

PERSONAL INFORMATION

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NATIONALITY	Italian	
DATE/PLACE OF BIRTH	Bolzano, Alto Adige, Italy	
EDUCATION	Academy of Fine Arts, Stuttgart, Germany, Master's Degree in Fine Art and Design (MFA) Istituto d'Arte delle Località Ladine, Province Bolzano, Italy, Master for Applied Arts Istituto d'Arte di Ortisei, South Tyrol, Italy; Plastic Arts and Painting, Maestro d'Arte, Bachelor of Arts	
CURRENT ACADEMIC POSITION	2013 → ongoing - Professor, Albertina Academy of Fine Arts, Turin, Italy Accademia Albertina di Belle Arti di Torino Via Accademia Albertina, 6, 10123 Torino, Italy Phone: 0039 011 889020 - Fax: 0039 011 8125688 Email: franz.fischnaller@accademialbertina.torino.it Website: www.accademialbertina.torino.it	
PREVIOUS ACADEMIC POSITION	2011 - 2015 - Professor, IED: European Institute of Design, Milan, Italy 2009 - 2015 - Professor, IED: European Institute of Design, Turin, Italy 2009 - 2015 - Lecturer, Faculty Architecture I, Polytechnic of Turin, Italy 2012 - Guest Lecturer, Department of Media, Media Lab, School of Art and Design, Aalto University, Helsinki, Finland. 2007 - Visiting Scholar, School of Design, The Victoria University of Wellington, New Zealand. 2001-2005 - Full Professor, School of Art & Design, University of Illinois at Chicago (UIC), USA. 1999-2002 - Visiting Scholar, Master in Multimedia, RAI Radiotelevisione Italiana e Mediateca Regionale Università degli Studi di Firenze, Florence, Italy 1974-1975 - School of Rio Pusteria, Bressanone, Bolzano, Italy	
WORK /SERVICE EXPERIENCE (SELECTED)	July 2015 - February 2016 New Media Exhibit design -MuCEM FSJ, Marseille, France. Institution: MuCEM, Musée des Civilisations de L'Europe et de la Méditerranée, Marseille France; Field/Area: média exhibit for cultural héritage, new génération design for Cultural Héritage Immersive exhibit, mixed média and virtual technologies for Museums, holograms, high end projection display systems; Responsibility: Cross disciplinary research, new media exhibit design. Project Title: TIME & SPACE: A virtual journey through the MuCEM, Fort San Jean. "T&S Media Exhibit Design & Scenography" July 2015 - February 2016 Script Writer, Storyboard, Art Director Area: 3D Film, Digital Animation, VFX effects; Field: Digital Heritage visualization, Simulation and Visualization in Cultural Heritage, Digital storytelling and narrative; Institution: MuCEM, Musée des Civilisations de L'Europe et de la Méditerranée, Marseille France; Project: FSJ -Digital Animation- Script&Storyboard Theme: Fort San Jean and Marseilles history (Historical periods: 49 BC, 1423, 1660, 1943) Responsibility: Research and analysis, Concept Design, Development of the narrative. Script writing & Storyboard, Art Director and supervision for the film production.	

**WORK /SERVICE
EXPERIENCE
PROFESSIONAL (SELECTED)**

2014 → ongoing
Expert for the European Commission Research Executive Agency, Brussels, (B)
Responsibilities: Evaluating proposals received in response to calls for proposals for the Education, Audiovisual and Culture Executive Agency (EACEA).
The Education, Audiovisual and Culture Executive Agency (EACEA: responsible for most management aspects of the programmes, including drawing up conditions and guidelines for funding opportunities evaluating applications, selecting projects and signing project agreements financial management contacts with beneficiaries monitoring of projects (intermediate and final reports, and controls) on-site project visits.

2003-2005
Country: Dubai, United Arab Emirates
Type of business or sector: Private Company and Governmental Agency
Organization: SPACE CITY DUBAI L.L.C., Dubai, UEA
Job Title/Position held: Project Head Designer - (R&D) project coordinator
Focus: convergences between architecture, design, immersive simulation, technology, science immersive simulation and entertainment technology.

2013-2015
CINECA (Supercomputing Inter-university Consortium), Italy.
Responsibility: New Media Design Adviser & Project management (Creative&Tech); design and development of interactive exhibit installations, virtual storytelling in the ambit of the Italian cultural heritage and artistic patrimony, with focus on Innovative audio-visual interfaces, 3D Mapping, content visualization and design of immersive audio-visual environments, with the use of innovative visualization techniques.

2012 -2014
HLab-CNR, Virtual Heritage Lab (VHlab), National Research Council of Italy (CNR); Interactive Exhibition Designer and New Media Adviser (Tech&Creative); Interactive exhibit installations and virtual storytelling in the ambit of the Italian cultural heritage and artistic patrimony, with focus on 3Dimensional Virtual Reality environments, high end aesthetic visualization and interactive techniques, knowledge interactive learning environments for the active fruition of content and cultural heritage experience, museum network.

2009-20012
Digital & Multimedia Creativity Pole Committee/Virtual Reality & Multimedia Park S.p.A. Turin, Italy. Project Reviewer, analysis and evaluation. The Digital Multimedia Creativity Pole.

2008
World Design Capital Torino 2008, Turin, Italy. New Media Design Consultant for advanced technology and Virtual Reality (technical & creative).

2006 → **2016**
F.A.B.R.I.CATORS - Architects of Culture - Fabricators of Ideas, Italy. Chief Designer, Project Manager. F.A.B.R.I.CATORS is an interdisciplinary group concerned with the integration of Art + Design + Technology + Humanities and Social Sciences, specialized in digital media, computer graphics, virtual reality, interactive techniques, creative interface, networking, system visualization and immersive technologies, operating in the fields of Art, Design, Architecture, cultural heritage and edu-entertainment.

1998-1999
Office for the Strategic Planning of Cordoba, Municipality of Cordoba, Spain. Head Designer, CICOV: Interactive cultural Centre of Cordoba-Spain.

1997-1999
Tuscany Hi Tech Network, municipality of the region of Tuscany, Italy. (Public Institution) Curator, Exhibit Designer & Management for new media Interactive exhibit

1998-2000
The Berliner Festspiele GmbH, Berlin, Germany. Designer, Team production Manager.

RESEARCH IN RESIDENCE

**DESIGN
DIGITAL MEDIA
TECHNOLOGY
ADVANCED NETWORKING**

1995
Medienmuseum ZKM | Zentrum für Kunst and Design, Karlsruhe, Germany
Art, Technology, Science, Robotics, Digital Media, Advanced Visualization
Project Research Title: Multi Mega Book instalation (Physical, Robotic and Multimedia)
Partners: Robotics srl, Italy; L'EMMECI srl, Italy; F.A.B.R.I.CATORS, Milan, Italy.

1996

(SELECTED)	<p>Medienmuseum ZKM Zentrum für Kunst and Design, Karlsruhe, Germany Art, Technology, Science, Digital Media, Advanced Visualization, Interactive Installation Partners: F.A.B.R.I.CATORS, Milan, Italy; Robotics srl, Italy; L'EMMECI srl, Italy; Project Research Title: Multi Mega Book instalation (Physical, Robotic and Multimedia)</p> <p>1997 Electronic Visualization Laboratory [EVL], School of Art & Design University of Illinois at Chicago, USA Art, Technology, Science, advanced visualization, Augmented Virtual Environment, high-resolution stereoscopic Virtual Reality full-immersive interactive installation Project Research Title: The Multi Mega Book in the CAVE™ (MMB) <i>"The shift from the printed book to the electronic text & digital skin"</i> Partners: F.A.B.R.I.CATORS, Milan, Italy; University degli studi of Milan</p> <p>1997 Ars Electronica, AEC Electronic, The Museum of the Future, Linz, Austria Art, Technology, Science, advanced visualization, Augmented Virtual Environment, high-resolution stereoscopic Virtual Reality full-immersive interactive installation Electronica Future Lab within the Research & Residence, Program of the Museum of the Future, AEC, Linz, Austria; Project Research Title: The Multi Mega Book in the CAVE™ (MMB) <i>"The shift from the printed book to the electronic text & digital skin"</i>; Partners: F.A.B.R.I.CATORS, Milan, Italy; Electronic Visualization Lab (EVL), the University of Illinois at Chicago, USA;</p> <p>2013 Guest Researcher-Stereoscopic and ultra-high resolution 4K/3D HD for immersive VR (Art-Cultural Heritage-Technology- Science); Project /Research Title: Last Supper Interactive (LSI) Project (experiment n.1, LSI Phase 6, Project Stage II); Improvement, enrichment and upgrading to: High resolution content-immersive virtual reality/Stereo (4K resolution); High Performance Networks Laboratory, Bristol, Network Interaction Laboratory, University of Essex, UK, University of Bristol, Faculty of Engineering, UK. with the support of the EU-FP7 VISIONAIR -VISION Advanced Infrastructure for Research: http://www.infra-visionair.eu/</p> <p>2014 Guest Researcher for haptic Devices for immersive Virtual Reality (Art, cultural heritage, Technology, Science) Project /Research Title: Conveying kinesthetic sense of Presence in an immersive real-time virtual stereo application based in Leonardo da Vinci's Last Supper painting G-SCOP Laboratory Grenoble, Industrial Engineering School: http://genesi-fp7.eu/grenoble-inp/ and the High Performance Networks Laboratory, Department of Electrical and Electronic Engineering, University of Bristol, UK: http://www.bristol.ac.uk/engineering/departments/eeng/ with the support of the EU-FP7 VISIONAIR -VISION Advanced Infrastructure for Research http://www.infra-visionair.eu/</p> <p>2014-2015 Guest Researcher - IMÉRA (Mediterranean Institute for Advanced Research), Aix-Marseille University, France; Research Title: <i>New generation interaction in cultural heritage immersive interactive exhibits within the field of art and architecture inside the museum.</i> Partner Institution: Museum of European and Mediterranean Civilisations (MuCEUM), Map Lab-Centre, Équipe MAP-Gamsau, Campus CNRS, Marseille.</p>
<p>CURATORIAL WORK EXHIBIT DIRECTION AND CURATORSHIP (SELECTED)</p>	<p>1998 Virtuality & Interactivity I (First Edition), Fortezza da Basso, Florence, Italy. Direction and curator to the first edition of the international Art Exhibit: <i>"Virtuality and Interactivity, Digital Renaissance (V&I)"</i> by appointment of the Regional Government of the Tuscany Region. V&I is an annual multimedia show and conference dedicated to creative technological research, cultural heritage visual and digital performing arts and cinema, financed by the Tuscany High Technology Regional Network and promoted by the Region of Tuscany, Italy.</p>

DIRECTION,
ORGANIZATIONS: PANELS,
CONFERENCES, SYPOSIUMS,
WORKSHOPS (SELECTED)

1999

Virtuality & Interactivity II , (V&II) (Second Edition)

Ex Stazione Leopolda, Viale Fratelli Rosselli 5, Piazzale di Porta al Prato, Florence, Italy.
Direction and curator to the first edition of the international Art Exhibit: "*Virtuality and Interactivity, Digital Renaissance" (V&II)* by appointment of the Regional Government of the Tuscany Region. V&II is an annual multimedia show and conference dedicated to creative technological research, cultural heritage visual and digital performing arts and cinema, financed by the Tuscany High Technology Regional Network and promoted by the Region of Tuscany, Italy.

2002

Version 03 – Technotopia-Digital Arts Convergence

Art exhibit for EVL/UIC at The Museum of Contemporary Art of Chicago, MCA Theatre Program Organization, Chicago, USA (Presentation of the work by artists students and faculty, employing virtual reality technology developed at EVL of the University of Illinois at Chicago, of the art exhibits for EVL/UIC in Version 03 - *Technotopia, Digital Arts convergence*. Exhibit and event took place at The Museum of Contemporary Art of Chicago (MCA) and in the Cave of (EVL) Electronic Visualization Laboratory.)

2015

Curator of Media Exhibit Design InsideOut, Albertina Academy in Turin, Italy, part of the International Festival of Schools of Art and Design (FISAD 2015), videomapping in 3D in the courtyard of the Academy, made by students of the course of Digital Animation;

The exhibit was one of the venues of the 1° Festival Internazionale delle Scuole d'Arte e di Design – FISAD 2015 which has offered a unique view on the state of young art and its future in Italy and in the world, organized by the Accademia Albertina di Belle Arti di Torino, in partnership with the Fondazione Sandretto Re Rebaudengo, center for contemporary art of Turin.

The theme of the festival, on which have participated sixty-five Academies and Schools of Art and Design from all over the world: Brazil, China, Cyprus, Egypt, Finland, France, Germany, Jordan, Greece, India, Italy, Lithuania, Peru, Poland, Romania, Russia, Spain and Turkey, has been "Il senso del corpo".

Stefania Giannini, Minister of Education, Universities and Research from Italy has opened the venue.

1998

- "**Virtuality & Interactivity-Edition I**", Fortezza da Basso, March 1998, Florence, Italy;
- The conference of the international exhibition of digital arts and applied research of MEDIARTECH [Digital Renaissance]. MEDIARTECH is an annual multimedia show dedicated to technological research, cultural heritage visual and performing arts, Financed by Tuscany Hi Tech Network and promoted by the region of Tuscany/Italy.

1999

- Virtuality&Interactivity/Digital Renaissance II, international conference, Stazione Leopolda, Florence, Italy, financed by the Region of Tuscany and the Tuscany Hi Tech Network, Italy. (Conference)

2002

- Cycle of Lectures-AD508 Advanced Electronic Visualization and Critique I, University of Illinois at Chicago (UIC), USA;
- AD508 Advanced Electronic Visualization in Art and Design I, Seminar and Conferences, UIC, USA;
- Cycle of Lectures -AD502 - Seminar in Contemporary Theory
- AD502 Seminar and Conference in Contemporary Theory - The Arts and Electronic Media;
- AD508 Advanced Electronic Visualization in Art and Design I, Seminar and Conferences.

2003

- The Museum of Contemporary Art of Chicago. Version 03 – Technotopia-Digital Arts Convergence, MCA Theater Program Organization:" The Post-Realistic Age: The Generation of Super Broadband Communication and Gigabit Networking", 27-30 March 2002, Chicago, USA | Chicago, USA, 2003 (Panel).

- Panel co-presented by University of Illinois at Chicago (UIC) and Northwestern University (NWU).
 - AD508 Advanced Electronic Visualization in Art and Design II, Seminar and Conferences. [AD508 II], University of Illinois at Chicago (UIC), USA;
- 2004**
- AD508 Advanced Electronic Visualization and Critique II, University of Illinois at Chicago (UIC), USA
 - AD508 Advanced Electronic Visualization in Art and Design III Seminar and Conferences [AD508 III], University of Illinois at Chicago (UIC), USA
- 2006**
- e-Art | Art, society and democracy in the networking age, Museum of Contemporary Art: MACRO, November 15, 2006, Rome, Italy (e-Art Book presentation, Panel), Moderator: Dr. Ricca, Director of Editori Riuniti;
 - e-Art | Art, society and democracy in the networking age, Museo internazionale e biblioteca della musica de Bologna, Palazzo Sanguinetti, December 12, 2006 (e-Art Book presentation, Panel);
 - Moderator: Pier Luigi Capucci, Prof. University of Bologna, Director of NOEMA lab; organized by Municipality of Bologna, Project New Museum Institutions, CINECA and University of Bologna, Master in Cinema, Television and Multimedia Production. The event has been streamed on line.
- 2007**
- “VISIONS: Art - Architecture - Design - Technology - Telecommunication - Electronic Media”, Bookstore di Via Roma, November 7, 2007, Turin, Italy. (e-Art book presentation and Panel), Moderator: Monica Nucera Mantelli, Journalist, Curator;
 - e-Art | Art, society and democracy in the networking age: Panel and book presentation, Feltrinelli Bookstore, “e-Art: art, technology, society, democracy in the networking age”, January 23, 2007, Milan Italy. (Book presentation and Panel), Moderator: Daniela Voto, project manager F.A.B.R.I.CATORS;
 - “Virtual & Interactive Arts - State of the Arts”, PerArteContemporanea, September 22, 2007, Lugano, Switzerland. (e-Art book presentation and Panel), Moderator: Paola Formenti Tavazzani, Director: PerArteContemporanea;
- 2009**
- Polytechnic University of Turin, Faculty of Architecture II, “Interactive Spaces: The power of intersection within architecture, design, communication, technology, natural interfaces, interactive media and mobile digital intelligence”, course of excellence for PHD students, March 2009, Turin, Italy, (Workshop) organized by the Faculty of Architecture 2 and MIMOS (Italian Association for modeling and Simulation);
- 2009**
- Polytechnic University of Turin, Faculty of Architecture II, “INNOVATIVE PUBLIC ART: SUSTAINABLE SQUARES, HUMAN INTERACTION, EMOTIONAL CITIES: Exploring the convergence within urbanism, architecture, design, sustainable technology, mobile and locative media, creative-social environments and public art practice; Case Study: Piazzale Valdo Fusi”, The Castle of San Valentine, Turin, Italy, (Course, Round table and Workshop), 1-6 November 2009;
- 2009**
- SIGGRAPH 2009 Computer Animation Festival | VIEWFest - Cinema Massimo, Turin, Italy: SIGGRAPH 2009 Computer Animation Festival | Italian Premier. www.viewfest.it | www.viewconference.it
 - SIGGRAPH 2009 Computer Animation Festival Premiere | Screening & Talk: The benchmark for digital artists and scientists alike & how to get nominated for an Academy Award - Sunday 1 November, 2009 16:00 | View Fest - Cinema Massimo, via Verdi 18, Turin, Italy
 - Opening: Prof. Arch. Rocco Curto: Dean, II Faculty of Architecture Polytechnic of Turin; Maria Grazia Mattei: CEO Milan for ACM SIGGRAPH Chapter | MGM Digital Communication | Meet the Media Guru

	<ul style="list-style-type: none"> • ArtFutura 2009: 20 Years from Virtual Reality to Social Webs, Barcelona, Madrid. Alicante, Spain. Space: IMAGINA and Arts Santa Mónica Center. Siggraph2009 – The benchmark for digital artists and scientists alike & How to get nominated for an Academy Award: Carlye Archibeque; SOE, the Space on Earth Project: Franz Fischnaller. http://www.artfutura.org/v2/ • Ars Electronica, Human Nature, Festival for Art, Technology and Society, Linz, Austria, September 3rd - 8th Siggraph2009 – Siggraph Computer Animation Festival, Screening + talk, The benchmark for digital artists and scientists alike & How to get nominated for an Academy Award by Carlye Archibeque; Is the Point part o the Line by Franz Fischnaller. Brucknerhaus, History Stage. www.aec.at/humannature/en/ <p>2010</p> <ul style="list-style-type: none"> • MAN+MIND=MIND=MINDED SUSTAINABILITY [M+M=MS]. Is your brain...green? Art - Energy - Technology - Environment - Urbanism - Communities - Architecture - Design - Food - Clothing – Tourism at the PAV - Parco Arte Vivente, Turin, Italy (Lecture&Pannel); <p>2011</p> <ul style="list-style-type: none"> • Seminar& Panel Discussion: “SMART TEXTILES - INNOVATIVE FABRICS ... Morphing the fabric of our lives”, European Institute of Design, IED, 16 February 2011, Milan, Italy; • Seminar & Panel Discussion, NANOTECH THE "BIG THING" OF A NANO SCALE WORLD - Thinking with Mind Minded Sustainably”, European Institute of Design, IED, Milan, Italy. • Seminar& Panel Discussion: “VIRTUAL REALITY - STEREOSCOPIC 3D - Augmented Reality and Mobil technology - When conception of matter vanishes to give space to new genres of imagination”, European Institute of Design, IED, 02 February 2011, Milan, Italy; • Seminar& Panel Discussion: “Digital Media Art & TECHNOLOGY EXPLORING the ever evolving influence of technology on Man, Media and the Society; European Institute of Design, IED, Milan, Italy; <p>2015</p> <ul style="list-style-type: none"> • Seminar: MUSEUMS AS CULTURAL, URBAN, CREATIVE AND LEARNING INTERFACE <i>Technology in the Arts, Humanities and Cultural Heritage at the MuCEM, Marseille, France</i>
LANGUAGES	Mother Tongue: German - Second Mother Tongue: Italian - Other Languages: English: Reading skills [excellent], writing skills [good], verbal skills [good], Spanish: Reading skills [good], writing skills [good], verbal skills [good], French: Reading skills [good], writing skills [good], verbal skills [good].
COMPUTER AND TECHNICAL SKILLS	<p><u>Operative Systems</u>: Windows, Linux, Unix, Android; <u>Hardware</u>: HP, SGI ONYX; Ascension Technology, InterSense, Motion tracking; IOS, Tegra, Nokia Mobile Devices; Analogue and DLP Stereographic Projectors; ATI, NVidia graphics accelerators; Networking;</p> <p>Programing Languages: C, C++, OpenGL, Visual Basic, JavaScript, OpenGL, HTML, VRML, Ygdrasil; Software: Unity 3D, XCode, Microsoft Visual Studio, Vuforia, SGI Open GL Performer, + Inventor, CAVELib, YG YGdrsil, Realfow, 3D Studio Max, Google SketchUp, PTgui, Gimp, Corel Draw, Blender, Autodesk Maya, Adobe Suite, MS Office, Flash, Dreamweaver, Sound Forge, Acid Pro, Sound edit, Resolume Arena; Adobe Illustrator, Adobe Photoshop, Adobe Creative Suite 3, Adobe Premier Pro, Adobe After effects, Adobe Audition, PowerPoint, Keynote;</p>
VISUAL ART/CLASSIC MEDIA	Drawing, Painting, Sculpture, Printmaking, Multimedia/Performing Arts
EXPERTISE, AREAS OF INTEREST	<ul style="list-style-type: none"> • Art, advance visualizaion, technology, Science • Computer Graphics Animation, Virtual Reality, Simulation,Stereoscopy • Interactions and Interactive Techniques • Interaction Design • Virtual/ Digital content development
AREAS OF RESEARCH & INTEREST	<ul style="list-style-type: none"> • Creative thinking, cross disciplinary collaboration, bridging the disciplines • Cross-disciplinary methodologies & model of collaboration • Convergences across: design, architecture, Space science & immersive technologies

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