

Interactive, Audio/Visual Work. All examples use combination of After Effects, Premier, Flash, PS and various scripts



1000 Standing Bear

2016. Video-Interactive Installation. Video, Drawing, Arduino Sensors, Sound, Wire. As you move around Bear projections on walls, they move with you. Story-Telling - Alaska experience. Wire Bears in Middle act as sensors. Bears projected on all four walls. 10 Wire Bears 46"W x 98" H. Projections - Varying sizes.



1001 Standing Bears Details



1002 Standing Bear Interactive Video

2016. Interactive Video Projection. EEG (Mind Waves) Input Sensors. Within various proximities to the installation, the sensors read your reaction and the Bears grow, get angry, stand, or shrink. Part of the "thickening" of experience. AR Project. Size: variable

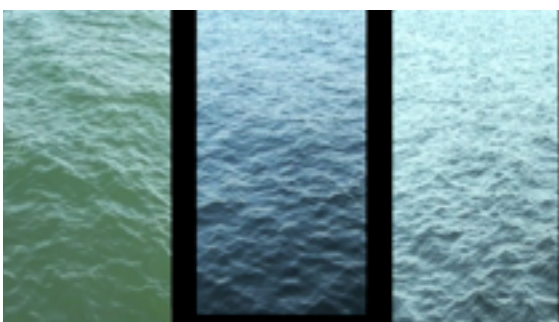


1003 Banquet

2014. Mixed-Media Drawing. Ink on Mylar, Prism Screens. Large scale drawing of banquet that continuously shifts based on position. Low-tech interactivity. Varying sizes, approx. 120" H x 240"W



1004 Banquet Details



1005 Good News From The Finish

2013. Mixed Media Installation. Video, Drawing, Sound. Plastic, Mylar. Video installation at San Diego International Airport. Meditation on movement, color and depth. Three screens, total 222" W x 96"H

curtis bracher slidelist - personal work



1006 **Bark**

2013. Drawing, Animation, Wood Chips. Drawing of Spatial Verbs. Working layers through a sense of movement as perception, creating space and meaning.

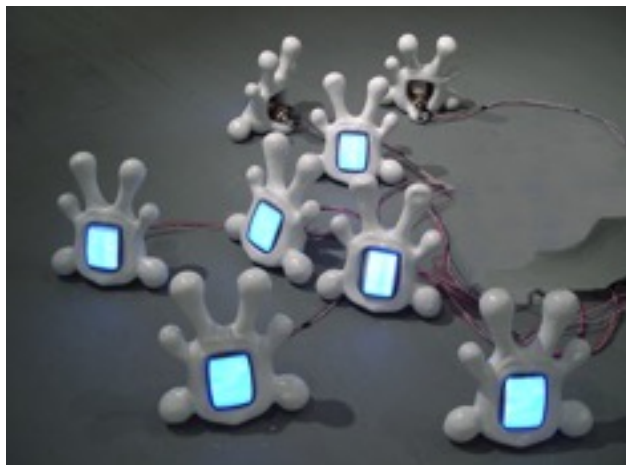


1007 **Grate (Passive/Aggressive)**

2012. Interactive Video/Sound Projection. Video, Metal Grate, Sound, Sensors. Video Images argue with each other based on viewers position. Varying size.



1008 **Grate Detail**



1009 **How To Win A War**

2008-10 Video Argument. Plaster, TV tube, video feed, each: 15"W x 15"L x 8"D. Bunny shapes are aligned with screens facing each other in a row. 16 bunnies, 8 arguments



1010 **HTWW.mov - Detail clip of video feed**



1011 **Persistence (in Development)**

2013-16. HTML-Swift Game App. Original: Interactive Flash Animation. Video, Drawing, Drawing as Process. Immediacy of Touch. Concentration-type Application focuses on touching/not-touching objects or our inability to actually exchange meaning through a saturated sense of sight

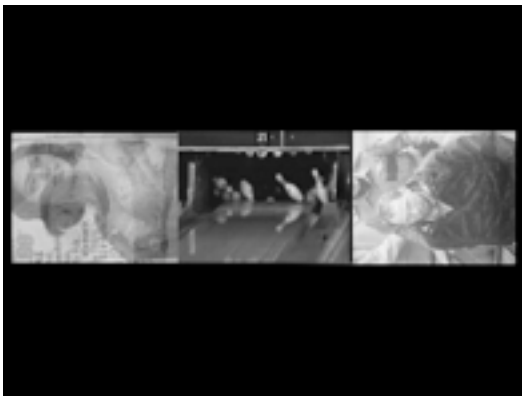
Working on sensor input, either sense of touch or input through an EEG head device

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1012 Elsewhere

2013 Digital Drawing. Animation. Meditation on Interactivity, Movement Perception as Narrative Story-Telling. 3 Panel GIF.



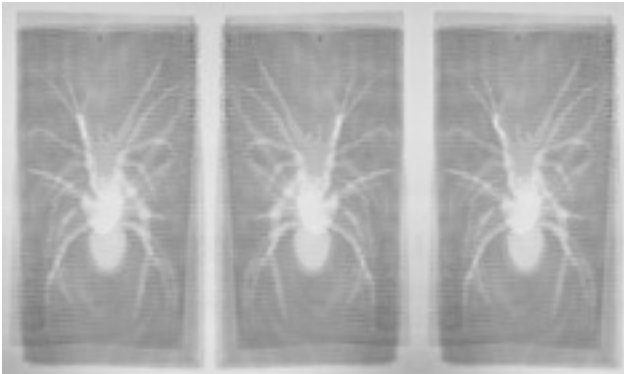
1013 Strike

2009-10 Video Drawing/Projection. Projection video feed. Image video Middle video strikes only. Violence n Image Flow.

Pins each 15"H x 4"W



1014 Strike- Detail



1015 Crawl

2013 Drawing. Cut Wire Mesh. Negative Movement. Movement Perception as Interactive. 3 Panel. Each Panel 28"W x 48"L

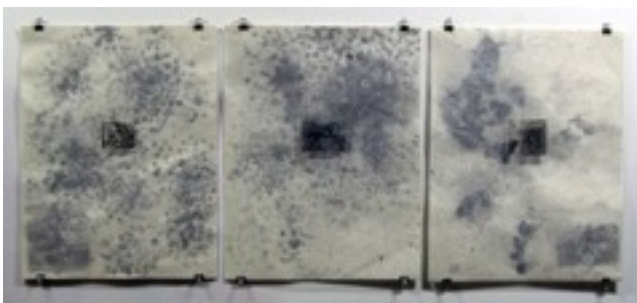


1016 Crawl - Detail



1017 Four More Wisdoms With Sparkle

2010 Mixed-Media Drawing. Light, Ink, Pencil, Charcoal, Glitter on Board. 32" W x 78"L



1018 Fugitive

2010 Drawing Performance. Mixed-Media Drawing. Ink, Acetate, Video Projection. Stacked layers of Touching marks and gestural imprints as video stimuli runs across screen, building the screen for stacked visuals 3 Panel. Each Panel 18"W x 24"L



1019 Fugitive - Detail

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1020 Square

2008 Mixed-Media Drawing. Pencil, wood, image transfer. Wall drawing: 40"x40", each wood segment approx. 8"L x 1.5"W



1021 Square - Detail



1022 White News

2005 Mixed-Media Drawing. White paint, one week of both the NY times and NY Daily News. Each paper had all words white-washed so as to compare the visual structure. Each 5' H x 36" W x 15"L.



1023 See Take Need

2003 Interactive Installation. Cement, Wire, Large scale Print/Drawing playing with material and process. Fragmented Imagery printed and drawn on Concrete Tiles. Concrete is simultaneously fragile, and in large quantity, a symbol of weight and strength. Imagery pertains to that simultaneity.



1024 See Take Need - Detail



1025 Dictionary

2002 ArtActivity/Performance. Webster's Unabridged Dictionary, pencil, paper. Read through the entire dictionary looking for words containing "art". Art in Language. Read or Performed in public places so as to engage discussion of "what is art".



- 1026 Self-Portrait - Kitchen. Nov 11, 3:32 PM**
2004 Animation. Drawing Processes.
Picture of everything in my kitchen at that time. Accumulation as meaning.



- 1027 Shampoo Bones (Bone Series)**
2006 Sensory Interactive .Bone series.
Aiming for an interactive approach to the experience of the human form. Table was arranged to allow touching, arranging of bones and bone patterns. Touch, smell and sight. Plastic bones were filled with colored and scented shampoo.
Light table: 36"H x 108"L x 48"W.
Side of slide shows details



- 1028 Fossil (Bone Series)**
2004 Mixed-Media Painting. Subterranean Sounds

Acrylic, wall patch, pencil, paper, dirt.
192"W x 96"L



- 1030 Subway Ice (Bone Series)**
2004 Mixed-Media Painting. Subterranean Sounds - Subway Trains

Acrylic, wall patch, pencil, paper, dirt.
92"W x 96"L