** • *Designer / Director* of human character animation for a computer generated television pilot.
- 1983 • **Adventures in Success** • *Designer / Director* of this award-winning music video which describes modern symbols of success through a combination of two and three dimensional computer animation and live-action.
Music by **Will Powers, Robert Palmer and Sting (Island Records)**.

• **SMILE** • *Designer / Director* of this award-winning music video which integrates sophisticated computer animation techniques with video special effects and live-action. Music by **Will Powers (Island Records)**.
- 1982 • **PBS NOVA Title Sequence** • Computer Animator for title sequence.
- 1981 • **CBS Walter Cronkite’s Universe** • *Designer / Director* of this Emmy Award winning title sequence for Cronkite’s weekly science series.

• **Swimmer** • One of the first examples of computer generated human motion.
- 1980-1983 • **The Works** • *Designer / Director* of computer animation segments for this pioneering effort to produce a computer generated feature film at the Computer Graphics Lab / NYIT.
- 1976 • **New Shorts** Providence, RI
Designer / Animator of segments for PBS/ Educational Development Center, and for **Rapid Eye Movements**, an award winning experimental animated film, funded by a grant from AFI (American Film Institute).

AWARDS and GRANTS

REBECCA ALLEN

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- 2002 First Prize – rhein.tanzmedia.web - An international competition for original ideas that synthesize performance and technology. “*The Brain Stripped Bare*”
 - 2001 Awarded research grant and commission Interaction Design Institute Ivrea, Italy “*Coexistence*”
 - 2001 Nominated for 2001 World Technology Award for the Arts
 - 2001 Awarded research grant from Intel Corporation. “*Mixed Reality and the Aesthetics of Coexistence*”
 - 2000 Awarded research grant from Intel Corporation. “*E-motion and Emergent Behavior*”
 - 2000 Deployed Application Award “*Emergence Project*”

- American Association for Artificial Intelligence (AAAI)
- 1999 Nominated for Rockefeller Foundation Fellowship Award.
- 1998 Awarded research grant from Intel Corporation. *“Emergence Project”*
- 1997 Awarded research grant from Intel Corporation. *“Emergence Project”*
- 1996 Awarded research grant from Intel Corporation. *“Aesthetic Issues in the Design of Virtual Environments”*
- 1994 Movie Translation Game of the Year Award *“Demolition Man” 3DO*
DH Game Fan
- 1991 National Endowment for the Arts Award (NEA)
New Forms / Inter-Arts Program.
- 1990 Computer Animation Honorable Mention *“Steady State”*
Prix Ars Electronica ‘90 Linz, Austria
- 1988 Music Video Category: 2nd Prize *“Musique Non Stop”*
Images du Futur, Art et Nouvelles Technologies Montreal, Canada.
- 1987 Artistic and Technical Excellence Award *“Musique Non Stop”*
Nicograph Tokyo, Japan.
- 1987 Nouvelles Images de Monte Carlo Award *“Musique Non Stop”*
- 1987 Best Special Effects (Nomination) *“Musique Non Stop”*
National Academy of Video Arts and Sciences, 5th Annual American Video Awards.
- 1986 Best Music Video Award, West Germany. *“Musique Non Stop”*
- 1984 Best Animation *“Adventures in Success”*
Heavy Metal Music Video Awards
- 1983 Billboard Video Music Awards (3 Nominations) *“Adventures in Success”*
Most Experimental Video, Best Animation, Best Use of Video to Enhance Song.
- 1983 Best Computer Animation Award *Various work by Allen*
Online Computer Animation Film Festival London, England.
- 1981-82 Emmy Award *“CBS Walter Cronkite's Universe”*
Category: Graphic Design: Outstanding Individual Achievement.
The National Academy of Television Arts and Sciences.
The first Emmy to be awarded for a computer animated piece.
- 1976 Cine Golden Eagle Award *“Rapid Eye Movements”*
AFI American Film Institute

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SERVICE as JUROR and CURATOR

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REBECCA ALLEN

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2003

- Jury member - 2003 Webby Awards San Francisco, California

2002

- Jury member - 2002 Webby Awards San Francisco, California

2001

- Jury member - CHARAMIX.com -Cultural Affairs Media Arts Festival Exhibition The Garden Hall and Tokyo Metropolitan Museum of Photography Tokyo, Japan
- Jury member - 2001 Webby Awards San Francisco, California

2000

- Jury member - 2000 Webby Awards - Category: Broadband San Francisco, California
- Lead Jury member - Deutsche Bank International Identity Art Competition Organized student competition and served as lead jury member. Department of Design | Media Arts was selected to represent the US in this international competition. Frankfurt, Germany

1999

- Jury member - SIGGRAPH 99 Panels Program Los Angeles, California
- Jury member - 1999 Webby Awards - Category: Arts San Francisco, California
- Lead Jury member - Absolut Angel Art and Technology Competition New York, New York

1998

- Jury member - SIGGRAPH 98 Art, Design & Multimedia Sketches Orlando, Florida

1992

- Jury member - Prix Ars Electronica 92 - Computer Graphics and Animation Linz, Austria

1991

- Jury member - Prix Ars Electronica 91 - Computer Graphics and Animation Linz, Austria
- Presenter of Awards. Prix Ars Electronica 91 Linz, Austria

1990

- Jury Member - Paris Cite Computer Graphics Exhibition Paris, France
- Curator - *Conversations in Video* - EZTV Gallery. Los Angeles, CA

ART EXHIBITIONS and PERFORMANCES

REBECCA ALLEN

2003

- *Women in Science (Genomically Yours)*, (The Bush Soul #3) Universal Concepts Unlimited Galley, New York, NY.
- *Sound & Vision - The Music Video* (Musique Non-Stop) Tokyo Metropolitan Museum of Photography, Curator: Tomoe Moriyama, December 2002 - February 2003, Tokyo, Japan.

2002

- *The Brain Stripped Bare* - Installation/Performance. Tanzhaus nrw, Dusseldorf, Germany.
- *The Brain Stripped Bare* - Installation/Performance. Akzente Festival, Ausstellungshalle am Innenhafen, Duisburg, Germany.

2001

- *Mixed Realities Exhibition*, (Coexistence) Interaction Design Institute Ivrea Gallery, Ivrea, Italy.
- *ACMI: Beyond Cyberspace Exhibition*, (The Bush Soul #3) San Jose Convention Center, San Jose, CA.

2000

- ***SHIFT-CTRL: Computers, Games and Art Exhibition***, (The Bush Soul #3) Beall Center for Art and Technology University of California Irvine. Irvine, CA.
- ***Art Futura Exhibition***, (The Bush Soul #3) Centro Andaluz de Arte Contemporáneo. Sevilla, Spain.
- ***Ground Zero Exhibition***, (The Bush Soul #3) The Tech Museum of Innovation. San Jose, CA.

1999

- ***Interactive Frictions Exhibition***, (The Bush Soul #3) University of Southern California (USC). Los Angeles, CA.
- ***Siggraph Emerging Technologies Exhibition***, (The Bush Soul #3) LA Convention Center, Los Angeles, CA.
- ***Materiale/Immateriale***, (The Bush Soul #2) Cento Trevi, Bolzano, Italy.
- ***"Life Science"***, (The Bush Soul #3) Ars Electronica Center, Linz, Austria.
- ***"Electronic Rituals"*** (The Bush Soul #3) Intermedia Arts Gallery, Minneapolis, Minnesota.

1998

- ***Art and Aesthetics of Artificial Life***, (The Bush Soul #2) UCLA Center for Digital Arts, Los Angeles, CA.
- ***Siggraph Art Exhibition***, (The Bush Soul #2) Orlando Convention Center, Orlando FL.
- ***Doors of Perception 5: Play***, (The Bush Soul #2) Netherlands Design Institute, Amsterdam.
- ***"Virtual Africa,"*** (The Bush Soul #1/#2/#3) Royal Museum of Central Africa, Belgium, and web-based virtual exhibition. Curator: Jocelyne Rotily, February 1998, ongoing

1997

- ***"THE FUTURE OF THE FUTURE***, (The Bush Soul #1) Circulo de Bellas Artes, Madrid, Spain.

1995

- ***"Figures"*** Le Parvis- Centre Meridien, Ibois, France.
- ***"Info Art"*** Kwangju Biennale - International Video, Kwangju, Korea.

1993

- ***International Computer Graphic Art Exhibition*** Yonden Hall, Tokoshima, Japan.
- ***"Sugar 'n' Spice"*** Long Beach Museum of Art, Long Beach, CA.
- ***Venice Biennale*** German Pavilion. Collaboration with Nam June Paik. Venice, Italy.
- ***Korean Pavilion*** Taejon World Expo, Taejon, Korea.

1992

- ***"Art as Information/ Information as Art"*** Collaboration with Nam June Paik. Permanent Video Installation. Chase Manhattan Bank, Brooklyn, NY.
- ***"Brandenburg Gate"*** Permanent Video Installation. Ludwig Museum, Cologne, Germany.
- ***"Memory Palace"*** Multimedia Performance. Art Futura, Barcelona, Spain.
- ***"Rebecca Allen Retrospective"*** Institute of Modern Art Valencia, Valencia, Spain.
- ***"Siggraph Art Show"*** Anaheim, CA July 1992.
- ***"Memory Palace"*** Multimedia Performance. Seville World Expo, Seville, Spain.
- ***"International Computer Graphic Art Exhibition"*** Seed Hall, Tokyo, Japan.

1991

- ***"Cybermedia" Art Futura***. Light installation titled "Fleeting Words" (LED displays).
 - Museo de Santa Monica, Barcelona, Spain.
 - Mercat de les Flors, Barcelona, Spain.
 - Centre Cultural de la Caixa de Pensions, Barcelona, Spain.
- ***"Professors' Choice"*** Lang Art Gallery, Scripps College, Claremont, CA.

1990

- ***"MUGRA" Art Futura 90***. Collaboration with La Fura dels Baus. Multimedia performance. Mercat de les Flors, Barcelona, Spain.

- **"Conversations in Video"** (Curator) EZTV Gallery, Los Angeles, CA.
- **"Siggraph Art / Los Angeles Open Festival"** EZTV Gallery, Los Angeles, CA.
- **"Passages de l'Image"** (traveling exhibit)
 - Musee National d'Art Moderne, Centre Georges Pompidou, Paris, France.
 - Centre Cultural, Fundacio, Caixa de Pensions, Barcelona.
 - Wexner Center for Visual Arts, Ohio State University, Columbus.
 - San Francisco Museum of Modern Art, San Francisco.

1989

- **"Les Chemins du Virtuel"** Galerie du CCI, Centre Georges Pompidou Paris, France.
- **"Imageworld: Art and Media Culture"** Whitney Museum of Art New York, NY.

1988

- **"American Pop Culture Today"** Laforet Harajuku Museum Tokyo, Japan.
- **"Digital Visions: Computers and Art"**. (traveling exhibit)
 - Contemporary Arts Center Cincinnati, OH.
 - I.B.M. Gallery New York, NY.
 - Dayton Art Institute Dayton, OH.

1987

- **"Digital Visions: Computers and Art"**.
 - Everson Museum of Art Syracuse, NY.
- **"Computer Superstars"** EZTV Gallery Los Angeles, CA.
- **"VALIS"** - A multimedia opera and exhibition. Concept and Music by Todd Machover, Musee National d'Art Moderne, Centre Georges Pompidou Paris, France.

1986

- **"Computer Art: The Future Today"** Aerospace Corporation Gallery El Segundo, CA
- **"RAB"** Multimedia Performance Saint-Etienne, France.

1985

- **"RAB"** Multimedia Performance
 - Joyce Theater New York, NY.
 - Palace of the Fine Arts San Francisco, CA.

1984

- **"The Artist as a Young Machine"** (RAB) Ontario Science Centre Toronto, Canada.
- **"RAB"** Multimedia Performance
 - Villeneuve-les Avignon Arts and Science Festival Avignon, France.
 - Sophia Antipolis Festival Valbonne, France.
 - Ontario Science Centre Toronto, Canada.
 - Colorado College DanceTheater Colorado Springs, CO.
 - Dance Hall Cincinnati, OH.

1983

- **"The Computer & It's Influence on Art and Design"**
 - Sheldon Art Gallery, University of Nebraska - Lincoln, NE.
 - NCGA National Computer Graphic Association Chicago, IL.
 - DIGICON International Conference on Digital Arts Vancouver, Canada.
 - Computers in the Visual Arts, Drake University Des Moines, IA.
 - MacNider Museum Mason City IA.

1981

- **Siggraph Art Show** Dallas, TX.

1979

- **Resolutions**
 - Creative Photo Gallery, Massachusetts Institute of Technology, Cambridge, MA.

- Photo Gallery, Rhode Island School of Design, Providence, RI.

PERMANENT COLLECTIONS

- Centre Georges Pompidou Paris, France.
- Whitney Museum of American Art New York, USA.
- Ludwig Museum Cologne, Germany.
- Chase Manhattan Bank Brooklyn, New York, USA.

FILM and VIDEO EXHIBITIONS

REBECCA ALLEN

2001

- **CHARAMIX.com -Cultural Affairs Media Arts Festival and Exhibition**
The Garden Hall Tokyo, Japan March 2001.

2000

- **RISD LA Film Exhibition** Work by Rebecca Allen. Directors Guild. Los Angeles, June.
- **Rhode Island School of Design** Film presentation of preeminent alumni. (Interview by Rebecca Allen) Directors Guild. Los Angeles, CA June 2000

1996

- **Los Angeles-Fin de Siglo** – From the Photographic Image to the Digital Image, Museo della Scienza e della Tecnica, Milan, Italy April 1996.

1995

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1995.
- **Toronto International Film Festival** -"Synthetic Pleasures" Toronto, Canada. Sept. 1995.
- **New York International Film Festival** -"Synthetic Pleasures" New York, NY. Sept. 1995.
- **Digitale: Modern Alchemy** Cologne, Germany. Oct. 1995.

1993

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1993.
- **VIDEOARCO Festival** Madrid, Spain. February 1993.

1992

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1992.
- **Art Futura Film and Video Festival** Barcelona, Spain. April 1992.
- **Muu Media Festival** Helsinki, Finland. April 1992.
- **Nits d'Imatge** Jardins dels Viviers Valencia, Spain. July 1992.
- **Siggraph Electronic Theater** Chicago, IL. July 1992.
- **Images du Futur** Montreal, Quebec, Canada. September 1992.
- **Kinetic Perceptions** LA Freewaves Festival Los Angeles, CA. September 1992.
- **Expanded Images -The Synthetic Cinema** Mostra Internazionale d'Arte Cinematografica/ Venice Biennale Venice, Italy. September 1992.
- **Premio Immagine -Mediatech Forum** Milan, Italy. September 1992.
- **SIM International** Los Angeles, CA. October 1992.

1991

- **Art Futura Film and Video Festival** Barcelona, Spain. January 1991.

- **MIMAD Computer Animation Festival** Madrid, Spain. December 1991.

1990

- **Art Futura Film and Video Festival** Barcelona, Spain. January 1990.
- **Mercat de les Flors** Barcelona, Spain. Premiere performance of “**Mugra**” by Rebecca Allen and La Fura dels Baus. January 1990.
- **IMAGINA Film and Video Festival** Monte Carlo, Monaco. February 1990.
- **Das Regime der Bilder Festival** Frankfurt, Germany. June 1990.
- **Ars Electronica Festival** Linz, Austria. September 1990. Honorary Mention.
- **ARTTRANSITION** Center for Advanced Visual Studies MIT Cambridge, MA October 1990.

1989

- **Pacific Northwest Computer Graphics Film Show** Portland, OR February 1989.
- **Image and Sound Festival** The Haag, Netherlands April 1989.
- **Biennale des Arts Electroniques** Rennes, France May 1989.

1988

- **IMAGINA Film and Video Festival** Monte Carlo, Monaco February 1988.
- **San Francisco Film Festival** San Francisco, CA April 1988. World Premiere of "BEHAVE".
- **Image and Sound Festival** The Haag, Netherlands April 1988.
- **Festival des Arts Electroniques** Rennes, France May 28-June 5 1988.
- **Pixel-Art Film and Video Show** Barcelona, Spain June 6-22 1988.
- **Venice Film Festival** Venice, Italy August 1988.
- **Images du Futur** Montreal, Canada September 1988.

1987

- **IMAGINA Film and Video Festival** Monte Carlo February 1987.
- **The Biennial of Video** Barcelona, Spain April 1987.
- **Imaginaire Numerique Film and Video Show** Saint-Etienne, France May 1987.
- **Prix Ars Electronica** Linz, Austria June 1987.
- **Siggraph Electronic Theater** Anaheim, CA July 1987.
- **Pacific Northwest Computer Graphics Film Show** Eugene, OR October 1987.

1986

- **IMAGINA Film and Video Festival** Monte Carlo February 1986.
- **Imaginaire Numerique Film and Video Show** Saint-Etienne, France April 1986.
- **International Design Congress, "Erkundungen"** Stuttgart, Germany May 1986.
- **Siggraph Electronic Theater** Dallas, TX July, 1986.
- **Video Festival of Madrid** Spain December 1986.

1985

- **Screening Room West**, The American Film Institute (AFI) Los Angeles CA January 1985.
- **4th International Forum on New Images** Monte Carlo February 1985.
- **Munich Film Festival** Munich, Germany June 1985.
- **Siggraph Film and Video Show** San Francisco, CA July 1985.
- **International Animation Celebration** Los Angeles, CA September 1985.
- **Committed to Tape** General Electric Theater, New York, NY December 1985.

1984

- **International Forum on New Images** Monte Carlo February 1984.
- **Siggraph Film and Video Show** Minneapolis, MN July 1984.

1983

- **New Definitions: a Video Exhibition** Millennium Theater New York, NY April 1983.
- **Siggraph Film and Video Show** Detroit, MI July 1983.

1982

- **National Video Festival** (catalog cover) June 1982.

- **Siggraph Film and Video Show** Boston, MA July 1982.

1981

- **Siggraph Film and Video Show** Dallas TX July 1981.