CURRICULUM VITAE

CLAIRE BRUNET

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Birthplace: London, England
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ACADEMIC TRAINING

2006–2014	Concordia University, Ph.D. Doctor of Philosophy, Special individual Program (SIP) Fine Arts. Dissertation title: Extending Spatial Boundaries through Sculpture Practice: An Exploratory Study of the Influence of a 3D Digital and Technological Context on Sculpture Installation Art.
1986–1989	Université du Québec à Montréal, M.F.A. Master of Fine Arts 1984–
1986	New York Experimental Glass Workshop: Research in glass casting
1982–1985	Johnson Atelier, Technical Institute of Sculpture, Princeton, N.J. (1986) Certificate of achievement metal casting technology. Research in metal casting creative approaches
1981	Teaching Certificate, Ministère de l'Éducation du Québec
1976–1979	Université du Québec à Montréal. B.F.A. Bachelor of Fine Arts, with a minor in Art Education
1974–1976	D.E.C. College Degree in Fine Arts, Sculpture

OTHER STUDIES

2024	Société des arts technologiques (SAT), Personalized training with Blender software. Sculpture Allegory project data formatting and post processing. August 5, 15. On-line training. 2024.
2024	Société des arts technologiques (SAT), Introduction au Mapping d'Installation, instructor : Francis Handfield. MadMapper software. March 26, April 2, 9 , 2024.
2023	CSDM-N140_Intro_Animation_Blender, May 2023.
2023	Certificate of Completion, Meshmixer: 3D Print Prep Basics, March 17, 2023
2020	Creaform Advanced training, GoScan 50 & GoSpark Body digitizer 3D scanner & data post-processing with VxModel, Laval, Quebec. February 2020.
2017	Société des arts technologiques (SAT), *Création Vidéo en direct et Mapping Module8/MadMapper.* August 2017.
2015	Société des arts technologiques (SAT), *Vidéo en direct et Mapping Architectural with Resolume.* November 2015
	Société des arts technologiques (SAT), *Création de Visuels 3D Immersifs- After Effects and Camsphere.* October 2015
	Société des arts technologiques (SAT), *Initiation à la Création de Contenu Visuel Immersif.* October 2015
2014	Société des arts technologiques (SAT), Vjing with Resolume, mixing sound and video mapping, July 2014.
	2012 Société des arts technologiques (SAT), MADMAPPER, mapping video on 3D surfaces, Montreal, Dec. 2012
2011	Creaform Advanced training, EXAscan 3D scanner & data post-processing, Lévis, Quebec
	Société des arts technologiques (SAT). Arduino: *Art interactif et microcontrôleurs*
2010	Rhino 3D Software course, Winter 2010
2009	Schindler Technologies, Rhino 3D software training. Certificate of Achievement: Advanced course "3D Modeling with Rhinoceros," Aug. 13, 2009

WORKSHOPS

2024	Société des arts technologiques (SAT), IA et les arts. Instructor: Marek Bloittière. January 16, 2024 Montreal.
2020	SIRT. Z-Brush course on-line, October, 2020.
2020	Photogrammetry training with Kerim Bonia; 3D scanning, 3D file preparation, Video documentation, Photography for photogrammetry, software research, video editing. Laurentians, Quebec. May 2020. Screen Industries and Training Centre (SIRT), Projection Mapping Jan 9, 2020 and Motion Capture Jan 10, 2020 workshop, Toronto.
2017	La Gaïeté Lyrique, *Voyageurs du Code*. Initiation to coding languages. Paris June 2017.
2016	iX Symposium, Sonic Perspectives, SAT Montréal, May-June, 2016. 2016 Mutek, VR Salon, PHI Centre Montreal, May 2016.
2016	Digifest, George Brown, Virtual Reality Workshop, April 30, 2016, Toronto. 2011 Collaborative writing workshop with Nick Montfort, presented by Hexagram and The Centre for Technoculture, Art and Games, Concordia University, Montreal, Sept. 2011.
2007	Atelier Sliders, Université du Québec à Montréal, Performance Interactive, projet collectif de cinéma interactif issu du laboratoire "Interface-Interactivité," École européenne supérieure de l'image, site d'Angoulême, France.
2006	University of Toronto, Subtle Technologies CDRN Paramedic Design Workshop, Toronto.

GRANTS AND AWARDS

2024	CA
2017	Conseil des Arts et des Lettres du Québec (CALQ), Plan culturel numérique du Québec. *Mesure d'aide à la création et au développement de contenus culturels numériques originaux*. Project Title : *Trans : du Réel au Virtuel*. Immersive Installation ($50,000.00).
2013	Concordia University, Graduate Awards Committee granted Conference Support to attend the Balance-Unbalance International Conference 2013, May 31–June 2, Noosa, Queensland, Australia.
2011	Concordia University, Graduate Awards Committee granted Conference Support to attend the McLuhan's Philosophy of Media Centennial Conference, Royal Flemish Academy of Belgium for Science and the Arts, Brussels, Belgium, Oct. 26–28, 2011. Concordia University, SIP Graduate Program awarded funds to attend the Arts and Society Conference in Berlin, May 2011.
2010	Concordia University, Graduate Awards Committee granted Conference Support to attend the 1st Annual International Conference on Fine and Performing Arts in Athens, Greece, June 2010.

GROUP EXHIBITIONS & EVENTS

2024	Babel Project. Constellation Studio, Nebraska USA, exhibition from April 12th to May 24th
2024	Galleri Valdal, (Tolsrup Pryds Grafisk), Copenhagen, Denmark, from August 3rd to 31st, 2024.
2023	Art Biennale Bitola, IBMB International Biennial of miniature Art-graphics and drawings-Bitola, Republic of Macedonia, December 2023
2023	Babel Project, Galeria Ratamo, Norway, Dec 7 to Dec 31, 2023 raphics and drawings- Bitola
2018	VRTO–Virtual & Augmented Reality Conference & Expo, , June 15th to June 18th, Toronto. Conference title: *3D Scanning to VR: Embodied Identity*. Sunday, June 17th, 2018, 11:00 am-11:50 am, Ryerson University
2018	HEY Y' ALL, group show, OOG OnlyOne Gallery, February 2018, Toronto.2018 FAIRE IMPRESSION, group show. Gallerie d'art Desjardins de Drummondville, August 2018, Drummondville, Quebec.
2017	Circa Art Actuel, group show, September 23 to October 14, 2017. Montreal.
2017	Aux Saveurs des graveurs 2017. Book launch & group show. Centre d'exposition de Val-David, December 9, 2017, Val-David, Quebec.
2017	Les Journées de la Culture, Trans: duRéel auVirtuel de Claire Brunet, 30 septembre 2017. Théâtre du Marais, Val-Morin, Quebec.
2017	CIRCA Art Actuel, Exposition Bénéfice 2017, September 23 to October 14, Montreal
2017	Biennale Internationale d'Estampe de Trois-Rivières, *Faire Impression les 40ans de l'Atelier de l'Ile,* Galerie 3R, June 27th to September 15th, 2017. Trois- Rivières, Quebec.
2017	VRTO, Virtual Reality & Augmented Reality World Conference & Expo, VR Installation Trans: duRéel auVirtuel, Rogers Communications Centre, Toronto, June 24–26.
2017	Digifest 2017, Interactive Zone; VR Installation, Toronto Waterfront, April 27–29. 2017 Two Rooms Revisited, OCAD Graduate Gallery, Toronto. January 18–28.

SOLO EXHIBITIONS

2017	Théâtre du Marais, *Trans: duRéel auVirtuel*, VR project, September 2017.
2014	Claire Brunet, *The Salmon project*, POPOP, Espace d'Exposition en Art Contemporain, Belgo building Montreal, Jan. 2014
2012	Claire Brunet. Mont-Tremblant City Hall Gallery, Mont-Tremblant, Quebec.
2010	Howard Park Institute, Window Gallery, Toronto, Oct. 2010.
2004	The Drake, *Potato Column I,* Entrance lobby, Toronto. 2003 DeLeon White Gallery, Toronto.
2002	Kabat Wrobel Gallery, Toronto.
1999	MEG Gallery, Toronto.
1997	*Varium et Mutable*, Centre d'exposition du Vieux-Palais, Saint-Jérôme, Quebec.

1996   *In medias res,* Galerie Artsenal, Quatro show, Paris, France.
                Non Nova, Sed Nove, Centre d'exposition de Mont-Laurier, Quebec

PUBLIC COLLECTIONS
2023   Art Museum of Jyväskylä, Norway, Babel project collection.
2023   BAnQ, National Library & Archive of Quebec, Forêt Nomade project collection, Atelier de l'ile. PQc.
2015   BAnQ, Quebec National Library Archive, Montreal, Quebec.
2014   Musée d'art contemporain des Laurentides (MACL) Permanent Collection, Saint- Jérôme, Quebec.
2007   BAnQ, National Library & Archive, Ottawa
2005   Collection Loto-Québec, Montreal.
2004   Musée d'art contemporain des Laurentides (MACL), Saint-Jérôme, Quebec. 2003   Acquisition Program, Gouvernement du
                Québec.
1994   Musée du Québec, Collection Prêt d'œuvres d'art, Quebec City.
1991   Canadian Institute, Quebec City.
1985.   Musée du Québec, Collection Prêt d'œuvres d'art, Quebec City.

PUBLIC ART COMMISSIONS   (18 projects realisation)
2006   CLSC Matawinie, Mural; low wall relief, Intégration des arts à l'architecture,
                Saint-Jean-de-Matha, Quebec.
2004–2005   CHSLD Le Meilleur, Slumped Glass mural & light, Intégration des arts à l'architecture, Le Gardeur, Quebec.
2003   Primary school, Mixed medium wall relief sculpture, Intégration des arts à l'architecture, École Les Trois-Soleils, Laval, Quebec.
2002–2003   Centre d'accueil Brassard, Stained glass arches partition wall, Intégration des arts à l'architecture, Saint-Michel-des-Saints,
                Quebec.
2001–2002   Saint-Janvier Library, Stained glass partition wall, Intégration des arts à l'architecture, Mirabel, Quebec.
1999–2000   Morin Heights Library, Façade: stained glass window with painting on glass (grisaille technique), Intégration des arts à
                l'architecture, Morin Heights, Quebec.
1999   Manoir Saint-Eustache, phase II, Aluminium, copper, glass casing, Intégration des arts à l'architecture, Saint-Eustache, Quebec.
1998–1999   CHSLD Gatineau I, La Vigie, Terrazo floor design, limestone, stained glass window and bronze casting, Intégration des arts à
                l'architecture, Gatineau, Quebec.

PUBLICATIONS
2011–2012   Associate Editor, *The International Journal of the Arts in Society*, 6.5.

Journal Publications
2017–2018   *Between the Real and the Virtual: Augmenting Interactions with Spatial Platforms* by Dr. Claire Nat*ure Culture(s)*: Peer-reviewed
                paperfor Balance- Unbalance 2013 International Conference, May 31- June 2, 2013, Noosa, Australia, Noosa Biosphere Limited &
                CQUniversity Noosa, Noosa, Qld., 415 p. http://hdl.cqu.edu.au/10018/938596. Arts/science/technology and trans-disciplinary
                practice, p.104-110.

                Brunet, C. (2012). McLuhan and extended environment: Affect and effect of a 3D digital medium on sculpture practice.
                McLuhan's Philosophy of Media- Centenial Conference Yoni Van Den Eede, Joke Bauwens, Joke Beyl, Marc Van den Bossche and
                Karl Verstrynge (eds.).Belgium: Universa Press (pp. 77-83).
2012   Brunet, C. (2012). Extending spatial boundaries through sculpture practices: Exploring natural and 3D technological environments.
                In Bill Cope (ed.), *The International Journal of the Arts in Society* (pp. 1–18). Champaign, Ill.: Common Ground.
2008   Brunet, C. (2010). The Context of Sculpture Generated by Digital Technology. In Paquet, B. (Ed.), Actes du Colloque, Faire œuvre.
                Transparence et opacité.
                Quebec: Presses de l'Université Laval. (pp. 37–44).

Papers
2024   Yousefi, Z and Claire Brunet (2024, June) Embosom: Reimagining Home in the Diaspora through a Multi-Sensory VR Art
                Installation. Academic Conference Immersion and VR.
                ISEA 2024 29th International Symposium of Electronic Art from 21-29 June 2024. Brisbane, Australia.
2024   Huang, Y, Alexis Morris and Claire Brunet (2024, May) Designing a Multi-modal Wearable Mixed Reality System for Body
                Awareness in Workspaces
                ICHMS 4th IEEE International Conference on Human-Machine Systems. 15-17 May 2024, Toronto Canada | Conference
                Theme: Trustworthy Human-Autonomy Teaming.Virtual Reality and Mixed Reality
2017   Brunet, C. (2017, June) Between the Real and the Virtual: Augmenting Interactions with Spatial Platforms. Theme 3: New Media,
                Technology and the Arts, *Examining the use of technologies and media in the arts*. Paper presented at
                12th International Conference on the Arts and Society. The American University of Paris, France
2013   Brunet, C. (2013, May–June). Paradox in sculpture: Hypermodernity, nature, and digital medium. Paper presented at the Balance-
                Unbalance International Conference 2013. Noosa, Queensland, Australia.

2012   Brunet, C. (2012, October), McLuhan and extended environment: Affect and effect of a 3D digital medium on sculpture practice. Paper presented at the The Centennia Conference McLuhan's Philosophy of Media, Brussels, Belgium, Oct. 26–28.

2011   Brunet, C. (2011, May). Extending spatial boundaries through sculpture practices: Exploring natural and 3D technological environments. Paper presented at the Sixth International Conference on the Arts in Society. Berlin-Brandenburg Academy of Sciences and Humanities, Berlin, Germany.

2008   Brunet, C. (2008, May). The context of sculpture generated by digital technology. Technologies 3D et leurs applications dans le champ de la Sculpture/Installation. Paper presented at *Faire œuvre. Transparence et opacité,* Colloque International, École des Arts visuels, Université Laval, Quebec, Canada.

Catalogues

La Fondation du Musée d'art contemporain des Laurentides. (2005). Encan d'œuvres d'art, Saint-Jérôme, Quebec.

L'Intégration des arts à l'architecture et à l'environnement, Bilan 2002–2004.
(2005). Gouvernement du Québec, 95 p. (p. 56).

Art for Autism (1998, June). Silent & live auction, Toronto, 48 p. (p. 16).
Varium et mutable. (1997). Jocelyne Connolly and Léo Rosshandler, Solo exhibition, Centre d'exposition du Vieux-Palais, Saint-Jérôme, Quebec, 36 p.

Biennale Sud 92, Sculpture, Art contemporain. (1996). Issy-les-Moulineaux, France, 94 p. (p. 22).

Artluminium. (1989). Alcan House *Artluminium.* (1989). Alcan House and the Lavalin Art Gallery, Montreal, 84 p. (p. 35).
De fer et d'acier. (1987). Lavalin Art Gallery, Montreal, 22 p. (p. 8).
Johnson Atelier Sculpture. (1983). 14 Sculptors Gallery, New York, 14 p. (p. 2).
Viau, R., *Sculpture contemporaine.* (1981). Rothmans Collection, 6 p. (p. 3).

Magazines, Journals and Newspapers

Le Metropolitain, La Réalité Virtuelle, le Futur du Numérique, 12 mai 2017. Review of Digifest VR Installation *Trans: du Réel auVirtuel* 2017. http://lemetropolitain.com/la-realite-virtuelle-le-futur-du-numerique

Claire Brunet, "De l'analogue au numérique: penser autrement la sculpture," Jocelyne Connolly. *Revue Espace,* No. 92, Summer 2010. Cahier Mediatic Arts, Sculpture & Installation.

Point de vue, Laurentides, "Virtuosité virtuelle," Culture culture. Denyse Perreault. Nov. 11, 2009.

Claire Brunet Sculpture/Nature by John Grande. (2005, Winter). *Metalcraft, for Art and Hobby,* 2(1).

Vie des Arts, (2006, Winter). Montréal Media.

Pagliacolo, Elizabeth, (2003, June). Art on Nature, Public Nature Corporation wants to bring nature art to public spaces. *Sceneandheard.ca,* 3(3).

Artist and students see beauty in humble spud. (2005, May). *File, York's Daily Bulletin,* Headline News.

Maksymowicz, V. (1999, April). Art and Ecology, Three Canadian Sculptors. *Sculpture, International Sculpture Centre*, 18(3), 26.

Tippett, Maria. *Sculpture in Canada: a history.* 2017. Vancouver: Douglas and McIntyre. (pp. 217–218)

Grande, John K. (2008). *Art Allsorts, writing on art and artists*. Go If Press. 133 p. (pp. 79, 80, 81).

Fiset, S. (2004). *La sculpture et le vent, Femmes sculpteures au Québec.* CDD3D. 143 p. (p. 96).

Tremblay, C. (1997). *Carnet rouge d'une scripteuse.* Quebec: Éd. De l'Enchanteure, 624 p. (pp. 108, 168, 183, 186, 213, 311, 333, 334, 351, 450).

Robert, G. (1983). *Art actuel au Québec, depuis 1970.* Quebec: Iconia, 256 p. (p. 210).

Monde Moderne production de films ethnographiques, réalisation Bruno Moynie "Le Projet-Objet," participation Claire Brunet, 2011. http://leprojetobjets.com

Radio CHOQ FM 105.1 Toronto.

Books

Tippett, Maria. *Sculpture in Canada: a history.* 2017. Vancouver: Douglas and McIntyre. (pp. 217–218).
Grande, John K. (2008). *Art Allsorts, writing on art and artists*. Go If Press. 133 p. (pp. 79, 80, 81).
Fiset, S. (2004). *La sculpture et le vent, Femmes sculpteures au Québec.* CDD3D. 143 p. (p. 96).
Tremblay, C. (1997). *Carnet rouge d'une scripteuse.* Quebec: Éd. de l'Enchanteure, 624 p. (pp. 108, 168, 183, 186, 213, 311, 333, 334, 351, 450).
Robert, G. (1983). *Art actuel au Québec, depuis 1970.* Quebec: Iconia, 256 p. (p. 210).

Media

Monde Moderne production de films ethnographiques, réalisation Bruno Moynie "Le Projet-Objet," participation Claire Brunet, 2011. http://leprojetobjets.com.
Radio CHOQ FM 105.1 Toronto. Claire Brunet OCAD Figure Show. Interviewer: Sylvain Fortier. Feb. 17, 2010.
Radio-Canada (Ontario). Program Les Arts et les Autres. Claire Brunet at OCAD. Interviewer: Line Boily, Jan. 20, 2009.
Interview, CBC/Radio-Canada, CJBC 860 AM. *Sans détour,* Toronto, 1998.

CONFERENCES

2024   ISEA ISEA 2024 29th International Symposium of Electronic Art from 21-29 June 2024.
            Academic Conference Immersion and VR June 25, 2024
            Embosom: Reimagining Home in the Diaspora through a Multi-Sensory VR Art Installation, Zhino Yousefi,
            Authors: Zhino Yousefi and Claire Brunet

2024   ICHMS 4th IEEE International Conference on Human-Machine Systems | Holiday Inn Toronto Downtown Centre | 15-17
            May 2024, Toronto Canada | Conference Theme: Trustworthy Human-Autonomy Teaming.Virtual Reality and Mixed Reality
            Designing a Multi-modal Wearable Mixed Reality System for Body Awareness in Workspaces
            Authors: Yizhen Huang, Alexis Morris and Claire Brunet

2018   VRTO Conference speaker. *3D Scanning to VR: Embodied Identity*. Sunday, June 17th, 2018, 11:00 am-11:50 am, Ryerson
            University. Dr. Claire Brunet assisted by Thoreau Bakker experiment with Virtual Reality and 3D body scanning technology to
            convey meaning inside a VR spatial context through digital sculptural referents.

2017   Paris 2017, Gestures that Matter, 12th International Conference on the Arts and Society. The American University of Paris, France.
            Between the Real and the Virtual: Augmenting Interactions with Spatial Platforms. June 14-16, 2017.

            VRTO Conference speaker: *3D Scanning to VR: Augmenting Interactions with Spatial Platforms*. Sunday June 25th, 2017,
            12:00 pm–1:00 pm ITRDI- 17 at VRTO Virtual & Augmented Reality 2017 World Conference & Expo. Toronto, Ontario.
            https://conference.virtualreality.to/#speakers.

2015   SCANZ 2015. Water and peace. Art, science, technology & cultural bridging, New Zealand. *Convergences Between Digitized 3D
            Objects and Audio Signal Processing* by Claire Brunet, Susan Fryberg. Artists' residency, conference and presentations.

2013   Balance-Unbalance International Conference 2013, May 31–June 2, 2013, Noosa,
            Queensland, Australia.

2013   Concordia University. Brown Bag Series. Paradox in Sculpture Practices: Perspectives on a 3D Digital Medium. March 2013.

2011   The Centennial Conference McLuhan's Philosophy of Media, Brussels, Belgium, Oct. 26–28, 2012. www.mcluhancentennial.eu.

2010   1st Annual International Conference on Fine and Performing Arts. June 7-10. 2010.   Athens Institute for Education
            and Research, Athens, Greece.

2010   Open.stir/Imbibe:DFI Salon March 4 2010. Digital Deliberations OCAD. Second Intervention:Imagining 3D Environments and
            Interactivity; Claire Brunet, Michael Page, Barbara Rauch, Sandy Groebner.

2008   FOTEO, Faire œuvre, transparence et opacité. The context of sculpture generated by digital technology. International colloquium
            Ecole des Arts Visuels, Laval University, Quebec, May 19–22, 2008

2008   Hybridité et Nouvelles Technologies en estampe contemporaine. (2008, March) Communication, Colloquium. Musée d'Art
            Contemporain des Laurentides, Saint-Jérôme, Quebec.

ARTIST RESIDENCY & SYMPOSIUM

2024   The Bottega Projects, Montebuono, Italy. MBAR. 2-week artist residency May 6- May 19, 2024. Multi-artist residency.
            photogrammetry scanning creative project: merging temporality by combining 3D scans of historical, cultural, and natural
            elements to produce 3D prints and bronze sculptures. Fresco Workshop by William Pettit: Adjunct professor affiliated to the
            Temple University in Rome.

2024   L'Appartamento artist residency, Italy. L'Appartamento Napoli, Sculpture Allegory Project. Collect 3D digital data,
            experiment, develop new ideas, learn new skills, draw inspiration from the surrounding and interact with fellow residents, and
            the community.2 weeks residency from April15 to 28 April 2024. Naples, Italy.

2015   2 Rooms Contemporary Art Projects, Duntara New Foundland, Summer 2015.

            SCANZ 2015 Residency Project : Night time projection, Claire Brunet , Susan Frykberg *Convergence Between 3D Digital
            Objects and Audio Signal Processing.* Projection in Pukekura Park, New Plymouth, New Zealand.
            Winter 2015.

2006   Symposium (Outdoors wood log carving). Claire Brunet : *Les arbres cachent la for*êt. Maison des Arts et de la Culture de Saint-
            Faustin Lac Carré, Laurentides, Quebec, Canada.

2003   Lou Odette Sculptor-in-Residence program, York University Faculty of Fine Arts.
            Research creation project for sculpture Installation work titled : Potato Column I, Potato column II & Potato column III. Toronto,
            Ontario, Canada.

2002   Boreal Art Nature, Claire Brunet research creation project for sculpture Installation work titled *Soul Lost in the Genome (*Âme
            Perdue dans le Genome). La Minerve, Quebec, Canada.

2001   Les Beaux Arts à la Montagne, Claire Brunet Outdoor Ephemeral Sculpture.
            Mont-Tremblant, Quebec, Canada.