

*CURRICULUM VITAE*  
2026

## BIOGRAPHY

Scott Snibbe is a new media artist, author, and meditation teacher whose work dissolves the illusion of separateness—between self and other, art and audience, body and nature. His pioneering interactive art, held in the collections of New York MoMA and the Whitney Museum of American Art, has been exhibited worldwide in museums, public spaces, concert tours, and immersive installations. He has collaborated with Björk, Philip Glass, Beck, and James Cameron, creating innovative intersections of art, music, and technology.

Snibbe has received the Webby and Ars Electronica awards and grants from the National Science Foundation, the Ford Foundation, the National Endowment for the Arts, and the Rockefeller Foundation. He holds over 30 patents and has served as an advisor to The Institute for the Future and The Sundance Institute. He has held teaching and research positions at UC Berkeley, NYU's Courant Institute of Mathematics, San Francisco Art Institute, and California Institute for the Arts.

As a leading figure in digital interactivity, Snibbe produced several groundbreaking art apps, including the world's first "app album," Björk: Biophilia. He was an early developer of Adobe After Effects and spent years at Paul Allen's Interval Research Corporation researching interactive music, video, computer vision, and haptics.

A longtime student and teacher of Tibetan Buddhism, Snibbe is the executive director of the nonprofit *Skeptic's Path to Enlightenment* and hosts its widely followed meditation podcast. In 2024, he released his first book, *How to Train a Happy Mind*, featuring a foreword by the Dalai Lama. His work bridges ancient wisdom with cutting-edge technology, shaping new forms of engagement with consciousness, ritual, and community.

**BORN:** August 20, 1969, New York City, New York

**LIVES AND WORKS:** Berkeley, California

## GROUP EXHIBITIONS

- 2026 *Love*, TIAT Gallery, San Francisco, California, January, 2026  
*Headlands Institute for the Arts*, November, 2026  
*CODEDOC*, Whitney Museum of American Art, November, 2026 — February, 2027
- 2025 *Innaugural Exhibition*, TIAT Gallery, San Francisco, California, November, 2025  
*Mythology of Tomorrow*, 120710 Gallery, Berkeley, California, October, 2025
- 2023 *Never Alone: Video Games and Other Interactive Design*, Museum of Modern Art, New York City, September, 2022 - August, 2023
- 2022 *SWARM*, Science Gallery Melbourne, 2022
- 2019 *Mobile Art*, Modern and Contemporary Art Fund of Montluçon, Paris, France, April - June 2019
- 2017 *Mobile Art*, Parisian Art Fair Art Elysees, October, 2017
- 2016 *Digital Abstractions*, House of Electronic Arts Basel, April - May, 2016  
*Art of the App*, Louisiana State University, February - March, 2016

- This Is for Everyone: Design Experiments for the Common Good*, The Museum of Modern Art, New York, February 2015 - January, 2016
- 2016 *Digital Abstractions*, House of Electronic Arts Basel, April - May, 2016  
*Art of the App*, Louisiana State University, February - March, 2016  
*This Is for Everyone: Design Experiments for the Common Good*, The Museum of Modern Art, New York, February 2015 - January, 2016
- 2015 *Björk*, The Museum of Modern Art, New York, March – May, 2015  
*NEAT: New Experiments in Art and Technology*, Contemporary Jewish Museum, October – December, 2015  
*Digital Revolution*, Onassis Cultural Center, Athens, Greece, October – December, 2015
- 2014 MoogFest, April 2014  
*Poetic Codings*, San Jose Museum of Art, September May – September, 2014  
*Digital Revolution*, Barbican Institute, London, July – September 2014
- 2013 *Sound in Space*, The Museum of Modern Art, New York, October – November, 2013  
 Sonar Festival, June 2013  
*Poetic Codings*, Fellows of Contemporary Art Curators, Los Angeles, March 2013
- 2012 Los Angeles International Airport
- 2011 Björk *Biophilia* Concert Tour visuals  
 Björk *Biophilia* App Album  
*Future/Canvas*, San Francisco, February, 2011  
 Arizona State University, March, 2011  
 FILE Festival, Sao Paolo, Brazil, 2011
- 2010 *Action! Design over Time*, Museum of Modern Art, New York, February, 2010 - January, 2011  
 Art Rock 2010. St. Brieuc, France. May, 2010  
 San Francisco Fine Art Fair, with Zero1 Art and Technology Network. May, 2010
- 2008 *Act React*. Milwaukee Art Museum. October, 2008 – April, 2009  
 Art Rock 2008. St. Brieuc, France. May, 2008  
*Design and the Elastic Mind*. Museum of Modern Art. New York, NY. February-May, 2008  
*Digital Art & Magic Moments*. Shanghai eARTS Festival, 2007
- 2007 *Metalandscapes*. Miró Foundation, Mallorca, Spain, October 2007  
*From Mind to Hand: Artists and Graphology*. Triple Base. San Francisco, California. May, 2007  
*Our Distance From Things*. Telic Arts Exchange. Los Angeles, California. March, 2007  
*Play Innovation*. Kitakyushu Innovation Gallery. Kitakyushu City, Japan. April-July, 2007
- 2006 South Korea Media Art Biennial. October, 2006  
 International Symposium on Electronic Art / Zero One Festival. San Jose, California. August, 2006  
 Global Economic Forum. San Jose, California. August, 2006  
*Thread*. Artspace New Haven, Connecticut. June, 2006  
*Art & Technology Zone*. Tokyo Intercommunications Center. May, 2006  
 Israel Museum. Jerusalem, Israel. May, 2006
- 2005 *L'ombre a la portée des enfants: Ombres et lumière*. Cite des sciences et de l'industrie. Paris, France. October, 2005  
*Hybrid Creatures and Paradox Machines*. Ars Electronica 2005  
 California Institute of the Arts. April, 2005  
*Artefact*. Belgium. February, 2005

- Tilt*. Perpignan, France. February, 2005
- 2004 *Ars Numerica*. Montbeliard, France. December, 2004  
*Reactive*. Rx Gallery. San Francisco. November, 2004  
 MAIS: Exposition d'Installations Interactives. Brussels, Belgium. October, 2004  
*Art Life*. The Exploratorium. San Francisco. October, 2004  
 Le Channel, scène nationale de Calais. France. September, 2004  
 Villette Numerique. La Villette. Paris, France. September, 2004  
 Institute of Modern Art. Brisbane, Australia. October, 2004  
*Biennale of Electronic Arts Perth*. Fremantle, Australia. September, 2004  
 Eastern Illinois University. September, 2004  
*Social Construction*. Southern Exposure. San Francisco, CA. May 2004 (curator)  
 Art Rock 2004. Brittany, France. May, 2004  
*Dreaming Butterfly: Digital Playground*. Nabi Art Center. Seoul, South Korea. April – August, 2004  
 Contemporary Arts Services Trust. Tasmania, Australia. April, 2004  
*The Art of Digital Resistance*. Version >04. Chicago, Illinois. April, 2004
- 2003 *Uijeongbu International Digital Art Festival*. South Korea. October, 2003  
*Ars Electronica 2003*. Linz, Austria. September, 2003  
*House of Tomorrow*. Experimenta. Victorian Arts Centre, Australia. September 2003  
*Dialogue with Light and Shadow*. Toki Messe. Nigata, Japan. April 2003  
*Reactive Art*, San Francisco Media Arts Coalition, San Francisco Museum of Modern Art. January 2003
- 2002 *Legends of Interactivity*, The Kitchen, New York City. November 2002  
*Carnivore*, Eyebeam, New York City. October, 2002  
*NewFangle*, GenArtSF, San Francisco. October – December, 2002  
*Time Share*, Art Interactive, Cambridge, Massachusetts. September, 2002  
*911+1: The Perplexities of Security*, Watson Institute for International Studies. Providence, RI. September, 2002  
*Ars Electronica 2002*, NetArt 2002 exhibition. Linz, Austria. September, 2002  
*CODeDOC*, Whitney Museum Artport. September, 2002  
*Arte Digital IV*, Havana, Cuba. June – July 2002  
*Innaugural Exhibition*, Shizuoka Arts Center, Tokyo, Japan. March, 2002  
*Refresh*. Institute of Contemporary Arts, London. February – March, 2002  
*New Frontiers*. Art Association Gallery, Jackson Hole, WY. January, 2002
- 2001 *bienalle.net*. Jeffrey Deitch Projects, Brooklyn, NY. November 5-7, 2001  
*Mathematica*. The Exploratorium, San Francisco, California. October 6, 2001 - May 5, 2002  
*Tirana Biennale*. Tirana, Albania. September 1 - October 15, 2001  
*Only The Lonely*. Foro Artistico, Hanover, Germany. August 31 - September 23, 2001  
*LifeLike*. New Langton Arts, San Francisco. June 27 - July 28, 2001.
- 2000 *Refresh: The Art of the Screen Saver*. Cantor Center for the Visual Arts, Stanford University. October 12 – November 26, 2000  
*Transmediale 2000*. In conjunction with the Berliner Filmfestspiele. February, 2000. Berlin, Germany.
- 1999 *Adding Media / Subtracting Signs*. NTT Intercommunications Center (ICC). Tokyo, Japan. 22 June - 20 July, 1999  
*Organic Information: Work from the Aesthetics and Computation Program at the MIT Media Laboratory*. Art Directors Club Gallery. New York City. May 6-27, 1999  
*Interaction '99*. International Academy of Media Arts and Sciences (IAMAS). Ogaki City, Gifu, Japan. March 5-14, 1999

- 1998 *Inaugural Exhibition*. Center of the Edge Gallery. The Tech Museum. San Jose, California. October 98 - April 99  
*Ars Electronica 98*. Cyberarts 98 exhibition. Linz, Austria. September, 1998  
*Motion Phone Urban Installation*. Stuttgart Filmwinter 98. Germany. March, 1998
- 1997 *WRO '97*. Wroclaw, Poland. March, 1997  
*Vienna Global Village '97*. Vienna, Austria. April, 1997
- 1996 *Ars Electronica 96*. Cyberarts 96 exhibition. Linz, Austria. September, 1996
- 1995 *SIGGRAPH 95 Interactive Communities*. Los Angeles, CA. August 1995

### SOLO EXHIBITIONS

- 2008 *Falling Girl*. Berkeley Art Museum. Summer, 2008
- 2006 *Body, Space and Cinema*. London Institute of Contemporary Arts. May, 2006  
*Deep Walls*. Brown University. March, 2006
- 2005 *Visceral Cinema: Chien*. Telic. Los Angeles, CA. September, 2005  
*Body Language*. Art Interactive. Boston, MA. April, 2005  
*Blow Up*. Yerba Buena Center for the Arts. San Francisco, CA. January, 2005
- 2004 *Presence/Absence*. Tarble Arts Center. Eastern Illinois University. October, 2004  
*Interdependence*. Arizona State University. January, 2004
- 2003 *Screen Series*. Beall Center for Art & Technology. Irvine, CA. November, 2003

### COMMISSIONS

- 2010 "Transit", for the Los Angeles International Airport Arrivals Terminal
- 2007 "Women Hold Up Half the Sky", for Mills College. Oakland, California  
 "Social Light", for London Science Museum
- 2006 "Cabspotting", for The Exploratorium / National Endowment for the Arts  
 "Shadow Mosaic 5x4", for Yahoo Corporation, Sunnyvale, CA
- 2005 "Outward Mosaic #1", for Amelia Chenoweth  
 "Central Mosaic", for Cité de Sciences, Paris, France  
 "Blow Up", for Yerba Buena Center for the Arts. San Francisco, CA
- 2004 "You Are Here", for New York Hall of Science. New York City  
 "Near", for New York Hall of Science. New York City
- 2003 Computerfinearts.com, Doron Golan. New York City
- 2002 "Shadow", for *Art Interactive*. Boston, MA  
 "Fuel", for *Carnivore* as part of the Radical Software Group. New York City  
 "Tripolar", for *CODEDOC*, The Whitney Museum of American Art. New York City
- 2001 "It's Out", for *Tirana Biennial*. Tirana, Albania
- 1999 "Emptiness is Form", for *Refresh: The Art of the Screensaver*. Stanford University, California

## PERMANENT INSTALLATIONS AND COLLECTIONS

Museum of Modern Art, New York  
Whitney Museum of American Art, New York  
Arizona State University Museum of Art  
Tokyo Intercommunications Center  
Mills College. Oakland, California  
London Science Museum  
Phaeno Museum. Wolfsburg, Germany  
Cité de Sciences, Paris, France  
Yahoo! Corporation, Sunnyvale, California  
Private collections

## BOOKS

*Architecture in the Age of Human–Computer Interaction*. Eric Sauda, Alireza Karduni, Donna Lanclos. Routledge, 2024

*Electronic Visual Music: The Elements of Audiovisual Creativity*. Dave Payling. Bloomsbury Academic, 2023

*Contagious Architecture: Computation, Aesthetics, and Space*. Luciana Parisi. MIT Press, 2022

*Code as Creative Medium: A Handbook for Computational Art and Design*. Golan Levin, Taga Brain. MIT Press, 2021

*Euphoria and Dystopia: The Banff New Media Institute Dialogues*. Sarah Cook, Sara Diamond. MIT Press, 2020

*The Digital Interface and New Media Art Installations*. Phaedra Shanbaum. Routledge, 2019

*Experimental Animation: From Analogue to Digital*. Miriam Harris, Lilly Husbands, Paul Taberham. Routledge, 2019

*Graphic Design: A New History, Third Edition*. Stephen J. Eskilson. Yale University Press, 2019

*Digital Art, Aesthetic Creation: The Birth of a Medium*. Paul Crowther. Routledge, 2018

*The Oxford Handbook of Algorithmic Music*. Alex McLean, Roger T. Dean. Oxford University Press, 2018

*Teaching Computational Creativity*. Michael Filimowicz, Veronika Tzankova. Springer, 2017

*New Media: Culture and Image*. Kelli Fuery. Palgrave Macmillan, 2017

*A Companion to Digital Art*. Christiane Paul. Wiley, 2016

*Walking and Mapping: Artists as Cartographers*. Karen O'Rourke. MIT Press, 2016

*Interface Cultures: Artistic Aspects of Interaction*. Christa Sommerer, Laurent Mignonneau, Dorothée King. transcript Verlag, 2015

*Abstract Video: The Moving Image in Contemporary Art*. Gabrielle Jennings. University of California Press, 2015

*The Oxford Handbook of Sound and Image in Digital Media*. Amy Herzog, John Richardson. Oxford University Press, 2015

*Art and Politics: A Small History of Art for Social Change*. Claudia Mesch. I.B. Tauris, 2014

*Re-collection: Art, New Media, and Social Memory*. Richard Rinehart & Jon Ippolito. MIT Press, 2014

*The Imaginary App*. Paul D. Miller (DJ Spooky) & Svitlana Matviyenko, eds. MIT Press, 2014

*The Permanence of the Transient: Precariousness in Art*. Camila Maroja, Caroline Menezes, Fabrizio Poltroniere. Routledge, 2014

*Electronic Music*. Nick Collins, Margaret Schedel, Scott Wilson. Cambridge University Press, 2013

*Mobile Digital Art: Using the iPad and iPhone as Creative Tools*. David Scott Leibowitz. Taylor & Francis, 2013

*Interactive Art and Embodiment: The Implicit Body as Performance*. Nathaniel Stern. Gylphi Limited, 2013

*Aesthetics of Interaction in Digital Art*. Katja Kwastek. MIT Press, 2013

*Walking and Mapping: Artists as Cartographers*. Karen O'Rourke. MIT Press, 2013

*Sounding the Gallery: Video and the Rise of Art-Music*. Holly Rogers. Oxford University Press, 2013

*New Media as Performance in Site-specific Art*. Airiti Press. Shih-yun Lu, 2013

*Digital Art and Meaning*. Roberto Simanowski. University of Minnesota Press, 2011

*The Origins of Media Arts*. Itsuo Sakane. Kousakusha, 2011

*A Philosophy of Computer Art*. Dominic McIver Lopes. Routledge, 2010

*The Recovery of Meaning Through the Reading of Digital Arts*. Roberto Simonowski. University of Minnesota, 2010

*MEDIACITY. Situations, Practices and Encounters: Situations.* Frank Eckardt. Bauhaus-Universität Weimar, 2008  
*New Media in the White Cube and Beyond: Curatorial Models.* Christiane Paul. University of California Press, 2008  
*The Art of Participation.* Rudolf Frieeling. Thames & Hudson, 2008  
*Processing: A Programming Handbook for Visual Designers and Artists.* Casey Reas, Ben Fry. MIT Press, 2007  
*Architectural Design Special Issue: 4dsocial: Interactive Design Environments.* Lucy Bullivant. Wiley & Sons, 2007  
*Human Creation Between Reality and Illusion,* Anna-Teresa Tymieniecka. Springer Netherlands, 2006  
*Responsive Environments.* Lucy Bullivant. Victoria & Albert Press, 2006  
*Going Aerial: Air, Art, Architecture.* Monika Bakke. Rodopi, 2006  
*ART & D: Research and Development in Art.* Joke Brouwer. V2 Publishing, 2005  
*Visceral Cinema: Chien.* Exhibition Catalog, Telic Gallery, Los Angeles, California, 2005  
*Creative Code.* John Maeda. Thames & Hudson. 2004  
*Aspect: The Chronicle of New Media Art. Issue 2: Artists of the West Coast.* Commentary by George Fifield. 2003  
*Digital Art.* Christiane Paul. Thames and Hudson, 2003  
*Code: The Language of Our Time.* Gerfried Stocker, Christine Schöpf. Springer, 2003  
*CyberArts 2003: International Compendium Prix Ars Electronica.* Leopoldseeder & Schöpf, ed., Springer-Verlag, 2003  
*Information Arts.* Stephen Wilson. MIT Press, 2001  
*The Computer In the Visual Arts.* Anne Morgan-Spalter. Addison-Wesley, 1999  
*Cyberarts 98: International Compendium Prix Ars Electronica.* Stocker & Schöpf, ed., Springer-Verlag, 1998  
*Prix Ars Electronica 96: International Compendium of the Computer Arts.* Leopoldseeder & Schöpf, ed. Springer-Verlag, 1996

## PRESS AND MEDIA COVERAGE

*The Ampersand Manifesto Podcast with Scott Snibbe, New Media Artist and Meditation Teacher,* August 14, 2024  
*BE HERE NOW podcast with Scott Snibbe,* July 26, 2024  
*Everyday Buddhism 109 – How to Train a Happy Mind with Scott Snibbe,* May 21, 2024  
*Bitcoin through Buddhism, What Is Money? podcast,* April 5, 2024  
*Tibetan Buddhist Practices for Finding Joy in Life, Spirituality & Practice,* March 2024  
*Paths to Here with Scott Snibbe,* February 5, 2024  
*A Skeptic’s Path to Enlightenment with Scott Snibbe,* Everyday Buddhism, September 23, 2021  
*Scott Snibbe The App Inventor,* Sennheiser Bluestage, August 2015  
*Scott Snibbe on Bloomberg Businessweek,* April 28, 2015  
*This App Lets You Make Professional-Looking Fan Videos With Your Smartphone,* Carey Dunne, FastCo Design, April 20, 2015  
*The Dawn of the Musical Selfie: A Mission to Make Music Interactive,* Courtney Balestier, Wondering Sound, September 19, 2014  
*Apps are the New Canvas,* Dots Magazine, 2014  
*BG 332: Empty Art,* Buddhist Geeks Podcast, 2014  
*MoMA Acquires Björk’s Trippy Interactive App-Album “Biophilia”,* Ainsley O’Connell, FastCo Design, June 12, 2014  
*Björk’s Biophilia Becomes The First App To Appear At MoMA,* Zach Sokol, The Creators Project, June 11, 2014  
*Biophilia, the First App in MoMA’s Collection,* Paola Antonelli, MoMA, June 11, 2014  
*Roundtable discussion with Damian Kulash of OK Go,* Future of StoryTelling, February 24, 2014  
*It’s Almost Impossible to Make Bad Music With This App,* John Pavlus, FastCo Design, December 9, 2013  
*Sound that wants to be touched: UK premiere of Scott Snibbe’s new short film,* Ruby Munson-Hirst, Wired Insider, September 6, 2013  
*Sound That Wants to Be Touched,* Future of StoryTelling, September 6, 2013  
*Where Dharma Meets Technology Meets Art,* Mandala Publications, April–June 2013  
*Behind The Release: Philip Glass Rework,* Justin Colletti, SonicScoop, January 24, 2013  
*Rework (Philip Glass Remixed) app by Snibbe Studio,* Bruce Sterling, Wired, December 13, 2012  
*Rework (Philip Glass Remixed) by Snibbe Studio,* Filip Visnjic, Creative Applications, December 13, 2012  
*Exploring Scott Snibbe’s New App Album for Philip Glass’ Rework, featuring Beck, Amon Tobin, Nosaj Thing, and more,* Abdullah Saeed, The Creators Project, December 13, 2012

*A Magical App for Exploring a Philip Glass Remix by Beck*, Mark Wilson, FastCo Design, December 12, 2012

*Interview: Scott Snibbe, interactive media artist*, Submarine Channel, September 3, 2012

*Q&A With Scott Snibbe, Designer of Passion Pit's New Interactive App*, Sheena Lyonnais, Toronto Standard, August 2, 2012

*Passion Pit's Beautiful Gossamer App Is Worthwhile for Fans*, Eliot Van Buskirk, Evolver.fm, July 25, 2012

*Remix This Band's Latest Album, Using Their iPad App*, Mark Wilson, FastCo Design, July 25, 2012

*Scott Snibbe and Passion Pit collaborate on the newest "App EP"*, Indie-Music.com, July 22, 2012

*Passion Pit Releases an "App EP" for Gossamer*, Julia Kaganskiy, The Creators Project, July 19, 2012

*Artist Scott Snibbe Discusses Björk, Passion Pit and the Future of the MP3*, Katherine Brooks, Huffington Post, July 18, 2012

*Passion Pit: Gossamer – New interactive music app by Scott Snibbe Studio*, Filip Visnjic, Creative Applications, June 19, 2012

*Interactive Music*, Hollywood 2.0 Podcast, May 27, 2012

*Meet Interactive Artist Scott Snibbe and Watch Him Create Visuals for Passion Pit's Webby Performance*, The Creators Project, May 22, 2012

*Interview with Scott Snibbe*, Maranda Pleasant, Origin Magazine, May 10, 2012

*Nature's digitizer*, Jascha Hoffman, Nature, May 10, 2012

*AMA with Scott Snibbe*, Reddit, 2012

*Meeting Scott Snibbe*, THITH, 2012

*Interactive Artist Scott Snibbe Gives Us The Scoop On Björk's Biophilia Apps*, Julia Kaganskiy, The Creators Project, February 21, 2012

*CNN The Next List TV Feature on Snibbe*, CNN The Next List, December, 2011

*Scott Snibbe talks Björk's Biophilia, apps and interactive music*, The Guardian, October 21, 2011

*Apps can help us fall in love with music again*, Scott Snibbe, CNN The Next List Blog, December, 2011

*Playing the New Björk Album, and Playing Along, With Apps*, Seth Schiesel, The New York Times, October 24, 2011

*Björk's "Biophilia": Interactive Music, Pushing Boundaries*, NPR Morning Edition, October 10, 2011

*The Aesthetics of the iPad*, Virginia Heffernan, New York Times Magazine, July 4, 2010

*Art in Your Pocket 2: Media Art for the iPhone and iPod Touch Graduates To The Next Level*, Jonah Brucker-Cohen, Rhizome.org, May 26, 2010

*Art Experience*. Monterey Country Herald, April 20, 2009

*Into Another Dimension: Art Installations find Fertile Ground in Science Centers*, Julia Klein, New York Times, March 17, 2009

*Don't Just Stand There*. Brown Alumni Monthly, January/February 2009

*Useless Programs, Useful Programmers, and the production of Social Interactive Artworks*, Dichtung-Digital Nr. 36, 2006.

*Scott Snibbe's Deep Walls: A Close Reading*. Roberto Simanowski, Dichtung-Digital Nr. 36, 2006.

*Vapor Travails: Total cabbie awareness: Eloquence and error in tracking San Fran taxis*. The Village Voice. April 17, 2006.

*By Invitation Only*. Jan Belson, Interior Design Magazine. May, 2006.

*Spark #301: Scott Snibbe*. Documentary. Premiered January 19, 2005 KQED, San Francisco.

*Best of Boston: Year brought prolific creativity, cultivated and raw*. Cate McQuaid, Boston Globe, December 30, 2005.

*Interactive works capture interplay of shadows, light*. Cate McQuaid, Boston Globe, June 24, 2005.

*Cyberart combines art and computers*, Rachel Rawlins, BBC News Service, May 7, 2005.

*Art That Puts You in the Picture, Like It or Not*. Sarah Boxer, New York Times, April 27, 2005.

*Art Rock Soigne Son Image*. Bruno Masi. Liberation. May 31, 2004

*Scott Snibbe at UC Irvine's Beall Center*. Collette Chattopadhyay, Artweek, February, 2004

*Shedding a light on art: Cinematographer and artist Scott Snibbe creates art without boundaries*. Roberta Carasso, Irvine World News, November 20, 2003.

*Getting Into the Art*. Boston Phoenix. November 28, 2002

*Technology Sparks Interactive Exhibit*. Boston Herald, November 24, 2002

*Secrets of Digital Creativity Revealed in Miniatures*. New York Times, September 16, 2002

*It's Out, web art per la mente estetica*. Neural Online. June 2002

*Who Let the Ducks Out?* Net Art News. Marisa Olson. June 2002

*Hotlist*. John Ippolito. Artforum. Summer 2002

*New Frontiers*. Byron Clercx, Splash Magazine. Winter, 2002  
*Better Living through Chemistry*, San Francisco Examiner, November 8, 2001  
*Screen Savers as Artists' Medium*, New York Times, November 23, 2000  
*Portrait of Artist as Businessman*, Wired News, November 3, 2000  
*Ones to Watch*, Interview Magazine, April 2000  
*Interaction '99*. NHK National News Broadcast. Tokyo, Japan. March 12, 1999  
*Bored, Broken, and Beautiful*. The Stranger. Seattle, WA. February 14, 1996  
*Declaring Their Independence*. Washington Free Press. Feb – March 1996

## WRITINGS AND PUBLICATIONS

*How to Train a Happy Mind: A Skeptic's Path to Enlightenment*. Scott Snibbe. Watkins Publishing (UK), Penguin Random House (US), 2024  
*Early Influences*. Catalog Essay. Uijeongbu Digital Art Festival. South Korea, October, 2003  
*Body, Screen and Shadow*. San Francisco Media Arts Council (SMAC) Journal. January, 2003  
*Computation and Improvisation*. ICC Journal. Tokyo, Japan. November, 2002

## TALKS AND LECTURES

2026

Northeastern / Mills College, Oakland

2025

The Commonwealth Club, San Francisco; The Internet Archive, San Francisco

2024

The Battery, San Francisco, with NPR's Laura Sydell; The Rubin Museum of Art, New York, with DJ Spooky; Tibet House, New York, with Robert Thurman; Tibet House, New York, with Laurie Anderson; Gyuto Foundation, California, with sujatha baliga; CODAME Art + Tech Festival, San Jose; Medicine for Nightmares, San Francisco, with Tenzin Chogyi; Book Passage, Mill Valley, California, with Derek Fagerstrom

2022

U.C. Santa Barbara

2021

Brown University, California Institute of the Arts, DIA Festival, Cambridge University

2020

U.C. Berkeley Jacobs Institute

2019

International Design Education Expo and Conference

2018

U.C. Berkeley

2017

Sundance Institute

2015

South by Southwest, Designers and Geeks, Bloomberg Design, Manifesto, Gray Area Foundation for the Arts, Stanford University, Sundance Institute, New Museum

2014

Sundance Institute, Americans for the Arts, MoogFest, Future of Storytelling, The Museum of Modern Art, California College of the Arts

2013

Foo Camp, Sundance Institute, The Museum of Modern Art, Future of Storytelling, California College of the Arts, Alt WWDC, EYEO Festival, TEDx Monterey, Sundance Film Festival

2012

SciFoo, California College of the Arts, Stanford University, Leaders in Software and Art, PICNIC Festival, EYEO Festival, The Museum of Modern Art, Apple Store Covent Garden, Creator's Project, Survival of the Beautiful, UC Berkeley

2011

TEDx London; Nature Publications; SciFoo 2011; Amsterdam Dance Event; Music & Bits; Science Gallery Dublin; PICNIC Amsterdam; Arizona State University; Placemaking 2.0; San Jose Tech Museum / IDEO, SciFoo, AlphaVille Festival, California College of the Arts, Pop Up Magazine, U.C. Santa Barbara

2010

Stanford University; Future/Canvas; Arizona State University

2009

UX Week, San Francisco; IMC Symposium, New York; CHI 2009; Stanford Seminar on People, Computers, and Design; The York School, Monterey, CA;

2008

MIT Media Lab Colloquium; American Film Institute; IDEO San Francisco; San Jose SIGGRAPH; San Francisco Art Institute; Milwaukee Art Museum; Berkeley Art Museum; Pratt Institute

2007

UC Berkeley; San Francisco Cinematheque

2006

London Institute of Contemporary Art; Brown University; Chelsea Art Museum; Harvestworks Interactive Media Festival, Eyebeam, New York; Teacher Institute in Contemporary Art, Art Institute of Chicago. The York School

2005

TELIC Gallery; UC Santa Cruz; San Francisco Art Institute; California Institute of the Arts; Stanford University; Yerba Buena Center for the Arts, San Francisco, CA

2004

Wesleyan University; New York University; Stanford University; Nabi Art Center, Seoul, South Korea; Yerba Buena Center for the Arts, San Francisco, CA; San Francisco Art Institute; Arizona State University; UC Irvine

2003

San Francisco Art Institute; University of Oregon; UC Santa Barbara; San Francisco Museum of Modern Art; The Kitchen, New York, NY; Collision Collective, Boston, MA

2002

Stanford University Art Department; UC Berkeley

2001

Stanford University; Banff New Media Institute; IDEO San Francisco; The Exploratorium

2000

Banff New Media Institute; UC Berkeley; Non-Photorealistic Rendering and Animation Conference, Annecy, France

1999

Brown University; NTT Intercommunications Center (ICC), Toyko, Japan; New York University Interactive Telecommunications Program

1998

MIT Media Lab Colloquium; Stanford University Seminar on People, Computers and Design; Evergreen State University

1997

Pratt Institute; MIT Media Lab Colloquium

1996

Ars Electronica 96, Linz, Austria; ASIFA Northwest, Portland, Oregon

1994

Brown University; Cartoon Network

## **SELECTED PROFESSIONAL EXPERIENCE**

*Artist in Residence*, Headlands Institute for the Arts, San Francisco, CA. 2026.

*Host*, How to Train a Happy Mind podcast, 2020-Present

*Executive Director*, A Skeptic's Path to Enlightenment. 2020-Present.

*Visiting Scholar*, New York University Courant Institute of Mathematics. 2007-2008.

*Visiting Artist*, Wayland Seminar. Brown University. 2006.

*Lecturer, Visiting Artist*, San Francisco Art Institute Graduate Department, CA. 2005.

*Visiting Artist*, California Institute of the Arts, Valencia, CA. 2005, 2007.

*Artist in Residence*, The Exploratorium, San Francisco, CA. June-August 2004.

*Visiting Artist*, University of Oregon, Eugene, OR. April 2002.

*Artist In Residence*, The Art Interactive, Cambridge, MA. August-September 2002.

*Lecturer*, Art Department, UC Berkeley. Summer 2002.

*Member, Research Staff*, Interval Research Corporation. Palo Alto, CA, 1996-1999.

*Computer Scientist*, Adobe Systems. Seattle, WA, 1994-1996.

*Research Programmer*, Computer Graphics Group, Brown University. Providence, RI, 1990-92.

*Guest Lecturer*, Brown University. 1989-94.

*Teaching Assistant*, Rhode Island School of Design, 1990-94.

## **GRANTS AND AWARDS**

Best Conference Paper, ACM Computer Human Interface (CHI) 2009

National Science Foundation Small Business Innovation Grant, 2008

National Science Foundation Small Grant for Experimental Research, 2007

National Video Resources Technical Assistance Grant, 2005

Rockefeller New Media Fellowship, 2004

Honorable Mention for Interactive Art. *Prix Ars Electronica*, 2003

Golden Nica, *Prix Ars Electronica*, 2002. (As part of the Radical Software Group's Carnivore)

Honorable Mention for Interactive Art. *Prix Ars Electronica*, 1998

Honorable Mention. *FANTOCHE Animation Festival*, 1998

Award of Distinction for Interactive Art. *Prix Ars Electronica*, 1996

Official Selection, *Stuttgart Trickfilm-Festival*, 1996

Bronze Animation Award, *New York Expo of Short Film & Video*, 1995

Director's Citation, *Black Mariah Film Festival*, 1995  
Graduate Research Fellowship. *Brown University*. Providence, RI. 1993, 1994  
Regional Finalist, *Student Academy Awards*, 1991.  
Artists Project Grant, *NEA/Rhode Island State Council on the Arts*, 1992  
Best student film award, *ASIFA EAST*, New York, 1990  
Student Film Award. *Stuttgart Trickfilm-Festival*, 1992  
Best Drawn Animation, *U Festival of Student Film*, 1991  
Undergraduate Research Fellowship, *Microsoft Corporation*. Seattle, WA, 1988-90

## FILMOGRAPHY

<i>All Futures That Could Possibly Be</i>	Video, 2 minutes, 2007.
<i>Lost Momentum</i>	35mm, 6:20, Hand-drawn, narrative. 1995.
<i>Motion Sketch</i>	Video, 7:00, Abstract improvised computer animation, 1994.
<i>Brothers</i>	16mm, 3:30, Hand-drawn, narrative. 1990.
<i>Ashes</i>	Video, 2:30, Computer animation, experimental. 1989.
<i>Milo's Flight</i>	16mm, 2:00, Hand-drawn, narrative. 1988.

## SELECTED SCREENINGS

1995-2003

San Francisco Camerawork Gallery; FANTOCHE (Switzerland); Oberhausen Festival of Short Film (Germany); Charlotte Film and Video Festival (North Carolina); Taos Talking Pictures (New Mexico); Seattle International Film Festival; Mill Valley Film Festival (California); International Trickfilm-Festival Stuttgart (Germany), Official Competition; Hiroshima International Animation Festival (Japan), Best of the World Program; Filmfest Dresden (Germany), Competition Program; Wellington Film Festival (New Zealand); Black Mariah Film Festival, Director's Citation.

1990-1995

New York Expo of Short Film & Video, Bronze Animation Award; Shanghai Animation Festival; Wellington Film Festival (New Zealand); Seattle International Film Festival; Holland Animation Festival; Stuttgart Trickfilm-Festival (Germany); Sinking Creek Film Festival (Tennessee); Athens Film Festival (Ohio); Big Muddy Film Festival (Illinois); San Francisco Golden Gate Awards; Student Academy Awards Finalist; Black Mariah Film Festival, Director's Choice.

## PROFESSIONAL AND COMMUNITY SERVICE

*Board Member*, Tibet House, 2024-Present

*Advisor*, Institute for the Future, 2012-Present

*Member*, Academy of Digital Arts and Sciences

*Advisory Board*. California Institute for the Arts Center for Integrated Media. 2005-Present

*Board of Directors*. Vajrapani Institute for Wisdom Culture. Boulder Creek, CA. 2008-2015

*Advisor*, National Science Foundation Nanoscience Informal Science Education Network, 2006-2007

*Chair, Board of Directors*. Tse Chen Ling Center for Tibetan Buddhist Studies. San Francisco, CA. 2003-2006

## RESEARCH PUBLICATIONS

Snibbe, S. and H. Raffle, *Social Immersive Media: Pursuing best practices for multi-user interactive camera/projector exhibits*, Proceedings of Association of Computer Machinery Computer-Human Interface 2009 (ACM CHI 2009)

Snibbe, S. Maclean, K., Shaw, R., Roderick, J., Verplank, W., Scheeff, M. *Haptic Techniques for Media Control*. In Proceedings of the 14th Annual ACM Symposium on User Interface Software and Technology (UIST 2001), Orlando, Florida, November 2001

- Snibbe, S. and Levin, G., *Interactive Dynamic Abstraction*. Proceedings of the Symposium on Nonphotorealistic Animation and Rendering, June 2000.
- Maclean, K. and Snibbe, S., *Tagged Handles: Merging Discrete and Continuous Control*. ACM CHI Proceedings April 2000.
- Maclean, K. and Snibbe, S., *An Architecture for Haptic Control of Media*. Eighth Annual Symposium on Haptic Interfaces For Virtual Environment And Teleoperator Systems. The Winter Annual Meeting of the ASME. November 1999.
- Snibbe, S., Scheeff, M. and Rahardja, K., *A Layered Architecture for Lifelike Robotic Motion*. Proceedings of The 9th International Conference on Advanced Robotics ('99 ICAR), October 1999.
- Snibbe, S., Anderson, S. and Verplank, B., *Springs and Constraints for Haptic Sculpting*. Proceedings of the Third PHANToM Users Group Workshop, AI Lab Technical Report No.1643, MIT, December 1998.
- Snibbe, S. *A Direct Manipulation Interface for 3D Computer Animation*. Computer Graphics Forum, Proceedings of EUROGRAPHICS 95, pp. 271-283.
- Snibbe, S. *Gestural Controls for Computer Animation*. Master's Thesis. Brown University 1994.
- Sarkar, M., Snibbe, S.S., Tversky, O. and Reiss, S., *Stretching the rubber sheet: A metaphor for viewing large layouts on small screens*. Proceedings of UIST '93, ACM SIGGRAPH, November, 1993, pp. 81-92.
- Oren J. Tversky, Scott S. Snibbe and Robert Zeleznik, *Cone Trees in the UGA Graphics Systems: Suggestions for a More Robust Visualization Tool*. Brown University Technical Report CS-93-07. 1993.
- Snibbe, S.S., Herndon, K.P., Robbins, D.C., Conner, D.B. and van Dam, A., *Using deformations to explore 3D widget design*. Computer Graphics (Proceedings of SIGGRAPH '92), 26(2), ACM SIGGRAPH, July, 1992, pp. 351-352.
- Herndon, K.P., Zeleznik, R.C., Robbins, D.C., Conner, D.B., Snibbe, S.S. and van Dam, A., *Interactive shadows*. Proceedings of UIST '92, ACM SIGGRAPH, November, 1992, pp. 1-6.
- Conner, D.B., Snibbe, S.S., Herndon, K.P., Robbins, D.C., Zeleznik, R.C. and van Dam, A., *Three-dimensional widgets*. Computer Graphics (Proceedings of the 1992 Symposium on Interactive 3D Graphics), 25(2), ACM SIGGRAPH, March, 1992, pp. 183-188.
- Zeleznik, R.C. et al., *An Object-Oriented Framework for the Integration of Interactive Animation Techniques*. SIGGRAPH 91 paper presentation videotape. Applications of the UGA system for interactive animation and simulation.

#### **PATENTS:**

- S. Snibbe, B. Elmieh, J. Hsu, A. M. Havelio, A. Chang, A. Jais, R. Crossen, *US11196985: Surface adaptation for projection-based augmented reality system*. Issued Dec. 7, 2021, Filed Dec. 28, 2018.
- S. Snibbe, B. Elmieh, J. Hsu, A. M. Havelio, A. Chang, A. Jais, R. Crossen, *US11172189: User detection for projection-based augmented reality system*. Issued Nov. 9, 2021, Filed Dec. 28, 2018.
- S. Snibbe, B. Elmieh, J. Hsu, A. M. Havelio, A. Chang, A. Jais, R. Crossen, *US11070792: Surface selection for projection-based augmented reality system*. Issued Jul. 20, 2021, Filed Dec. 28, 2018.
- S. Snibbe, B. Elmieh, J. Hsu, A. M. Havelio, A. Chang, A. Jais, R. Crossen, *US11006097: Modeling for projection-based augmented reality system*. Issued May 11, 2021, Filed Dec. 28, 2018.

S. Snibbe, *US10755487: Techniques for using perception profiles with augmented reality systems*. Issued Aug. 25, 2020, Filed May 22, 2018.

S. Snibbe, *US10680993: Sonic social network*. Issued Jun. 9, 2020, Filed Mar. 30, 2018.

S. Snibbe, G. McDermott, J. Ponczek, S. Schoeben, J. Fulton, *US10002642: Methods and devices for generating media items*. Issued Jun. 19, 2018, Filed Oct. 18, 2016.

S. Snibbe, G. McDermott, J. Ponczek, S. Schoeben, J. Fulton, *US10120565: Methods and devices for presenting interactive media items*. Issued Nov. 6, 2018, Filed Nov. 5, 2015.

S. Snibbe, G. McDermott, J. Ponczek, S. Schoeben, J. Fulton, *US10120530: Methods and devices for touch-based media creation*. Issued Nov. 6, 2018, Filed Nov. 5, 2015.

S. Snibbe, G. McDermott, J. Ponczek, S. Schoeben, J. Fulton, *US10031921: Methods and systems for storage of media item metadata*. Issued Jul. 24, 2018, Filed Aug. 3, 2015.

S. Snibbe, A. T. Shimoide, *US8745502: System and method for interfacing interactive systems with social networks and media playback devices*. Issued Jun. 3, 2014, Filed Nov. 13, 2008.

S. Snibbe, J. B. Roderick, K. E. MacLean, W. L. Verplank, *US7191401: Pushbutton user interface with functionality preview*. Issued Mar. 13, 2007, Filed Oct. 11, 2005.

S. Snibbe, R. S. Shaw, W. L. Verplank, K. E. MacLean, *US7119789: Haptic interface including clutch control*. Issued Oct. 10, 2006, Filed Jan. 17, 2003.

S. Snibbe, K. E. MacLean, G. Levin, W. L. Verplank, *US6965371: Manual interface combining continuous and discrete capabilities*. Issued Nov. 15, 2005, Filed Jan. 22, 2003.

S. Snibbe, K. E. MacLean, K. H. Johnson, O. T. Bayley, W. L. Verplank, *US6803924: Flexible variation of haptic interface resolution*. Issued Oct. 12, 2004, Filed Oct. 28, 2002.

S. Snibbe, B. Faieta, W. Verplank, C. de Groat, L. Girling, A. Tomasi *US7143357: System and methods for collaborative digital media development*. Issued Nov. 28, 2006, filed Apr 4, 2001.

J. Roderick, W. Verplank, S. Snibbe, *US7089292: Interface including non-visual display for use in browsing an indexed collection of electronic content*. Issued Aug. 8, 2006, filed Jul. 27, 2001.

S. Snibbe, *US6923079: Recording, transmission and/or playback of data representing an airflow*. Issued Aug. 2, 2005, filed Oct. 31, 2001. A method for transmitting and transforming airflow and breath data.

J. Roderick, K. Maclean, W. Verplank, S. Snibbe, *US6976215: Pushbutton user interface with functionality preview*. Issued Dec. 13, 2005, filed Jul. 27, 2001. A method for previewing a button's behavior with tactile feedback. Interval Research.

L. Girling, S. Snibbe, *US6924803: Methods and systems for a character motion animation tool*. Issued Aug. 2, 2005, filed May 9, 2001. A method for real-time modification of an animated character.

K. Maclean, G. Levin, S. Snibbe, et al., *US6529183: Manual interface combining continuous and discrete capabilities*. Issued Mar. 4, 2003, filed Sep. 13, 1999. A method for combining tangible objects and haptic control. Interval Research.

R. Shaw, S. Snibbe, et al., *US6525711: Haptic interface including clutch control*. Issued Feb. 25, 2003, filed June 24, 1999. An interactive method for selectively and continuously engaging a dynamic model with a haptic interface. Interval Research.

S. Snibbe, K. Maclean, et al., US6496200: *Flexible variation of haptic interface resolution*. Issued Dec. 17, 2002, filed Nov. 2, 1999. An interactive method for continuously varying haptic resolution. Interval Research.

D. Simons, S. Snibbe, US6115051: *Arc-length reparameterization*. Issued Sept. 5, 2000, filed Aug. 7, 1996. A method for numerically reparameterizing a parametric curve according to arc-length, where the new parametrization is analytically differentiable. Adobe Systems.

D. Herbstman, D. Simons, S. Snibbe, US592986: *Floating Keyframes*. Issued July 27, 1999, filed Aug. 7, 1996. A method for decoupling space and time in parametric animation. Adobe Systems.

D. Simons, S. Snibbe, D. Wilk, US5917549: *Transforming images with different pixel aspect ratios*. Issued June 29, 1999, filed Aug. 7, 1996. A method for compositing material with different source aspect ratios in a digital composition. Adobe Systems.

S. Snibbe, D. Wilk, D. Simons, US5872564: *Controlling time in digital compositions*. Issued Feb. 16, 1999, filed Aug. 7, 1996. A method for continuously varying playback speed in digital video and animation systems. Adobe Systems.

S. Snibbe, US5872564: *Defining a time-variable property in digital compositions*. Issued March 23, 1999, filed Aug. 7, 1996. A method for two-dimensional real-time motion capture in computer animation systems. Adobe Systems.

**EDUCATION:** 1992-1994 M.Sc., Computer Science, Brown University.  
1987-1991 Bachelor of Arts, Computer Science, Brown University, Magna Cum Laude.  
1987-1991 Bachelor of Fine Arts, Brown University, Magna Cum Laude.  
1989-1992 Experimental Animation, Rhode Island School of Design.