

Active Space: Interactive Videodance

Artist Bio: John Crawford

John Crawford is a digital media artist, interactive performance director, software developer and interaction designer. He is a leader in the emerging field of digital videodance, using computers to create imagistic animations that are closely integrated with choreography and dance performance. His research and creative work explores techniques for embodied interaction: combining digital video and computer-generated animation with motion capture and real-time motion tracking.

He originated the [Active Space](#) concept in 1993 to describe his interactive performance systems that produce visuals and music in response to movement. These systems employ computer-based sensing of location, speed, duration and other movement characteristics to influence real-time creation of interactive visual and musical material, typically within a performance or installation environment.

His videodance [ASCENSION](#) was featured in the [Dance for Camera](#) festival at Lincoln Center, New York. His video animation and projection designs were featured in recent productions of [Invisible Cities](#) in Irvine, CA, [Looking Back](#) in Hollywood, CA, [NightDriving](#) in Irvine, CA, [ASCENSION](#) in Bergen, NJ, [Portal](#) in Irvine, CA, and [Split](#) in Fort Worth, TX. His [Active Space](#) system was featured in the telematic works [Reverse Patterns](#), [Songs of Sorrow](#), [Songs of Hope](#) and [Janus/Ghost Stories](#) in California, Arizona and New York, and in [Dancing in the Active Space](#), a four-month interactive installation at the California of Museum of Photography. His videodance [Flight](#) was featured in a performance by the Pacific Symphony Orchestra in Costa Mesa, CA. He contributed digital imagery to [Voyages of Aeneas](#), a music theatre work that toured Europe for several years. His media installation [Degrees of Erasure](#) was featured in the Norman Klein retrospective at the Beall Center for Art and Technology in Irvine, CA. Other recent work includes videodance pieces, video/projection design and interactive performance systems for performances and installations in California, New York, New Jersey, Oregon, Minnesota, Arizona and Ohio.

He currently teaches [motion capture animation](#), [videodance](#), [web/media design](#) and [digital arts](#) history and practice at University of California, Irvine. He has taught workshops and master classes in performance and digital media at New York University, Simon Fraser University, University of Wisconsin, Linfield College and Guangdong Performing Arts Academy (China). He has been a featured speaker at numerous events and conferences.

He founded [electricFX](#), a software development company specializing in digital media tools. As a software developer, his credits include projects for Microsoft, Adobe and many other companies. He has consulted and taught professional development seminars on user experience and interface design for over twenty years. His software career has included a range of positions in engineering and management, specializing in computer graphics and user interface research and development.

As a theatre director and actor in the 1970's, he studied with [Sanford Meisner](#) at the [Neighborhood Playhouse Theatre School](#) in New York and founded the experimental theatre group Explorations Workshops.