

Biography

Noriyuki Fujimura



Media artist / Architect

Born in Kanazawa, Japan in 1973.

Noriyuki Fujimura began to make interactive artworks using his experience in the field of architecture and urban design and specially interested in how we can design public space towards the future. He has a BA in architecture (Tokyo National University of Fine Arts and Music) and a Masters degree in Media and Public Policy (Keio University). He is currently a Visiting Artist / Research Fellow at the STUDIO for Creative Inquiry in the College of Fine Arts, supported by Pola art foundation. His recent work “Televised Distance” is shown in public plaza of downtown Pittsburgh as a part of the city’s new year’s festival of 2003 and “Art-Tech” group show at former Planetary Robotics Building of Carnegie Mellon University in April 2003.

Education and career:

- 2001- Research Fellow and Resident Artist, STUDIO for Creative Inquiry, College of Fine Arts, Carnegie Mellon University.
- 2003-2004 Pola art foundation Overseas Study Program for Artists.
- 2001-2002 Japanese Government Overseas Study Program for Artists.
- 2000-2001 Visiting researcher, Keio university SFC Research Center.
- 1998-2000 Graduate School of Media and Governance, Keio university.
- 1997 Work at architecture office "Intentionallies".
- 1992-1997 Tokyo university of fine arts and music, department of architecture.

- 1990 Wrote a script and designed stage set of theater play for highschool wind orchestra.
- 1985 Made first interactive robot as a homework of elementary school.

Exhibition list

- 2003 "HOTHOUSE03", Presentation
Lawrenceville, Pittsburgh PA USA
"Art Tech Exhibition", Group show
Planetary Robotics Building, Carnegie Mellon University, Pittsburgh PA USA
- 2002 "FirstnightPittsburgh 2003", newyear's art festival,
Dominion Plaza, Pittsburgh Pennsylvania USA
- 2002 "Mandala -Healing the Environment-" Group show,
Pittsburgh Center for the Arts, Pittsburgh Pennsylvania USA
- 2001 "World/World", Networked Simultaneous Exhibition,
The museum of Tokyo university of fine art and music, Ueno, Tokyo JAPAN
and The Virtual Mine Project in Neunkirchen, Saarbrucken GERMANY
- 2000-2001 "Remote Furniture" was shown with various new media artworks in
"identity" student art exhibition which held by deutsche bank,
went to Deutsche Bank Frankfurt, New York, London and Tokyo branch.
- 2000 "Auditorelation" at Keio univ Fujisawa campus
- 1999 Open Reserch Forum, Keio univ Fujisawa campus.
"Public Communication Sculpture" at Yokohama Queen's mall.
"Public Communication Sculpture" at Ginza, underground passage.
- 1998 "Public Communication Sculpture" at Keio univ Fujisawa campus.
- 1996 "Alias Connection" Numazu memorial garden.
- 1995 "Over ray" Campus of Tokyo university of fine arts and music.

Works

- 2003- "Geostickies" geographical information system for art on mobile phone network
- 2002- "Televised Distance" Interactive public art installation
- 2002- "Moments of Time in a Place" Interactive mapping of Public space
- 2001 "World/World" Networked Installation for Public Space, work with Nodoka UI.
- 1999-2001 "Remote Furniture" Interactive installation in public space.
- 1998 "Shared piano" Network installation for Public LED display
- 1997 "V shoot" Furniture design. "Shop IS" Shop design.
- 1997 "Landscapers" (project)city planning and housing design, undergraduate thesis project.
- 1996 "Alias conection" Small primitive huts made by bamboo.
- 1996 "Desktop community" CG drawing inspired from computer network community.
- 1995 "Over ray" Sound space instalation.
- 1990 "An old guy and a cat" theater script for highschool wind orchestra.
- 1985 "Shooting game robot" interactive kinetic machine.

Prize

- 2000 Deutsche Bank international Student Art Competition, World First Prize
- 1999 Digital Media Competition by Keio university, honorable mention
- 1996 Japan Art Festival at Numazu, Shizuoka, gold prize
- 1995 Kumamoto artpols design competition, honorable mention

Conference, Lectures

- 2002 “Artwork as an interface between audience(s)” Lecture,
Human-Computer Interaction Institute,
Computer Science School, Carnegie Mellon University
- 2002 “Reading a City” Lecture,
STUDIO for Creative Inquiry, College of Fine Arts, Carnegie Mellon University
- 2001 “CAST01-Living in Mixed Reality-” Conference, Bonn, Germany
Poster Category “Public Communication Sculpture” wrote with Nodoka UI
- 2000 “MAX/MSP as a Primary Control System for an Interactive Installation”
with Nodoka UI, Nathaniel.T.Phillips. DSPSS summer school, IAMAS Gifu JAPAN

Related Web sites

Arist’s website <http://www.andrew.cmu.edu/user/noriyuki/>

“GeoStickies” (Project proposal)<http://www.andrew.cmu.edu/user/noriyuki/mobile/>

“Televised Distance”

<http://www.andrew.cmu.edu/user/noriyuki/TD/>

http://www.cmu.edu/PR/releases02/021220_firstnight.html

“World/World”

<http://www.the-virtual-mine.net/member.ua?memberId=179>

“Remote Furniture”

http://www.infusionsystems.com/culture/projects/remote_furniture.shtml

“Artwork as an interface between audience(s)”

<http://calendar.cs.cmu.edu/hciiSeminar/1008.html>

“CAST01 -Living in Mixed Reality”

http://netzspannung.org/extensions/cast01-proceedings/pdf/by_panel/Panel_1/Fujimura.pdf

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