

SCOT GRESHAM-LANCASTER

The University of Texas at Dallas
Arts & Humanities | Arts & Technology Program

EDUCATION

California State University East Bay, Hayward Campus
M.A. in Multimedia with an emphasis in interactive music (cum laude) 2006
Thesis: Cellphonia (A Framework for Open Source Cellphone Opera Creation)

Cogswell College, Sunnyvale, Ca
BS in Digital Audio Technology 2004
Area of Concentration Electronic and Software Design for Live Performance

AWARDS

Residency at L'Institut Méditerranéen de Recherches Avancées in Marseille September – December 2011
Award: International Computer Music Conference ICMC2010 AI Selection Analogous Projects June 2010
Fellowship in Sonification at Locus Sonus Aix en Provence March 2010 – April 2010
Technical Design Award – Deep Listening Convergence NYSCA March 2008 – June 2008
Artist Residency – Cuneo Italy at the Conservatorio di Musica "Giorgio Federico Ghendini" June 2006
Residency Grant - Tesla Sound Art Institute Berlin, DE June 2005
Design Award – Internet 2 - Dance in the Digital Age for telematic performance of "Calpurnia's Dream" March 2002
Artist Residency – STEIM Amsterdam, NL June 1999
Djerassi Artist Residency Award – Woodside, CA June 1995
Artist Residency – STEIM Amsterdam, NL June 1994
Composer in Residence Mills College Center for Contemporary Music, Oakland, CA March 1992

TEACHING EXPERIENCE

University of Texas at Dallas
Associate Professor of Sound Design, ATEC (Art and Technology), School of Arts and Humanities 2012
PhD, graduate and undergraduate curriculum for Sonification, Sound Design and Game Audio

San Jose State University
Lecturer in Electroacoustic Music 2008
Developed new curriculum for use of Computer Music Techniques with Film Sound and Gaming

California State University East Bay
Adjunct Lecturer in Design Techniques for New Media 2002-2004
Managed Graduate Seminars in the integration of Audio Technology and Music in New Media

Cogswell College, Sunnyvale, CA
Instructor in Digital Audio, Orchestration, Music Programming 2003-2006
Developed curriculum for Audio for Gaming, Streaming Media, Orchestration, Principles of Digital Audio, Interactive Music Programming and Recording Mastering/Engineering – Taught all those courses as well

Diablo Valley College, Pleasant Hills, Ca
Instructor in Flash ProTools and Reason 2001-2004
Taught Advanced Courses in ProTools for Soundtrack, Mastering and Music Production and beginning multi media practices.

Expression College for New Media, Emeryville, Ca
Instructor in ProTools and Reason 2001-2004
Taught Advanced Courses in ProTools for Soundtrack, Mastering and Music Production

California State University Hayward, Hayward, Ca
Adjunct Lecturer in Computer Music and Digital Audio Technology 1988-2004
Designed and taught course 3 quarters a year for 16 years, beginner to graduate level projects in the use of computer and electronic music technology including recording, performance, notation and instrument design

RELATED EXPERIENCE

Mills College Center for Contemporary Music
Technical Director 1982 – 1987
Teaching and assisting graduate students with graduate thesis projects as a technical advisor.
Managed eight graduate assistants in running and maintaining the studios and concert series.

California State University East Bay Researcher in New Media Technology for Education Developed and deployed an campus wide enterprise level Multimedia Lecture Capture System	2008 – 2010
Interval Research User Interface Design Consultant Paul Allen’s famous “think tank” a team of researchers worked on prototyping and patenting electronic objects for potential manufacturing and market research	1997-2000
SEGA USA Game Sound and Music Designer Recorded and edited music for several video game titles	2001
Muse Virtual Worlds Music and Audio Lead Designer Designed and Programmed 3-D Audio Scene graph for virtual world	2001

PUBLICATIONS AND PAPERS

<i>Acoustic Environments and Sonification</i> With Peter Sinclair - Leonardo Music Journal 22, MIT Press	2012
<i>RelationshipOfSonificationToMusic&SoundArt</i> AI & Society ISSN 0951-5666 Vol 24 Number 2 - Springer	2011
<i>Waveguide synthesis for Sonification Distributed Sensor Arrays</i> AI & Society ISSN 0951-5666 Vol 24 Number 2 - Springer	2011
<i>Historical perspectives and ongoing developments in telematic performances</i> J. Acoust. Soc. Am. Volume 124, Issue 4, pp. 2490-2490	2008
<i>Flying Blind: Network and Feedback Based Systems in Real Time Interactive Music Performances.</i> Proceedings of the “Beyond Noise” Conference University of California, Santa Barbara	2002
<i>Mixing in the Round</i> Desktop Music Production Guide - Primedia Publications	2001
<i>The Aesthetics and History of the Hub: The Effects of Changing Technology on Network Computer</i> Leonardo Music Journal 8, MIT Press	1998
<i>Digital Terrain: Using Digital Elevation Models for Music and Interactive Multimedia Desktop Music</i> With William Thibault - Leonardo Music Journal 7, MIT Press	1997
<i>Macintosh as Interactive Music Performance Tool</i> Proceeding of the International Computer Music Conference	1983

PERFORMANCES – for a comprehensive list of over 30 years of performances please go to:
<http://scot.greshamlancaster.com/MajorPerformances.htm>

LANGUAGES

English – Native Language
Spanish and French =speak, read, and write with basic competence

MEMBERSHIPS: AES – ICAD – ICMC - BMI

SKILLS

New Media, Sound Designer and Educator in Analog and Digital Media Techniques, Recording studio designer and engineer with 20 years of professional recording experience. ProTools certified and has worked professionally with Final Cut Pro, DVD Studio Pro, Nuendo, Logic, Cakewalk, Digital Performer, PD, Max/MSP.

PROGRAMMING LANGUAGES:

Python, Actionscript, Processing, Max/MSP, Pure Data, Csound, Saol, Supercollider, Mac OS X/Classic, Windows, Unix, Linux system administration, Microsoft Offices Suite, Hardware: Circuit design and layout, fabrication in metal, wood, and plastic Published author and technical theorist Accomplished composer, pianist and guitarist