Kurt Ralske

1967
Born in New York City, U.S.A.

2003
First Prize at the Transmediale International Media Art Festival, Berlin

2004
Programmed and co-designed the 9-channel video installation that is permanently in the lobby of the MoMA in NYC

2006
BA in Computer Science, Hunter College, CUNY The City University of New York, New York

2007
Rockefeller Foundation Media Arts Fellowship

2010
Artist-in-Residence, Rhode Island School of Design

2012
MFA Art Criticism and Writing, School of Visual Arts, New York

2014
Chair, Department of Media Arts (Digital Media / Video / Film / Animation / Sound) at the School of the Museum of Fine Arts, Boston

The artist currently resides in New York City. He is Professor of the Practice in Digital Media at Tufts University's School of the Museum of Fine Arts, Boston. Alongside his art practice, Ralske is active as an improvising musician and composer. He is also the author/programmer of Auvi, a popular video software environment in use by artists in 22 countries.

Exhibition history
– selected solo exhibitions

2016
Jean-Luc Godard Dataset, SIA Gallery, Chelsea, NY, USA.

2015
Faceness, Axel Vervoordt Gallery, Antwerp, Belgium.

2013
Rediscovering Futurism 1920-1929, DUMBO Arts Center, NY, USA.

2012
The Mechanical Bride, Paul Young Projects, Los Angeles, USA.

2008
Zero Frames per Second, MFA Computer Art Gallery, NY, USA.

2004
Next Time, Location One, NY, USA.

Exhibition history
– selected group exhibitions

2017
INTUITION, Axel & May Vervoordt Foundation, Fondazione Musei Civici di Venezia, Palazzo Fortuny, Venice, Italy.
Tristis est anima mea by Kurt Ralkse and Giulio D'Alessio, audio-visual in situ installation on the occasion of *INTUITION,* Palazzo Fortuny, Venice, Italy

2016
In Finis Terrae, 15th International Biennale of Architecture, Venice, Italy.
Getting to Know the Middleman, SIA Gallery, Chelsea, NY, USA.

2015
Proportio, Palazzo Fortuny, Venice, Italy.

2011
Memoria Variabile, Galleria Milano, Milan, Italy.

2010
Cymatics, AMUZ, Antwerp, Belgium.
About Time, Visual Arts Gallery, New York, USA.

2009
In-finitum, Palazzo Fortuny, Venice, Italy.

2008
La Lumiere Antigone, La Monnaie, Brussels, Belgium.
Shimmer, Transversales Festival, Mexico.

2007
Timecoded, Magazinni del Sale, Venice, Italy.
For Phillip Guston, LMAK, New York, USA.

2006
Times Square Timeshare, Armory Show, NYC.
Atom Heart Mother, De Bijloke, Ghent, Belgium.
Triadic Memories, Diapason Gallery, NYC, USA.

2005
Darkness (Not Darkness), Watershed Media Arts Centre, Bristol, UK.
White-Out, USF Verftet, Bergen, Norway.

2004
Elektropoesia, Malmo Konsthall, Sweden.
Motion Graphics (as 242.pilots), Guggenheim Bilbao, Spain.
Atom Heart Mother, Palais des Beaux Art, Brussels, Belgium.
John Cage Program, De Singel, Antwerp, Belgium.
Pilot Error (as 242.pilots), Theatre Mercelis, Brussels, Belgium.

2003
Grey Exploitations (as 242.pilots), Haus der Kunst, Berlin, Germany.
SelfWare (as 242.pilots), Listhalle, Graz, Austria.
242.pilots (as 242.pilots), American Museum of the Moving Image, NYC, USA.
Petrograph v1.0, Site Gallery, Sheffield, England.
Sonic Architecture (as 242.pilots), Theater Kikker, Utrecht, The Netherlands.
242.pilots (as 242.pilots), Podewil, Berlin, Germany.
242.pilots (as 242.pilots), Black Box Theater, Oslo, Norway.

2002
Soundlab, Experience Music Project, Seattle, USA.
242.pilots (as 242.pilots), Museum Of Contemporary Art, Montreal, Canada.

2001
Zpin, Museum of Contemporary Art, Los Angeles, USA.
242.pilots (as 242.pilots), Impakt Festival, Utrecht, The Netherlands.

Awards

2007
Rockefeller Foundation Media Arts Fellowship.
Experimental Television Center Finishing Funds Grant.

2004-2005
National Science Foundation Scholarship Award in Computer Science.

2003
First Prize at the Transmediale International Media Art Festival, Berlin

2002
Honorary Mention at Transmediale International Festival of Media Art, Berlin.

Artist Residencies

2006
University of Rhode Island, Kingston, USA

2000 / 2002 / 2004
STEIM, Amsterdam, The Netherlands

2004
Rensselaer Polytechnic Institute, Troy, NY, USA
iMal, Brussels, Belgium

2003
Location One, New York

Artist talk & Workshops

Columbia University – USA Brown University – USA
Parsons School of Design – USA
Bard College – USA
Cooper Union College – USA
New York University / Tisch School of Art – USA
School of Visual Arts, NYC – USA
Rhode Island School of Design – USA
Praʒ Institute – USA
Rensselaer Polytechnic Institute – USA
American Film Institute – USA
Brooklyn College – USA
CUNY / Hunter College – USA
Massachuseʒs College of Art and Design – USA
Harvestworks, NYC – USA
Utrecht School of Art – Netherlands
STEIM – Amsterdam, Netherlands
V2 – Roʒerdam, Netherlands
Tesla – Berlin, Germany
Bergen Kunstakadamiet – Norway
Bergen Senter Fur Elektronisk Kunst – Norway
Chicago Max User's Group – USA

Essays and publications

Rediscovering *German Futurism* (1920-1929) [book, co-authored with Miriam Atkin]
Draw It with Your Eyes Closed: The Art of the Art Assignment (Paper Monument, 2012)
Multiple reviews at ArtCriRcal.com (2014-present)
Art Papers (June 2010) Review: August VenRmiglia at Judi Rotenberg
MediaModes Conference (November 2009) Data and Time: Information Storage and Paradigms of Temporality

Teaching

2013 to present
Professor of the Practice, Media Arts
Tufts University, School of The Museum of Fine Arts / BFA / MFA Media Arts

2010-2013
Visiting Faculty Rhode Island   School of Design / MFA Digital + Media / BFA
Film, Animation, and Video

2006-2010
Full-Time Visiting Faculty
School of The Museum of Fine Arts, Boston / Video and Sound Departments

2005-2013
Faculty School of Visual Arts, NYC / MFA Computer Arts

Other professional experience

2004-2005 Museum of Modern Art, New York, NY
Video Artist / System Architect / Software Engineer for MoMA Display Screens
project. Designed and programmed the software for 9-channel HD video
installation display in the museum lobby from 2004 to 2015.

2000-present
Auvi Software
Software Engineer / Image Processing Research + Design.
Designed and programmed media art software for audio-visual interactivity that is
distributed by Auvi (www.auv-i.com).
The software is in use by artists and educational institutions in over 22 nations.