

# JOHN LUCY

## DIGITAL DESIGNER

Education:  
BA Hons Digital Media Design  
London College of Communication  
(2012-2015)

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Skills
<p><b>Video</b> Camera Operation Colour Grading Direction Editing Lighting Design Music Production</p> <p><b>Visuals</b> Animation Coding Projection Mapping</p> <p><b>Design</b> Graphic Design Lasercutting Photo Retouching Vector Illustration Web Design</p>
Software Skills
<p>Adobe Creative Suite CSS HTML Processing openFrameworks GLSL Resolume Arena Arduino Final Cut Pro X DaVinci Resolve Logic Pro QLab</p>

Company	Role	Project	Description
SDNA September 2017 - present	Interactive Programmer	Through The Mists of Time The Hive, Worcester	Created an interactive projection wall that uses the silhouette of visitors to melt a wall of ice, revealing the scene behind. The movement of visitors also triggers the playback and manipulation of melting ice sounds through OSC control signals. Tools used: openFrameworks, Microsoft Kinect, Resolume Arena
		Venom exhibition Natural History Museum, London	An infra-red sensor triggers a video of a spider biting through a skin-like membrane and injecting venom that visitors can interact with.
October 2017	Lighting and Projection Assistant	Wet Sounds, Ironmonger Baths	Programmed an interactive fluid simulation using an infra-red camera to drive fluid movement. The simulation was composited using a capture card and an arduino sending OSC to synchronise timings. The installation needed to be reliable enough to run for 5 months virtually every day and run everything on startup so someone at the museum could turn it on and off easily. Tools used: openFrameworks, GLSL, Arduino, Resolume Arena
			Set up lighting and projection equipment for an immersive concert in a swimming pool setting where the audience has the option to listen to the music playing above or below water.
Guerrilla Science May - June 2017	Sound and Lighting Designer	Intergalactic Travel Bureau Stage Show - funded by UK Space Agency	Worked with Director and Lighting Programmer to set lighting cues and states on desk Composed bespoke sound design and manipulations of music Operated Avolites lighting desk and triggered audio cues in QLab during performances Co-ordination and production of projected visuals Met with research scientists about space analog programs, microgravity, possibility of life on Europa
Duelling Productions January 2017	VFX artist	VÉRITÉ 'Phase Me Out' music video	Produced a short vfx shot where an actor's face is distorted by glitch effects and static, worked with producers to meet a tight deadline.
April 2017		VÉRITÉ 'When You're Gone' music video	Created collection of animated graphics for old computer displays Screen replacement post production with motion tracking
Birmingham Electroacoustic Sound Theatre(BEAST) November 2016	Animation & Programming	Oneirology I, Niketa Sheth	Animation to accompany composition by electroacoustic composer Niketa Sheth based around dreaming.  Animated neural networks were used to interpret the concept of the dreaming mind. (ongoing research) openFrameworks, Processing
Sacrifice & Bliss June 2016 - June 2017	Director	'Kyrie' music video	Costume design for dancer including hand-cut gothic script Filming including reverse lip-sync shot with water flowing over singer's head Building, lighting and filming 'Fountain of Blood' with singer
	Art Director	'Hit Me' music video	Designing and building papier maché piñatas Filming at 50fps for retiming in post Animation & Editing
	Live Visual Programmer	Audio-Reactive visuals for VJ London & tour dates supporting Arthur Brown	openFrameworks, GLSL Timeline control in Duration using OSC Implementation of Harvard researcher Peter J Lu's work on relation between quasicrystals, forbidden symmetries and Islamic girih tilework. (ongoing)
Fashion Crossover London November 2015-present	Graphic Designer Web Designer Videographer	fashioncrossover-london.com	Filming and editing runway shows, press events, fashion presentations Creating and updating promo images Preparing files for print and web display Animation of designer promotional videos Music Composition, Location Sound Recording Liaising with e-commerce team Coding page layouts for desktop and mobile
Bambula Project January 2015, January 2016	Sound and Lighting Designer	Building the Routes, Resolution Dance Festival	Creating lighting cues and transitions based on audio track timecodes Composition and mixing of audio track from EXS sampler instruments, voice, granular sound and manipulated samples.
		Expanding Foam, Resolution Dance Festival	Creating lighting cues and transitions based on specific movements in the choreography (music was improvised)
Charli Parker, DP James Butler March 2015	Projection Mapping Specialist	The Resurrection of Osiris	Projection mapping a model with large sheets of fabric suspended between wrists and back for a fashion film.  An image was passed from Processing to Resolume Arena via Syphon to match the model's position.
Perlimpinpin Designers September 2014-May 2015	Animator	Veolia Recycling Visitor Centre, Lyon	Created animations for a recycling center in Lyon aimed towards children explaining the various stages of recycling and demonstrating a game where players have to sort objects on an interactive table.
James Sanger July-August 2009, February-March 2012	Session Guitarist, Studio Assistant		Worked as a studio assistant and session guitarist on Swiss electronic musician Kidd Feather's debut album and previously in 2009.  recording guitar setting up microphones, synthesizers and recording equipment organisation of studio equipment programming assistance liaising with artist
Eyes On The Wall	Live Visuals	Concert visuals for roundhouse	My role producing live visuals included filming, editing, animation and live mixing of material for events.  created content for circus, spoken word and music performances as part of Ron Arad's Curtain Call installation performed at Roundhouse Rising events at the Roundhouse live visuals for Moby and Richie Hawtin composed 20 minutes of music and played a fretless guitar live to video accompaniment for LPM Festival in Rome.