

CURRICULUM VITAE CLAIRE BRUNET

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ACADEMIC TRAINING

2006–2014 Concordia University, Ph.D. Doctor of Philosophy, Special individual Program (SIP) Fine Arts. Dissertation title: Extending Spatial Boundaries through Sculpture Practice: An Exploratory Study of the Influence of a 3D Digital and Technological Context on Sculpture Installation Art.
 1986–1989 Université du Québec à Montréal, M.F.A. Master of Fine Arts 1984–1986
 New York Experimental Glass Workshop: Research in glass casting
 1982–1985 Johnson Atelier, Technical Institute of Sculpture, Princeton, N.J. (1986) Certificate of achievement metal casting technology. Research in metal casting creative approaches
 1981 Teaching Certificate, Ministère de l'Éducation du Québec
 1976–1979 Université du Québec à Montréal. B.F.A. Bachelor of Fine Arts, with a minor in Art Education
 1974–1976 D.E.C. College Degree in Fine Arts, Sculpture

OTHER STUDIES

2023 CSDM-N140_Intro_Animation_Blender, May 2023.
 2023 Certificate of Completion, Meshmixer: 3D Print Prep Basics, March 17, 2023
 2020 Creaform Advanced training, GoScan 50 & GoSpark Body digitizer 3D scanner & data post-processing with VxModel, Laval, Quebec. February 2020.
 2017 Société des arts technologiques (SAT), *Création Vidéo en direct et Mapping Module8/MadMapper*. August 2017.
 2015 Société des arts technologiques (SAT), *Vidéo en direct et Mapping Architectural with Resolume*. November 2015
 Société des arts technologiques (SAT), *Création de Visuels 3D Immersifs- After Effects and Camsphere*. October 2015
 Société des arts technologiques (SAT), *Initiation à la Création de Contenu Visuel Immersif*. October 2015
 2014 Société des arts technologiques (SAT), Vjing with Resolume, mixing sound and video mapping, July 2014.
 2012 Société des arts technologiques (SAT), MADMAPPER, mapping video on 3D surfaces, Montreal, Dec. 2012
 2011 Creaform Advanced training, EXAscan 3D scanner & data post-processing, Lévis, Quebec
 Société des arts technologiques (SAT). Arduino: *Art interactif et microcontrôleurs*
 2010 OCAD, Rhino 3D Software course, Winter 2010
 2009 Schindler Technologies, Rhino 3D software training. Certificate of Achievement: Advanced course “3D Modeling with Rhinoceros,” Aug. 13.

WORKSHOPS

2020 SIRT. Z-Brush course on-line, October, 2020.
 2020 Photogrammetry training with Kerim Bonia; 3D scanning, 3D file preparation, Video documentation, Photography for photogrammetry, software research, video editing. Laurentians, Quebec. May 2020.
 Screen Industries and Training Centre (SIRT), Projection Mapping Jan 9, 2020 and Motion Capture Jan 10, 2020 workshop, Toronto.
 2017 La Gaîteté Lyrique, *Voyageurs du Code*. Initiation to coding languages. Paris June 2017.
 2016 iX Symposium, Sonic Perspectives, SAT Montréal, May-June, 2016. 2016 Mutek, VR Salon, PHI Centre Montreal,
 2016 Digifest, George Brown, Virtual Reality Workshop, April 30, 2016, Toronto. 2011 Collaborative writing workshop with Nick Montfort, presented by Hexagram and
 The Centre for Technoculture, Art and Games, Concordia University, Montreal, Sept. 2011.
 2007 Atelier Sliders, Université du Québec à Montréal, Performance Interactive, projet collectif de cinéma interactif issu du laboratoire “Interface-Interactivité,” École européenne supérieure de l'image, site d'Angoulême, France.
 2006 University of Toronto, Subtle Technologies CDRN Paramedic Design Workshop, Toronto.
 2006 Pivot Points Seminar, Advances in Design, Prototyping and Rapid Manufacturing Technologies, Toronto.
 1986 New York Experimental Glass Workshop, New York.
 Johnson Atelier, Technical Institute of Sculpture, Trenton, N.J.
 1980 Fonderia Belfiore, Pietra Santa, Italy. Research in Art Foundry (ceramic shell casting) in collaboration with A. Fournelle.

TEACHING EXPERIENCE

2010–2023 OCAD University. Faculty of Art, Associate professor. Sculpture Program. Graduate Program, Interdisciplinary Master's in Art and Design (IAMD) & Digital Futures (DF).
 2017–2020 Program Chair of Sculpture/Installation (Fabrication Studio, and Minor in Art & Public Spaces), and Life Studies. OCAD University.
 2012–2020 Ontario College of Art & Design University (OCAD U), Toronto. Graduate Program, Interdisciplinary Master's in Art and Design (IAMD) & Digital Futures (DIGF), Full Member status, April 2012–2020, Toronto.
 2010–2020 OCAD University. Associate professor. Tenure position. Full time faculty.
 Associate Professor, Faculty of Arts, Media and Installation Art Program (2013) 2003 York University, Fine Arts Department, MFA. Summer course Director Independent Studies.
 1996–2010 OCAD Full time teaching position. Fine Arts. Toronto.
 1992–1995 OCA Faculty, Technological Studies; Head of Foundry Department. Full time teaching position. Toronto.
 1991–1992 Institut des Métiers d'Art, Montreal. Patination of copper alloys and lost wax process in bronze casting (Workshop).

GRANTS AND AWARDS

2018 OCAD U Grad Link Research funding. Project title: *Augmenting interactions between spatial platforms: an exploratory study of the impact of 2D media on a 3D medium*.
 2017 OCADU Faculty of Art Professional Development Funds (\$500.00) to attend conference and paper presentation at the 12th International Conference on the Arts and Society, at The American University of Paris, June 14-16, France.2016.
 2017 Conseil des Arts et des Lettres du Québec (CALQ), Plan culturel numérique du Québec. *Mesure d'aide à la création et au*

- développement de contenus culturels numériques originaux*. Project Title : *Trans : du Réel au Virtuel*. Immersive Installation (\$50,000.00).
- 2013 Concordia University, Graduate Awards Committee granted Conference Support to attend the Balance-Unbalance International Conference 2013, May 31–June 2, Noosa, Queensland, Australia.
- 2011 Concordia University, Graduate Awards Committee granted Conference Support to attend the McLuhan’s Philosophy of Media Centennial Conference, Royal Flemish Academy of Belgium for Science and the Arts, Brussels, Belgium, Oct. 26–28, 2011.
- OCADU Professional Development Opportunity Funds awarded funds to cover the fees associated with 3D Digital technology training: Advanced EXAscan 3D scanning and scan data post-processing Geomagic Software.
- 2010 Concordia University, SIP Graduate Program awarded funds to attend the Arts and Society Conference in Berlin, May 2011.
- Concordia University, Graduate Awards Committee granted Conference Support to attend the 1st Annual International Conference on Fine and Performing Arts in Athens, Greece, June 2010.
- 1996 Prix Jean-Hamon, Biennale Sud 92 Sculpture, Art contemporain, Issy- les-Moulineaux, France.
- 1995–1996 Gouvernement du Québec, Conseil des arts et des lettres. Travelling grant, Art show Galerie Artsenal, Paris, France (\$2,000).
- 1991–1992 Gouvernement du Québec, Ministère des Affaires culturelles Long-term Project Grant for artistic practice (\$11,000).
- 1989–1990 Gouvernement du Québec, Ministère des Affaires culturelles Short-term Project Grant (\$8,000).
- 1988–1989 Gouvernement du Québec, Ministère des Affaires culturelles Art and Innovation Program. Research Grant (\$21,000).

GROUP EXHIBITIONS & EVENTS

- 2023 Galeria Ratamo, Norway, Dec 7 to Dec 31, 2023
- 2019 OCADU Project 31 2019, Art exhibition and Auction, OCAD University Great Hall exhibition room, May 2018,
- 2018 VRTO–Virtual & Augmented Reality Conference & Expo, June 15th to June 18th, Toronto.
- Conference title: *3D Scanning to VR: Embodied Identity*. Sunday, June 17th, 2018, 11:00 am–11:50 am, Ryerson University
- 2018 HEY Y’ ALL, group show, OOG OnlyOne Gallery, February 2018, Toronto.
- 2018 FAIRE IMPRESSION, group show. Galerie d’art Desjardins de Drummondville, August 2018, Drummondville, Quebec.
- 2017 Circa Art Actuel, group show, September 23 to October 14, 2017. Montreal.
- 2017 Aux Saveurs des graveurs 2017. Book launch & group show. Centre d’exposition de Val-David, December 9, 2017
- 2017 Les Journées de la Culture, Trans: du Réel au Virtuel de Claire Brunet, 30 septembre 2017. Théâtre du Marais,
- 2017 Biennale Internationale d’Estampe de Trois-Rivières, *Faire Impression les 40ans de l’Atelier de l’Île*, Galerie 3R, June 27th to September 15th, 2017. Trois- Rivières, Quebec.
- 2017 VRTO, Virtual Reality & Augmented Reality World Conference & Expo, VR Installation Trans: du Réel au Virtuel, Rogers Communications Centre, Toronto, June 24–26.
- 2017 Digifest 2017, Interactive Zone; VR Installation, Toronto Waterfront, April 27–29.
- 2017 Two Rooms Revisited, OCAD Graduate Gallery, Toronto. January 18–28.
- 2016 Riopelle et ses amis, Place des citoyens, Ste-Adèle, Québec, August 26 -September
- 2016 Faire Impression au Rouleau Compresseur, Inverness County CentArts, Nova Scotia, May–June 2016.
- 2016 Les Flâneurs Erratiques present: Méchant Banc de Neige. Night time projection : *Convergences*, Claire Brunet and Susan Frykberg. February 13–14, 2016, Val- Morin, Quebec.
- 2015 CIRCA art actuel, exposition bénéfice 2015, October 10–24, 2015, Montreal.
- 2015 SAT Événement de la rentrée, Society of Art and Technology, Montreal. September 2015.
- 2015 Salle d’Exposition Alphonse-Desjardins, *Faire Impression au rouleau compresseur: 40 ans d’estampe à Val David en 2015*, Ville de Mont-Tremblant, September 9 to September 27, 2015.
- 2015 Maison des Arts et de la Culture de Saint-Faustin, *Place à la Sculpture*, Saint Faustin, September 5 to November 7, 2015.
- 2015 SCANZ 2015 Night time projection, Claire Brunet, Susan Frykberg *Convergence Between 3D Digital Objects and Audio Signal Processing*. Projection in Pukekura Park, New Plymouth, New Zealand, Winter 2015.
- 2014 Musée d’art contemporain des Laurentides (MACL), Le Musée fait mouche, Saint-Jérôme, Quebec, June 14 to September 14 2014.
- 2014 Maison des Arts et de la culture de Saint-Faustin, Quebec, June 14 to August 24, 2014.
- 2012–2013 The Canadian Clay and Glass Gallery, *Art-O-Matic Arts Meet New Technologies*. Claire Brunet, Future Retrieval, Guillaume Lachapelle, Neri Oxman, Susan Shantz, Waterloo, Ont., 2012–Mar.2013
- 2013 Exposition *Latitude L* — Rencontres culturelles Laurentides-Montréal “Latitude.” Curators: Andrée Matte, MACL, and Manon Régimbald, UQAM and CEVD. Maison de la culture Pointe-aux-Trembles, Jan. 25–Mar. 17, 2013.
- 2011 The Canadian Clay and Glass Gallery, *Reflective Natures and Transparent Landscapes*, July 10–Oct. 2, 2011.
- 2011 Centre d’art contemporain de l’Outaouais, *Recycl’art 2011*, Festival d’été Art/Nature, Montpellier, Quebec.
- 2010 La Biennale internationale de la gravure et des nouvelles images de Sarcelles. Centre d’art de Repentigny, Nov. 2010.
- 2010 Centre d’exposition de Val-David. *Collectif de l’Atelier de l’île, Forêt nomade/Vaeltava metsä*. Nov. 2009–Jan. 2010, Val-David, Quebec.
- 2009 Musée national des beaux-arts du Québec. *La Collection Loto-Québec, 30 ans d’arts visuels*. Quebec City, June

SOLO EXHIBITIONS

- 2017 Théâtre du Marais, *Trans: du Réel au Virtuel*, VR project, September 2017.
- 2014 Claire Brunet, *The Salmon project*, POPOP, Espace d’Exposition en Art Contemporain, Belgo building
- 2012 Claire Brunet. Mont-Tremblant City Hall Gallery, Mont-Tremblant, Quebec.
- 2010 Howard Park Institute, Window Gallery, Toronto, Oct. 2010.
- 2004 The Drake, *Potato Column I*, Entrance lobby, Toronto. 2003 DeLeon White Gallery, Toronto.
- 2002 Kabat Wrobel Gallery, Toronto.

PUBLIC COLLECTIONS

- 2023 Art Museum of Jyväskylä, Norway, Babel project collection.
- 2023 BAnQ, National Library & Archive of Quebec,
- 2016 Vaeltava Metsa Foret Nomade-Collection, BAnQ, Quebec National Library Archive, Montreal, Quebec.
- 2014 Musée d’art contemporain des Laurentides (MACL) Permanent Collection, Saint- Jérôme, Quebec.
- 2007 Bibliothèque et Archives Canada, Ottawa.
- 2005 Collection Loto-Québec, Montreal.
- 2004 Musée d’art contemporain des Laurentides (MACL), Saint-Jérôme, Quebec.

- 2003 Acquisition Program, Gouvernement du Québec.
 1994 Musée du Québec, Collection Prêt d'œuvres d'art, Quebec City.
 1991 Canadian Institute, Quebec City.
 1987 Musée d'art contemporain de Montréal, Lavalin Collection, Montreal. 1987 Noverco Collection, Montreal.
 1985. Musée du Québec, Collection Prêt d'œuvres d'art, Quebec City.

PUBLIC ART COMMISSIONS (18 projects realisation)

- 2006 CLSC Matawinie, Mural; low wall relief, Intégration des arts à l'architecture, Saint-Jean-de-Matha, Quebec.
 2004–2005 CHSLD Le Meilleur, Slumped Glass mural & light, Intégration des arts à l'architecture, Le Gardeur, Quebec.

PUBLICATIONS

PAPERS

- 2017 Brunet, C. (2017, June) Between the Real and the Virtual: Augmenting Interactions with Spatial Platforms. Theme 3: New Media, Technology and the Arts, *Examining the use of technologies and media in the arts*. Paper presented at 12th International Conference on the Arts and Society. The American University of Paris, France
 2013 Brunet, C. (2013, May–June). Paradox in sculpture: Hypermodernity, nature, and digital medium. Paper presented at the Balance-Unbalance International Conference 2013. Noosa, Queensland, Australia.
 2012 Brunet, C. (2012, October), McLuhan and extended environment: Affect and effect of a 3D digital medium on sculpture practice. Paper presented at the The Centennia Conference McLuhan's Philosophy of Media, Brussels, Belgium, Oct. 26–28.
 2011 Brunet, C. (2011, May). Extending spatial boundaries through sculpture practices: Exploring natural and 3D technological environments. Paper presented at the Sixth International Conference on the Arts in Society. Berlin-Brandenburg Academy of Sciences and Humanities, Berlin, Germany.
 2008 Brunet, C. (2008, May). The context of sculpture generated by digital technology. Technologies 3D et leurs applications dans le champ de la Sculpture/Installation. Paper presented at *Faire œuvre. Transparence et opacité*, Colloque International, École des Arts visuels, Université Laval, Quebec, Canada.

CONFERENCES

- 2018 VRTO Conference speaker. *3D Scanning to VR: Embodied Identity*. Sunday, June 17th, 2018, 11:00 am-11:50 am, Ryerson University. Dr. Claire Brunet assisted by OCADU Digital Future Graduate Thoreau Bakker experiment with Virtual Reality and 3D body scanning technology to convey meaning inside a VR spatial context through digital sculptural referents.
 2017 Research/Creation Presentation. Digital Futures Graduate Program workshop on Creative/Research. Lecture in professor Martha Ladly's course DF-6909 Explorations, Sept 12 2017 Room 301, 205 Richmond St W (RHA).
 2017 Paris 2017, Gestures that Matter, 12th International Conference on the Arts and Society. The American University of Paris, France. *Between the Real and the Virtual: Augmenting Interactions with Spatial Platforms*. June 14-16, 2017.
 VRTO Conference speaker: *3D Scanning to VR: Augmenting Interactions with Spatial Platforms*. Sunday June 25th, 2017, 12:00 pm–1:00 pm ITRDI- 17 at VRTO Virtual & Augmented Reality 2017 World Conference & Expo. Toronto, Ontario. <https://conference.virtualreality.to/#speakers>.
 2015 SCANZ 2015. Water and peace. Art, science, technology & cultural bridging, New Zealand. *Convergences Between Digitized 3D Objects and Audio Signal Processing* by Claire Brunet, Susan Fryberg. Artists' residency, conference and presentations.
 2013 Balance-Unbalance International Conference 2013, May 31–June 2, 2013, Noosa, Queensland, Australia.
 2013 Concordia University. Brown Bag Series. Paradox in Sculpture Practices: Perspectives on a 3D Digital Medium. March.
 2012 Research Day OCAD University, Toronto, Ont., *VULNERABLE: The Salmon project*, May 2012.
 2011 The Centennial Conference McLuhan's Philosophy of Media, Brussels, Belgium, Oct. 26–28, 2012. www.mcluhacentennial.eu.
 2010 1st Annual International Conference on Fine and Performing Arts. June 7-10. 2010. Athens Institute for Education and Research, Athens, Greece.
 2010 Open.stir/Imbibe:DFI Salon March 4 2010. Digital Deliberations OCAD. Second Intervention: Imagining 3D Environments and Interactivity; Claire Brunet, Michael Page, Barbara Rauch, Sandy Groebner.
 2008 FOTEO, Faire œuvre, transparence et opacité. The context of sculpture generated by digital technology. International colloquium Ecole des Arts Visuels, Laval University, Quebec, May 19–22, 2008
 2008 Hybridité et Nouvelles Technologies en estampe contemporaine. (2008, March) Communication, Colloquium. Musée d'Art Contemporain des Laurentides, Saint-Jérôme, Quebec.

ARTIST RESIDENCY & SYMPOSIUM

- 2015 2 Rooms Contemporary Art Projects, Duntara New Foundland, Summer 2015.
 SCANZ 2015 Residency Project : Night time projection, Claire Brunet, Susan Frykberg *Convergence Between 3D Digital Objects and Audio Signal Processing*. Projection in Pukekura Park, New Plymouth, New Zealand.
 2006 Symposium (Outdoors wood log carving). Claire Brunet : *Les arbres cachent la forêt*. Maison des Arts et de la Culture de Saint-Faustin Lac Carré, Laurentides, Quebec, Canada.
 2003 Lou Odette Sculptor-in-Residence program, York University Faculty of Fine Arts.
 Research creation project for sculpture Installation work titled : Potato Column I, Potato column II & Potato column III. Toronto, Ontario, Canada.
 2002 Boreal Art Nature, Claire Brunet research creation project for sculpture Installation work titled *Soul Lost in the Genome (Âme Perdue dans le Genome)*. La Minerve, Quebec, Canada.
 2001 Les Beaux Arts à la Montagne, Claire Brunet Outdoor Ephemeral Sculpture. Mont-Tremblant, Quebec, Canada.