

Sébastien R. Derenoncourt

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Sébastien R. Derenoncourt

- Born in Port Aux Prince, Haiti
- Parents, political exiles at the hand of dictator Jean Claude Duvalier
- Family was repatriated to New York City
- Parents continued working in international humanitarian development, leading to the family becoming expats in West Africa
- Raised in West Africa: Niamey, Niger & Dakar, Senegal
- High School in the US, Louisville, KY
- Undergrad Work, at the School of the Art Institute of Chicago
- Moved to NYC and participated in the foundational moment of the commercial web. the dotcom boom and a career as an interactive and interaction designer & art director
- Worked in Advertising, Publishing, Corporate & Pharma
- Collaborated and worked on a number of Film, Industrial Video, documentary and stage projects.
- Moved to Philadelphia to refocus on his art practice
- Co-founded and ran Art/Assembly, a fine arts space, focused on theory, process & practice
- Became a consultant focused on business process analysis & human behavior research using the design thinking methodology.
- Lecturer at University of Pennsylvania School of Design's Fine Arts Department, teaching classes in Video, Interactive design, Visual design and socially sustainable design practice
- Instructor at University of the Arts Continuing Studies
- Moved to Delaware for Masters Degree studies
- MFA studies at University of Delaware
- Undergraduate instructor at the University of Delaware: Intro to video art theory & practice; Intro to painting
- Delaware Master Naturalist

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Timelessness

2020 -2021

4K UHD Still from Multichannel Video Installation





An Introduction

I recently completed my MFA degree at the University of Delaware, where I was a recipient of the *Dean's Graduate Scholars Award* and was a *Graduate Fellow at the UD Center for Material Culture Studies*. At UD, I was focused on Interactive and Time based Installation work, addressing ideas of cultural erasure due to climate and human created environmental degradation.

What follows is a brief overview of my artistic Journey

By the time I was 7 I had switched schools and languages 5 times, from French to English, to German, to Dutch back to French then to English again. By the time I was 14 I had lived on 3 very different continents, and experienced a great variety of cultural, geographic, economic and social structures.

At home in Africa, I spoke French to my parents who spoke Creole to me, while people outside spoke Wolof, Diola, Mandinka, Fula, Soninke, Bambara, and countless other languages. In that time period, I had lived with my parents and younger brother in Haiti, New York, Miami, New York, Niamey Niger, and Dakar Senegal.

I spent summers in Tunis, Paris, Brussels, various

parts of Holland, and spent time traveling in Italy, Morocco, Nigeria, Ghana, Togo, Ivory Coast, Benin and later as a teen traveled through Central America, with a Peace mission investigating the effects of US policies on Latin America.

In this Journey I was exposed to a myriad of ideas and perspectives, and was presented with the mythologies and dreams of many different peoples.

From these experiences I strove to understand common threads connecting the seemingly disparate ideas and visions people have of the world.

I found most interesting threads spinning around sex and sexuality, concepts of time as well as the rich, complex and formidable topic of water...

In sex, the emotionally charged aspects of culture, society, and humanity: identity, character, status, power, pain, pleasure, frustration, and passion, are concentrated into an incredibly potent and attractive cocktail.

Time is both a natural concept and an artificial abstraction, which is interpreted differently around the globe. I have long been fascinated with concepts of time that are not just concerned with the modern construct we currently use to structure our lives; but the different ideas of spiritual and natural existences that are possible

as well as the mental & intellectual spaces in which these ideas exist around the world.

With Water, I have a more visceral and ideological relationship.

I was born on an Island whose culture is intertwined in a complex and existential relationship to the water surrounding it. The water which long ago split its people from their kin, the water that feeds the inhabitants of this small island but also the terrifying violence and havoc this water can impart on this small patch of land, slowly but surely washing it and taking its people away.

Later I spent my formative years in a part of the world struggling to cope with the most severe droughts in the history of mankind, being raised by parents who were directly involved in remediating the effects of this drought on the environment with the people displaced by it.

These three themes, have been the dominant sources of inspiration, tension, and frustration in my artistic endeavor. Sometimes the works connection to these themes is tenuous, but often I find myself reevaluating the concepts behind works in progress using these factors as a foil.

Like most artist, my creative process is comprised of playing with the aesthetic values of the specific mediums I am using for a particular project.

This exploration is usually constrained by the theoretical framework of the question I am attempting to answer for myself.

In general, the components of my practice have been **Medium:**

- Video, sound, Installation and time based media,
- Photography,
- Interactive, tech based and Net art
- painting, printmaking and traditional mediums.

Conceptual:

- theories and concepts of Time,
 - human sexuality and society,
 - Water
- and tangentially experiences of the insider/ outsider in relationship to place and belonging.

In effect the vector created by the intersection of mediums, aesthetics, and conceptual rigidities.

For example when working in a time based media such as video, on a my pieces challenging ideas of “time”, it is within the medium’s scope to create an alteration of the timeline that contextually reflects the problem I am trying to examine; were as in a static medium such as photography or a digitally originated image, the challenge has been to present a folding of time without having the benefit of time itself therefore relying on insinuation and artifice to lead the

conversation in this direction.

Water

Washes away, reveals, cleans, erodes, takes life, gives life, destroys, creates.

Water passes over the span of our life but also underlies all that we are.

Water has been perhaps the most important variable to my well being, and to the construction of my internal identity. (as opposed to my public face.) In some ways my relationship with water is more visceral and emotional, than logical.

I find myself lost anywhere I cannot locate and directly access natural bodies of water. I automatically orient my world by fixing the location of bodies of water to my inner compass.

But I also have experienced multiple violent near death events, in different types of dangerous water emergencies and in my travels.

Aside from this quasi spiritual relationship, I have consistently incorporated water thematically in my work.

Sometimes as a mechanism to speak of time, or sometimes as a way to connected the past and the present, or the glue between disparate ‘states’ of being.

I have used it sonically, in video/performance/ installation pieces were the subject matter needed an emotional connection, or visually using the motion of water in both static and moving imagery.

In my current practice though, I am both interested in water as subject matter, specifically addressing its clear role as a harbinger of human triggered climate change; as well as speaking of the effects its abruptly changing and evolving status is having on human culture, society, geography and history.

This new direction has been for me an exciting departure from my usually culturally based ideation to a practice that is including more environmental, natural and scientific material to sustain and challenge my historically strictly socio-cultural based work.

Most of the projects in my body of work, reflect the variety of mediums, materials and processes I typically like to explore in my practice, while targeting a pretty constant and stable conceptual and philosophic challenges.

Although these projects might seem theoretically disparate and somewhat unrelated materially, there has been a fairly consistent thread connecting my work --aside from it being mine.

In the next phase of my career, I am hoping to

further my ability to research, analyze and write about my work and the processes I employ, as well as to learn to write grant & project proposals that will help me gather collaborators and the funds to realize some of my larger scale ideas.

Time

I have long been interested with the concept of ‘Flat time’ an ever present idea in afro diaspora religions and mythologies such as Vodou and Santeria, but is also found in a number of other cultures around the world, like in Japan in Shinto mythology, as well as in the mythos of many aboriginal cultures in Australian basin and micronesia.

“Flat Time” is a nomenclature I use for the idea of an existence framed by “parallel timelines” which are concurrently experienced. The idea of an existence where all antecedent and subsequent selves exist and interact with all ancestors and all of the spirit entities which govern the order of the world.

All coexist contemporaneously in both their respective timelines as well as in ours.

This temporal concept is an important element of Vodun for example, and in exploring my cultural heritage as well as in living with these mythologies in Africa, I became captivated by the challenges of its various meanings,

representations and perceptions.

In my work, I have used a variety of methods to convey this idea aesthetically and conceptually. I have tried a variety of visual layering and time shifting, experimented with interactive storytelling and participatory media, presented multi framed and multi angled imagery, and played with serial artifact ideation --creating multiples of ‘almost’ similar images and objects.

Perhaps an important aspect of this idea is that it is the glue that tends to connect the various aspects of my work.

If you think about this in terms of the glue that connects but also all 3 threads are philosophically the same/similar



A Statement

For the hidden voices, the quiet stories and the lost sights

In the time that I have left in this life, I would like to reveal, revere, expose, celebrate the lives and experiences of diasporic people around the world. Through the lens of a post-colonial Afro Caribbean, using frameworks drawn from postmodern feminist, queer cultural theory, and the new environmental movement, I strive to use the language of time-based media, including sound, video, tech art, performance and installation work, to create revelatory spaces that enable a meditation on these unseen cultural bones.

In this process I am interested in presenting a counter narrative to the conquerors cannon, the “minor tales” of the vanquished, combining stories of the past, observations of the present and imaginings of a future and in their very telling, in their visualizing, challenging the hegemony of the “major voice”. Searching through the empty spaces obscured by the shadow of society’s dominant voice, these places where I might find a trickle of the myths, dreams, and wishes composing the “minor tales”. Here, the mundane & the spectacle, the boring & the engaging, are reflected in pieces, amplifying

the unheard voices of people whose lives have long been abandoned; either due to the willful forgetfulness of trauma, forced indoctrination or the systematic erasure of their existence in this society’s dominant narrative.

I am interested in making new fictionalized spaces where real history, contemporary reality and creative imaginings intersect to give us the opportunity to discover, accept, forgive, recognize and address the victor’s chronicles of society. My approach to storytelling uses both western and non-western structural elements with an attention to feminist and queer lenses, to connect to and direct an audience’s attention. Here I combine the ideas, concepts and theories of postcolonialism and intersectionality with empathy based observation and inquisitiveness.

With this methodology I first want to present my observations of the African American experience, playing with ideas of time and manipulating perceptual constructs of self-consciousness, by specifically speaking to our diasporic ancestors on the mother continent, about the lasting trauma of the journey across the water to the new world.

I want to present images of the daily frustrations, niggles and the constant mental fatigue of life in America. This overlaid with the personal stories of cultural trauma, systemic abuse, and the

prolonged artificial misery, promulgated by the state, its elites and misguided masses. But these negative actualities would be contrasted with the successes, victories, celebrations, as well as the strength and tenacity that ultimately exemplify the extraordinary resilience and ultimate vindication of these survivors through talent, intelligence, creativity, courage, and grit that has been at the core of the African American identity, enabling this diaspora to continually overcome in the face of overwhelming negative odds.

In this work, I want to celebrate these tales which the major voice has ignored and downplayed. Using the freedoms granted by fiction, the poetry of images, and a re-imaging of history. I want to celebrate all of the ways in which people were transformed by encounters with and within this nation; their relationship with the land, its nature, each other, and other minor voices, bringing it all into their present selves.

NewBlood series: #36

2018

36” x 48” Archival Pigment Print



Triangle
2017
1080P HD Still from Multichannel Video Installation

Sébastien in Practice

Educator & Professional Resume

2022 - ongoing *Adjunct Professor*
University of Pennsylvania: School of Design,
Philadelphia, PA

- Foundations for Art, Design, and Digital Culture
- Design21: Design After the Digital

2021- ongoing *Adjunct Professor*
Moore College of Art and Design
Philadelphia, PA

- Art, Life, Work: Professional Practice
MFA Foundations

2019-2022 *Lecturer & TA*
University of Delaware,
Newark, DE

- Core Moving Images (intro to video)
- Core Painting (intro to painting)

2018-2019 *UX/IxD Consultant*
Penn Medicine Centre for Digital Health, Philadelphia, PA
MOHS Department of Dermatology: skin cancer
monitoring App

2014-2019 *Lecturer*
University of Pennsylvania: School of Design, Philadelphia, PA

- Interfacing Culture: Designing for Mobile, Web and
Public Media
- Art of the Web: Interactive Concepts for Art & Design
- Foundations for Art, Design, and Digital Culture
- Intro to film/Video production & post

2015-2016 *Instructor*
University of The Arts -Continuing Studies, Philadelphia, PA

- Web 1: Foundations for Web Design & Development
- Web 2: Designing Effective Web Pages

2014-2019 *Independent Creative Consultant*
Various Clients, Philadelphia, PA
User Experience/Usability Consulting/
Art Direction/Interactive Design/Graphic Design

2013-2014 *Senior Creative Consultant*
Electronic Ink, Philadelphia, PA
User Experience/Usability Consulting/Business Process
Engineering/Information Design/Data Visualization/Art
Direction/Graphic Design

2012-2013 *Art Director*
Rosetta, Princeton, NJ
Art Direction/Interactive Design

2011-2012 *Art Director*
NBCsports, Philadelphia, Pa
Art Direction/Interactive Design/Graphic Design

2011 *Senior Designer*
GreeneTweed, Landsdale, Pa
Interactive Design/Graphic Design

2010 *Associate Creative Director*
Boombox NYC, New York, Ny
Advertising & Marketing Creative Direction

2010 *Art Director / Senior Designer*
Barnes & Noble Online, New York, Ny
Art Direction/Interactive Design/Graphic Design

2009-2010 *Art Director / Senior Designer*
Nition, New York, Ny
Art Direction/Interactive Design/Graphic Design

2007-2009 *Creative Director/Principal*
SD/SMALLD, New York, NY
Executive & Creative management of Independent
Interactive Design Agency

2006-2007 *Senior Interactive Designer*
Accoona Corporation, Jersey City, Nj
User Experience/Art Direction/Graphic Design

2004 – 2006 *Independent Creative Contractor*
Various Clients, New York, Ny
User Experience/Usability Consulting/Art Direction/Interactive
Design/Graphic Design

Undergraduate Studies:
The School of The Art Institute of Chicago 92’-96’
Painting, Photography, Video, Art & Tech

Graduate Studies:
University of Delaware 19’-22’
MFA in Fine Arts

Recognitions:
Recipient of the Dean’s Graduate Scholar Award:
2019-2020 & 2020-2021

Think Thank EcoMaterialism Graduate Fellow:
University of Delaware Centre for Material Culture Studies
2021-2022

Recipient of the 2021UD College of Arts &
Sciences Research Travel Grant:
Project “Finding Clotilda”

Certifications & Accreditations:
Master Naturalist Certification:
University of Delaware Cooperative Extension
2020-2022

Artistic Practice

Major Projects:

2020-Ongoing

Finding Clotilda, A Research Project

Long term research & art project on cultural and historical erasure of the cultural patrimony of indigenous and diasporic groups due to climate change's associated environmental impacts such as sea level rise and coastal erosion.

Project exhibitions & Presentations:

- The Delaware Contemporary Museum, Wilmington De, May 2021
- The James Oliver Gallery, Philadelphia PA, November 2021
- The Collapsible Hole Gallery, Manhattan, NY, December 2021

2011-2016 Co-Founder & Executive Director

A/A: Art/Assembly, Philadelphia, Pa

Co-founded & management, this fine arts centric process & theory co-working space; lead monthly critiques, worked on event planing, long term plan, day to day running, etc.

Collaborations:

Critical Discussion Series: Machete

A collaboration with Marginal Utility Gallery & Gabrielle Rockhill, creating an open talk series about the issues found at the intersection of theory, and the practices of philosophy & art.

Citywide Philadelphia

Alternative & Collective Gallery Art Festival

Planning, coordination, talks, marketing, web site work, for this Philadelphia art festival, collaboratively organized by 20+ artist collective organizations, from galleries to theme specific spaces like A/A

Book Project: Sonneteer, Infrastructure

Published By Front40 Press, Chicago, Il

A collaborative design & photography coffee table book

between photographer, Douglas Fogelsson & 9 visual designers.

Still Life With Commentator, (Opera)

BAM NextWave Festival, Brooklyn, Ny.

Video artist: created 17 pieces as interactive characters & and moving backdrops for this opera project co-created by McArthur Genius composer, Vijay Iyer, hip hop poet & Harvard laureate, Mike Ladd & artist Ibrahim Quraishi. Duke University Theatre, Durham, Nc 2005 Brooklyn Academy of Music, New York, Ny 2006 International Tour, 2007-2009

Talks, Panels, Critiques, Workshops

Machete: Art In Times Of Political Crisis

Marginal Utility Gallery Philadelphia, Pa

What can—or should be—the role of artistic practice in situations of political crisis?

Machete Redux: Art, Theory, Politics

In The Present

Marginal Utility Gallery Philadelphia, PA

Seeking to rethink the state and stakes of contemporary art, theory and political praxis.

Kensington Kinetic Sculpture Derby

Art/Assembly, Philadelphia, PA

Design prototyping workshop: Paper/Cardboard prototyping for complex design build iteration and testing

The St Claire Magazine : If You Leave - A Panel

Art/Assembly, Philadelphia, PA

A discussion about Philadelphia’s artist retention issues

An Introduction to Citywide Philadelphia

Center / Architecture + Design , Philadelphia, PA

Petakucha presentation, about the citywide art event and the issues concerning managing a large collaborative project

Design Practice speaker

The New School: School Of Comm, New York, NY

Visiting critique for new media & interaction design undergraduates

Visiting Designer

Northern Arizona University, School Of Comm, Flagstaff, AZ

Guest speaker, visiting artist, visiting critique for senior communication graduates

Visiting Artist

Fordham University, School Of Comm, Bronx, Ny

Guest speaker, visiting artist, for senior communication graduates

Film & Video:

Sangam, (Short)

Associate Producer

Prashant Bhargava Director

Ruthie & Connie, Documentary

Sound production Assist & Production Assistant

Donald Goldmacher Productions

TimeFrame Productions

Video Editor & After Effects Motion Graphics, Sound production & Production Assistant

Industrials, Training & Corporate Videos

Farmingville, Documentary

Sound & Production

Camino Bluffs Productions

Mixed Media Post

Avid Editor, Effects Specialist, Interactive Authoring

Various Corporate Clients

Every Silver Lining has a Cloud (Feature)

Director Photography, Producer

Paul Shefferly Director

**Non Profit, Volunteer,
Pro Bono:**
Haïti Diaspora Reforestation Work-group,
Philadelphia, New York, Miami

*Strategic Planing, Project Modelling,
Feasibility Testing.*

Project to organize and plan a community driven sustainable
reforestation, top soil retention and stabilization project, in
Haiti, by a group of independent development experts and
private citizens

Street Level Youth Media, Chicago, IL
Media Literacy & Computer Literacy Instructor,
Community center for urban youth and in Chicago School
district Headstart program

Eugene Pine Native Arts Collective @
The Uptown Hullhouse, Chicago, IL
*Community Drama teacher, Art workshop
coordinator, Media Production Teacher*

Community Arts program catering to Urban Native American
youth & children

Presbyterian Community Center Smoketown,
Louisville, KY
Community art& drama teacher, Youth Mentor
community center for urban youth, within a Low Income
Housing Community

Youth For Peace, Louisville, KY
Conflict resolution trainer, youth ambassador
Organization working on International, National & Local
conflict mitigation work



Untitled (foghorns)
2020
Digital Capture
Archival Pigment Prints

Detailed CV

2022- Ongoing *Adjunct Professor*
University Of Pennsylvania: School Of Design, Philadelphia, Pa
Foundations For Art, Design & Digital Culture
an introduction to the fundamentals of visual perception, representation, and design that are shaped by today's digital culture. It addresses the ways contemporary artists and designers create images; design with digital tools; communicate, exchange, and express over broad range of digital media.

Design21: Design After the Digital
The seminar surveys the conceptual and technical developments in the past decade to develop an interdisciplinary understanding of design, science and technology.

2022- Ongoing *Adjunct Professor*
Moore College of Art and Design, Philadelphia, Pa
Art, Work, Life: Practice
This course is a graduate level liberal arts finishing course for MA and MFA students giving them practical art business, practice productivity skills as well as introducing them to a range of opportunities and inspirational tactiques to sustain and suceed as an art professional.

2019-2022 *Lecturer & TA*
University Of Delaware: School Of Arts, Newark, De
Core Moving Images: Intro To Video Art, concepts, theories and practice
This class provides a foundation of the concepts underpinning the art of video making, an introduction to the history and modalities of video art, and some practice making and experimenting with the medium. Students will come out of the class with a good understanding of the medium which they can expand on in advanced classes

such as advanced video production, 2D animation, and Video Installations & advanced concepts classes.

Core Painting: Intro To Painting
Introduction to oil painting class. exposing students to concepts of color, composition, rendering, etc.

2018-2019 *Ux/Ixd Consultant*
Penn Medicine Centre For Digital Health, Philadelphia, Pa
MOHS Department of Dermatology, **skin cancer monitoring project**
Art Direction , UI & IxD: Design, Direction and Creation of detailed mock-ups, prototypes and style guides for Android and IOS, Skin Cancer Tracking Mobile Application.

2014-2019 *Lecturer*
University Of Pennsylvania: School Of Design, Philadelphia, Pa
Interfacing Culture: Designing for Mobile, Web & Public Media
This course introduces advanced topics related to contemporary media technologies, ranging from social media applications to phone apps and urban interfaces. The course covers new methods from interaction design, service design, and social media.
Art Of The Web: Interactive Concepts For Art & Design
This course introduces, interactive design, theory and techniques. It is a first step in learning how to create, analyse and discuss interactive content, as a visual creator. It is an exploration of the culture of the internet, the ideas behind its quirks, the dreams and freedoms it encapsulates, and the creative power it gives us.

Video 1: Intro To Film/Video Production
This class will provide a strong understanding of the concepts underpinning the art of video making, as well as a clear understanding of the technologies involved in

the process. Students will come out of the class with the conceptual and technical skills to tackle more advanced techniques in the future.

Foundations For Art, Design & Digital Culture
an introduction to the fundamentals of visual perception, representation, and design that are shaped by today's digital culture. It addresses the ways contemporary artists and designers create images; design with digital tools; communicate, exchange, and express over broad range of digital media.

2015-2016 *Instructor*
University Of The Arts, Philadelphia, Pa
Foundations For Web Design & Development
This class offers a high-level overview of the infinite possibilities available to creatives who seek to use the web as their medium of choice. Discussions, readings, and a real-world hands-on approach to the subject matter allow students to explore the web as a creative outlet for both designers and developers. This course culminates with a simple website design project, wireframes and schematics, individual presentations, and a formal critique.

Designing Effective Web Pages
The emphasis of this course is on giving the student a solid conceptual and practical toolset that will enable them to keep growing as Interactive designers. Addressing a range of design principles, layout and composition concepts, and touching some of the current standards of web communication.

2014-2018 *Independent Creative Consultant*
Various Clients, Philadelphia, Pa
UX/UI/IxD, Art Direction, Interactive Design, Graphic Design, for a Variety of clients

2013-2014 *Senior Creative Consultant*

Electronic Ink, Philadelphia, Pa

User Experience: Creating wireframes, system flows, SiteMaps, and other UX documents for projects such as corporate intranets, mobile apps, web sites and desktop applications.

Usability: User research and testing and Site/Application usability surveys

Business Process Engineering: Analysis and surveys of corporate workflows and processes using the design thinking methodologies to create detailed data visualizations of organisational/team/project/logistics and industrial processes, creating Past/Current/Future state diagrams and models

Art Direction: Creation of detailed mood boards, mock-ups, prototypes and style guides for Web/Mobile/desktop and environmental projects. Leading team meetings and presentations to client stakeholders.

2012-2013 *Art Director*

Rosetta, Princeton, Nj

Art Direction: Creation of detailed, visual mock-ups, visual prototypes and style guides for Pharmaceutical Marketing/Advertising agency for clients such as Allergan and Bristol-Myers Squibb. Projects were iPad sales/marketing apps; web sites and mobile web sites.

2011-2012 *Art Director*

Nbcsports, Philadelphia, Pa

Art Direction: Creation of detailed, visual mock-ups, and visual prototypes for TVNetworks online presence. Created Flash banners for news and entertainment web sites. Created branding campaign for NHL Stanley Cup 2012,

including banner ads and other visual material.

2011 *Senior Designer*

Greenetweed, Landsdale, Pa

Creation of detailed visual mock-ups, print & interactive prototypes; designing and building product micro-sites; updating consumer facing website; producing interactive and print style guides; creating print/online and direct marketing material for B2B marketing of this aerospace industry company.

2010 *Associate Creative Director*

Boombox Nyc, New York, Ny

Managed and directed project team in creating an integrated ad campaign for a joint American Express/Delta Airlines campaign. Served as Art Director while establishing look and feel and oversaw interactive strategy efforts. Served as creative focal point for multidisciplinary teams to create cohesive and complete coverage of all of campaign elements including:

- A social media based game microsite
- All concepts and game play strategy for the microsite
- Social media integration strategy
- Rich media and print campaign concept, media strategy, design direction & collateral material
- Campaign style guide and direction guide.
- Real World Event concepts, strategy and direction
- Team personnel management (member hiring and integration)
- IA/UX direction and management
- Tech integration direction with tech lead.

Additional Position Details Available upon request



The Child

2020 -2021

4K UHD Still from Multichannel Video Installation

References

Higher education

Abigail Donovan

Director, Department of Fine Arts & Design
University of Delaware
541 337 8081
adonovan@udel.edu
Manager@ University of Delaware, School of Arts & Sciences, Department of Fine arts and Design

Gregory Schelnutt

Chair, Department of Fine Arts & Design
University of Delaware
336 655 3343
gshelnu@udel.edu
Manager@ University of Delaware, School of Arts & Sciences, Department of Fine arts and Design

Orkan Telhan

Associate Professor
716 400 6221
otelhan@design.upenn.edu
Lead for design practice @ UPenn, School of Design, Fine Arts Department. Functional manager & Mentor

Artistic

Amy Hicks

Artist & Associate Professor of Fine Arts
(415) 430 8466
amyhicks@udel.edu
@ University of Delaware, School of Arts & Sciences, Department of Fine arts and Design

Lance Winn

Artist & Professor of Fine Arts
(302) 766 4506
winn@udel.edu
@ University of Delaware, School of Arts & Sciences, Department of Fine arts and Design

Sharon Hayes

Artist & Associate Professor of Fine Arts
(718) 781 1257
shahay@design.upenn.edu
@ University of Pennsylvania, School of Design, Fine Arts Department

Sari Widman

Artist & Co-Founder/Director of Art/Assembly
(856) 220 7302
sariallison@gmail.com
Collaborator on a number of art and maker projects including co-founding and running A/A together

Professional

Kent Eisenhuth

Interaction Design Lead @ Google
570 640 7856
kent.eisenhuth@gmail.com
Co-Professor of the class “Interfacing Culture” @ UPenn, Previously Colleague @ Electronic Inc
Matthew Bartholomew
Lead Consultant Design, Think Company
Philadelphia
267 226 6061

matthew.bartholomew@thinkcompany.com

Functional manager & mentor at Electronic Inc

Personal

Geoff Albores

(917) 803 8277
geoffalbores@gmail.com

Mariana Templeton

(469) 261 9137
templinm@gmail.com

Renee Turman

(646) 221 7916
renee@reneeturman.com

Tina Satter

Playwright and Director
646 361-8936

Media Links

An Introduction To My Studio Practice

[Studio Practice Intro >>](#) 2Min

<https://vimeo.com/490290342/38e3bfed47>

Please Note:
This video contains graphic sexual content

An experiment in using scripting with
sound synthesis:
Kyle Abraham reanimated.

[It's All Blooming Now Mt. Heart Attack- V2-
Kyle Abraham dancing >>](#) 3:33Min

<https://vimeo.com/322653608>

An Example of Motion Graphics &
Animation

[The Unshow Open >>](#) 21Sec

<https://vimeo.com/423028819/fd5d633c62>

Portfolio website is currently being updated, it will be
at the following address:
rsd4.art (under construction)

Studio Practice Website with works in progress as well
as sketches and prototypes

www.seabasshell.com



Kyle Abraham
2009 -2019
1080P HD Still from Single Channel Video



Marshlands: Mud and Muck
2019
4K Stills from Multi Channel Video



Thank you

Sébastien R. Derenoncourt
646-755-4509
seabasstin@gmail.com