

JOHN KLIMA

Born in 1965, Redondo Beach, California
Works in Brooklyn, New York and Lisbon, Portugal

Education

2006 MS, Brooklyn Polytechnic University.
Integrated Digital Media/ Computer Science

1987 BFA, State University of New York, College at Purchase.
Concentration in Photography under Jan Groover.

Academic Positions

2006-2008
Brooklyn Polytechnic University
Adjunct Professor, Integrated Digital Media.

2004-2006
New York University, Courant Institute.
Research Scientist, Game Design and Production.

2003-2006
Rhode Island School of Design.
Adjunct Professor of New Media.

2003 New York University, Center for Advanced Digital Applications; New York, NY.
Adjunct Professor, Game Design/Production.

2000
City College of New York.
Adjunct Professor, Game Design Theory.

Solo Exhibitions

2009
"Emotional Object," ZDB Gallery, Lisbon, Portugal.
In collaboration with Adriana Sa, Jared Hawkey, and Sofia Oliviera

2008
"Window Matter" Regueirao dos Anjos, Lisbon, Portugal.
Performance/Installation series in collaboration with Adriana Sa and invited musicians.

2004
"Toy World," Bank Gallery, Los Angeles, CA.
"Terrain," "Small Train," "Great Game," and "EARTH" installations.

2003
"Train Terrain," Postmasters Gallery, New York.
"Terrain" and "Train" installations.

2001
"Artport," The Web Site of The Whitney Museum of American Art.
"Terrain Comparison, Donner Pass/Khyber Pass." Browser software
"Go Fish", Postmasters Gallery, New York
"Go", "Fish", and "Guestbook" installations.

2000
Media Z Lounge, The New Museum of Contemporary Art, New York
performance of "glasbead."

1999

Postmasters Gallery, New York.

"glasbead (pmg)" installation.

Group Exhibitions

2009

"Um Festival," Lisbon, Portugal.

"The Great Game (elephant)." mechano-sculptural installation.

2008

"Homo Ludens Ludens," Laboral Centro de Arte y Creacion Industrial, Gijon, Spain.

"The Great Game (elephant)." mechano-sculptural installation.

"Try Again," La Casa Encendida, Madrid, Spain.

"The Great Game (helicopter)." mechano-sculptural installation.

"Version Beta," Centre Pour L'Image Contemporaine, Geneva, Switzerland.

"Emotional Object" mechano-sculptural installation in collaboration with Adriana Sa, Jared Hawkey, and Sofia Oliviera.

"KLIMA / LEHNI / PERRET," Sirupspace, Zurich, Switzerland.

"Portugues Guitar Hero." interactive sculptural/virtual audio installation.

"Window Matter" Performance Series.

Numero Festival, Calouste Gulbenkian Foundation, Lisbon.

Bang Festival, Fine Arts University, Lisbon.

15 years Bolsa Ernesto de Sousa fellowships - Espaço Avenida, Lisbon.

Musicbox, Lisbon.

Creative Fest #1, Bomba Suicida, Lisbon.

Performance/Installation series in collaboration with Adriana Sa and invited musicians.

2007

"mech[A]OUTPUT" The Japan Society, New York.

Dynamic 3d stage set for a performance choreographed by Koosil-Ja Hwang.

2006

"Derivados, nuevas visiones financieras" - La Casa Encendida, Madrid, Spain.

"ecosystm" installation.

"META.morfosis" - Museo Extremeño e Iberoamericano de Arte Contemporáneo, Badajoz Spain. "Train" installation.

2005

"Artcom" - Boston Cyberarts Festival, DeCordova Museum, Lincoln, MA.

"Train" installation.

"landEscape" - Postmasters Gallery, New York.

"Thebaid"

2004

Gran Canarias Mediafest, Grand Canary Islands, Spain.

"Terrain" installation.

CiberArts-Bilbao, Bilbao, Spain.

"Terrain" installation.

2003

"CODeDOC," Ars Electronica Festival, Linz Austria.

"Jack and Jill." PC Software and source code, commissioned by the Whitney Museum of American Art, 2002.

"AIM IV, Interference Paterns," Armory Center for the Arts, Pasadena, California.

"Time Machine." PC Software and physical installation.

"Animations," web animation curated by Anthony Huberman, Berlin, Germany

"glasbead." PC Software.

"Hot Summer Cool", Postmasters Gallery, New York.

"24th Street Phreakout." Gameboy software.

"Lab3d", Cornerhouse Gallery, Manchester, UK

"EARTH." PC software and physical installation.

"Tenth Annual New York Digital Salon," World Financial Center, New York.

"glasbead." PC Software.

2002

"CODEDOC," Artport, The Web Site of The Whitney Museum of American Art.

"Jack and Jill." PC Software and source code.

"Beta Launch," Eyebeam Atelier, New York.

"EARTH, Discrete Terrains." Physical installation.

"Rhizome Commissions," The New Museum of Contemporary Art, New York.

"Context Breeder." Browser software.

"911+1," Curated by Tom Levin, The Watson Center for International Studies, Brown University.

"Remote Epilogue (The Great Game)." PC software and physical installation.

"Joy and Revolution," Postmasters Gallery, New York.

"Epilogue (The Great Game)." PC software and physical installation.

"New Frontiers" curated by Mary Alice Grossman, The Art Association,

Jackson Hole, Wyoming.

"Go." PC software and physical installation.

"Night Vision" curated by Joy Garnett, White Columns Gallery, New York.

"The Great Game (Arcade Version)." PC software and physical installation.

"Mapping Transitions," Curated by Christiane Paul and Mark America, The University of Colorado, Boulder, Colorado.

"Political Landscape, Emotional Terrain." Browser software.

"Special Effects" curated by Larry Rinder, Daejeon Municipal Museum of Art, Daejeon, South Korea.

"ecosystm." PC software and physical installation.

"The Whitney Biennial" curated by Christiane Paul, The Whitney Museum of American Art, New York. "EARTH." PC software and physical installation.

2001

"Animations," web animation curated by Anthony Huberman, P.S.1-MOMA, New York

"glasbead." PC software.

"artFutura 2001," curated by Roberta Bosco & Stefano Caldana, Barcelona, Spain.

"glasbead." PC software.

"Bitstreams," curated by Larry Rinder, The Whitney Museum of American Art, New York

"ecosystm." PC software and physical installation.

"EVO-1," curated by Christiane Paul, Gallery-L, Moscow.

"glasbead." PC software and physical installation.

"Net.Ephemera," curated by Mark Tribe, The Moving Image Gallery, New York

sketchbook page from "EARTH."

MediaTerra, curated by Steve Dietz, Athens, Greece

"glasbead." PC software

VIPER International Festival of Film, Video, and New Media, Basel, Switzerland

"Go." PC software and physical installation.

"Shrink To Fit", curated by xcult.org & Beatrice Tobler, Museum of Communication, Bern, Switzerland.

"The Great Game." Browser software.

2000

"New Media, New Face - New York." curated by Takuo Komatsuzaki, NTT InterCommunication Center, Tokyo, Japan.

"glasbead (icc)" 3 station networked installation.

SIGGRAPH 2000, New Orleans, Louisiana.

"glasbead" Art Gallery, and the Web3d Roundup.

VIPER International Festival of Film, Video, and New Media, Basel, Switzerland.

"glasbead." PC software.

Web3d 2000, Monterey, California

"metavers." PC software.

1999

"War," Postmasters Gallery, New York

"Serbian Skylight." PC software and physical installation.

VIPER International Festival of Film, Video, and New Media, Lucerne, Switzerland

"metavers." PC software.

"VRML-ART," European Media Arts Festival, Osnabruck, Germany

"metavers." PC software.

"VRML-ART," Heinz Nixdorf Museumsforum, Paderborn, Germany

"metavers." PC software.

"Apocalypse," Williamsburg Art and Historical Center, Williamsburg, NY

"Durer Animata." PC software and physical installation.

"Zodiac," Williamsburg Art and Historical Center, Williamsburg, NY

"Zodiac." PC software and physical installation.

1997

Studio Five Beekman, New York, NY

Lighting design for Steve Tuney exhibition.

"World Views," curated by Elizabeth Christensen, Deutsche Bank Gallery, New York, NY.

"Cartesian Theatre." Diorama installation.

Residencies, Grants and Awards

2004

Artcom Residency, Boston Cyberarts Festival.

Research and Development residency with Plum Voiceportals to create state-of-the-art backend for "Train."

2002

Eyebeam Atelier - Artist in Residence program.

Research and Development residency to work with the 3d Systems solid object printer.

La Fondation Daniel Langlois - Individual Artist Grant.

"Terrain Machine." A large scale physical machine for the dynamic formation terrains in real-time.

2001

Nominated 2001 Webby Award for Art.

2000

The Golden Lasso Award for Art; SIGGRAPH 2000, Web3d Roundup.

Commissions

2003

"House(RAW)," The Walker Art Center, Minneapolis.

Database interface collaboration with Ralph Lemon.

2002

"alt.interface," Rhizome.org, New York.

"Context Breeder." A Java based genetic search algorithm and spherical three dimensional interface.

Intelligent Agent Magazine, New York.

A unique Java based interface to access the Intelligent Agent archives, funded by the New York State Council on the Arts.

"Rethinking the Visual," The University of Colorado, Boulder, Colorado.

"Political Landscape, Emotional Terrain." A Java based 3d mapping of global political, health, and demographic information.

2001

"Artport," The Whitney Museum of American Art.

"Terrain Comparison." A java based, multi-screen 3d terrain comparing the Donner Pass in the United States and the Khyber Pass in Afghanistan.

xcult.org, Basel, Switzerland

"The Great Game." A real-time 3d map depicting the munitions and troop movements in Afghanistan, US Military operation "Enduring Freedom."

Zurich Capital Markets, New York

"ecogame." An ecosystem simulation game interface driving a real-time stock market trading game.

2000

Zurich Capital Markets, New York

"ecosystm." A real-time ecosystem simulation based on market, currency, and weather data.

1999

Cambridge University Press, Cambridge, MA

"The North Atlantic Slave Trade." A mapping component used to chart slave ship voyages from Africa to the New World based on user defined criteria.

1997

Deutsche Bank Gallery, New York.

"World Views" outdoor diorama installation.

Collections

Museo Extremeño e Iberoamericano de Arte Contemporáneo, Badajoz Spain.

Deutsche Bank NA, New York, NY.

Zurich Capital Markets, New York, NY.

Armory Center for the Arts, Pasadena, CA.

Private collections worldwide.

Publications

"**Game Art**," *a-minima*, issue 17, 2006. *Espacio Publicaciones, S.L.. Barcelona.*

"**Hot List**," Artforum, November, 2002.

"**Aesthetics of ecosystem**," *Database Aesthetics*, Victoria Vesna, editor. *University of Minnesota Press (pending).*

"**glasbead**," *Sound Unbound*, Paul Miller, editor. Routledge Press (pending).

"**glasbead**," Leonardo - Volume 35, Number 5, October 2002.

Selected Lectures and Presentations

2007

SIGGRAPH, Sandbox Symposium. Keynote Speaker.

Workshops

2007

“Crash course in the Torque Game engine,” Dock-18, Zurich, Switzerland.
“Open Source Lab,” Ecole d’art, Aix-en-Provence, France.

2006

“Mobile Game Mosh,” Team Polygons faculty advisor, Parsons School of Design, New York.

2003

“Transparencies,” Co-lab, Basel, Switzerland.
“Filter and Blockers,” Co-lab, Basel, Switzerland.

Selected Bibliographical Reference

- Spencer Ante**, "A Digital Artist's Portrait of Economic Darwinism,"
Business Week online, June 6, 2001
- Emily Apter**, "The Aesthetics of Critical Habitats"
October Magazine, Winter 2001.
- Joline Balis/Jon Ippolito**, "At the Edge of Art,"
Thames and Hudson, 2005.
- Pam Dixon**, "Breakthrough artist hitches his rising star to 3-D Web Art,"
San Diego Union Tribune, September 10, 2000.
- Carly Berwick**, "Predator and Prey: Tech Artist Puts Viewers in Ultimate Game,"
The Village Voice, March 14, 2001.
- Steve Bodow**, "The Whitney's Digital Sampler,"
New York Magazine, March 26, 2001.
- Jori Finkel**, "An Exhibition Where Paintings are so Last Century"
The New York Times, August 6, 2006.
- Reena Jana**, "John Klima," Artindex, summer 2002.
- Margot Lovejoy**, "Digital Currents: Art in the Electronic Age,"
Routledge, 2004
- Nick Lüthi**, "Der geschrumpfte Krieg,"
Der Bund, November 14, 2001.
- Matthew Mirapaul**, "Digital Artworks That Play Against Expectations,"
The New York Times, September 30, 2002.
- Matthew Mirapaul**, "A War Game (Sort of) but You Can't Control The Action,"
The New York Times, November 26, 2001.
- Matthew Mirapaul**, "Three Dimensional is the New Frontier for the Internet,"
The New York Times, October 5, 2000.
- Christiane Paul**, "Digital Art,"
Thames and Hudson, 2003.
- Frank Popper**, "From Technological to Virtual Art,"
MIT Press, 2007.
- Rita Raley**, "Statistical Material - Globalization and the Digital Art of John Klima,"
CR: The New Centennial Review 3:2 (Summer 2003).
- Robert Russett**, "HYPERANIMATION: Digital Images and Virtual Worlds."
John Libbey Cinema and Animation, 2007.
- Mike Snider**, "Artists Getting Into Digital Expression,"
USA Today, July 7, 2000.
- Mark Tribe/Reena Jana**, "New Media Art,"
Taschen, 2006.
- Bruce Wands**, "Art in the Digital Age,"
Thames and Hudson, 2006.

Selected URL Reference (online at www.cityarts.com/urls)

- <http://www.cityarts.com/index.html>
<http://www.whitney.org/arport/commissions/codedoc/klima.shtml>
<http://www.whitney.org/arport/exhibitions/biennial2002/klima.shtml>
<http://whitney.domanidev.com/information/press/12.html>

<http://www.we-make-money-not-art.com/archives/008967.php>
<http://sandbox.siggraph.org/keynotes.html#2>
<http://www.watsoninstitute.org/infopeace/911+1/911plus1.cfm?targetpage=klima>
<http://www.fondation-langlois.org/html/e/page.php?NumPage=41>
<http://www.fondation-langlois.org/html/e/page.php?NumPage=25>
<http://geography.walkerart.org/patton/>
<http://postmastersart.com/archive/klima.html>
<http://postmastersart.com/archive/kl2.html>
http://bank-art.com/index_feb.html
http://www.derivart.info/index.php?s=derivados_klima&lang=en
http://www.nticc.or.jp/Archive/2000/New_Media_New_Face/Works/glasbead.html
http://www.nticc.or.jp/Archive/2000/New_Media_New_Face/index.html
http://www.co-lab.ch/fab/seiten_e/workshops.html
<https://wiki.brown.edu/confluence/display/MarkTribe/John+Klima>
<http://www.armoryarts.org/solar/solarArt.html>
<http://01sj.org/content/view/125/48/>
http://www.artfutura.org/02/A_Digital.html
<http://www.ekac.org/forbesarticle.html>
http://www.pitaru.com/cooper/idc_06/handouts/NYTIMES_INTERACTIVE.pdf
<http://www.mitpressjournals.org/doi/abs/10.1162/002409402320774303>
http://clairelight.typepad.com/atlast/2006/07/john_klima.html
<http://clairelight.typepad.com/atlast/2006/08/httpclairelight.html>
<http://www.absolutearts.com/artsnews/2004/02/09/31792.html>
<http://artscenecal.com/ArticlesFile/Archive/Articles2004/Articles0304/CR0304.html>
<http://mobileaudience.blogspot.com/2005/02/john-klimatrain.html>
<http://www.altx.com/mappingtransitions/klima.html>
http://muse.jhu.edu/login?uri=/journals/new_centennial_review/v003/3.2ralej.html
<http://www.medienkunstnetz.de/works/earth/>
<http://bostoncyberarts.org/air/home.html>
<http://lecturesworkshops.botmatrix.com/>
<http://journalism.nyu.edu/pubzone/ReadMe/article.php%3Fid=151.html>