

JOSEPH AMODEI

VIDEO/PROJECTION DESIGNER & MEDIA ARTIST

STATEMENT

Joseph Amodei is a video/media/performance artist and theatrical designer based in Pittsburgh and NYC. Joseph conceives of art as a powerful epistemic and emotional tool for examining assumed realities. His work combines innovative technology, extensive research, and hope for alternate futures to invite audiences into a communal process of debriefing and re-learning.

CONTACT

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SELECTED PROJECTION/VIDEO DESIGN

PRODUCTION	DIRECTOR/COLLABORATOR	COMPANY
THE DANCE FLOOR, THE HOSPITAL ROOM, THE KITCHEN TABLE	LYAM GABEL	CARNEGIE MELLON UNIVERSITY
PACKING AND CRACKING*	RACHEL GITA KARP	DRAMA LEAGUE, UNC PROCESS SERIES (FORTHCOMING)
ATLAS OF DEPRESSION	EBEN HOFFER	CARNEGIE MELLON UNIVERSITY
THE MOUNTAINTOP	KATHY WILLIAMS	HERITAGE THEATER FESTIVAL AT UVA
THE PATTERN AT PENDARVIS*†	JOSEPH MEGEL	NEW DOG/STREET SIGNS AT HERE
I'M VERY INTO YOU (CO-DESIGN ADAM THOMPSON)	SARA LYONS	OUTSIDER FESTIVAL
THE CLOTHESLINE MUSE*	MAYA & NNENNA FREELON	NATIONAL BLACK THEATER FESTIVAL & TEXAS A&M UNIVERSITY & NPN
TO BUY THE SUN*	KATHY WILLIAMS	HIDDEN VOICES
MARJORIE PRIME*	JEFF STORER	MANBITES DOG THEATER
THE MIRACULOUS AND THE MUNDANE*	JOSEPH MEGEL	MANBITES DOG THEATER
THE TRAMPS NEW WORLD*	ROB JANSEN & JOSEPH MEGEL	MANBITES DOG THEATER
RACE AND WASTE IN ALUMINUM TOWN*†	JOSEPH MEGEL	UNC PROCESS SERIES
AN UNPRODUCED READING OF A SCREENPLAY ABOUT THE DEATH OF WALT DISNEY*	JOSEPH MEGEL	MANBITES DOG THEATER
BALLET UNDER GLASS	TYLER WALTERS	DUKE BALLET FORWARD INITIATIVE
WARNING SIGNS	DAVID KANTOUNAS	DREAMWORKS THEATER BERLIN
HOW I LEARNED TO DRIVE*	ASHLEY GUNSTEENS	UNC CHAPEL HILL

* indicates also Sound Designer

† indicates also Lighting Designer

EDUCATION

2017 - 2020 MFA IN VIDEO/MEDIA DESIGN
Carnegie Mellon University, Simonds Fellow

2009 - 2013 BFA STUDIO ART
University of North Carolina at Chapel Hill
Minors in Philosophy & Music

RESIDENCIES/OTHER

Residencies: Liveness Lab (Orchard Project, NYC), Studio for Creative Inquiry Residency in Your Room, Avante Gardens Resident (Anonymous Ensemble, NYC), TAKT (Berlin), Penland School of Craft (NC)

Awards: Studio for Creative Inquiry FFRF grant (CMU), Francis L. Phillip travel award (UNC), GuSH Research Grant (CMU)

Art Exhibitions: MAGMA (Romania), North Carolina Museum of Art, Allcott Gallery (NC), Kunstraum Tapir (Berlin), Yuxtapongo (NC)

SKILLS

New Media: game design engines (Unity), Arduino, experimental capture technology, web and app development, data storytelling, virtual and augmented reality development, Spark Ar and Lens Studio

Live programs: Millumin, Isadora, Watchout, D3/Disguise, Qlab, Lightwright, Vectorworks, Max/MSP, live camera systems, Syphoner

Visual/graphic: Adobe Photoshop, After Effects, InDesign, Illustrator

Coding: Python, p5.js, JavaScript, C#, Java, GLSL, ISF

3D Animation and Video: Cinema 4D, Maya, Adobe Premiere, FinalCut Pro, live camera capture, Audacity and Logic (audio), interview documentation

Technical: lighting console programming (Hogs and ETC), basic audio engineering, advanced video/media engineering, advanced lighting technician, networking and OSC signal control, Installation/video art practice.