

Greg Finger

PLGRM

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BIO

Greg Finger is a digital artist specializing in interactive multimedia installations, with extensive knowledge of hardware and software and a broad toolset capable of bringing projects from a conceptual stage to exhibition-ready.

PROFESSIONAL EXPERIENCE

2017–2019 普造司 Puzaosi Art Collective, Chengdu

Research and Development Director

Researched new technologies to expand team toolset capacities. Developed software for long-term installations and live performances. Managed team projects ensuring smooth work process and execution. Taught open-enrollment workshops on topics related to digital visual arts.

2015–2019 明堂创意工作区 Mintown Studio Community, Chengdu

Artist-in-residence

Annually created and exhibited original interactive installations. Provided technological support to other visiting artists. Assisted with A/V performances in their venue Nospace and the production of their annual art festival Nuart.

2012–2013 全球美术馆 GlobalArts offices of Lü Peng, Chengdu

Exhibition Designer / Venue Scout

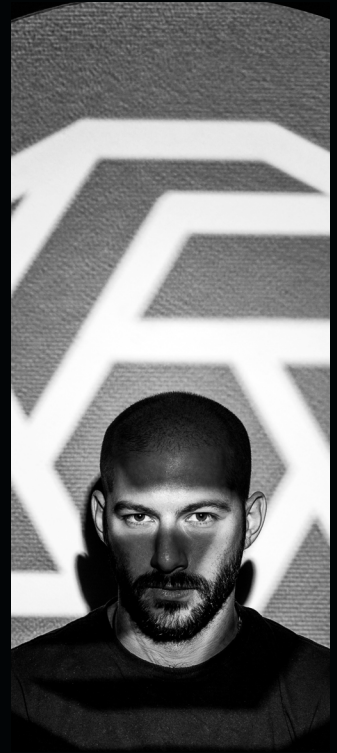
Created cohesive designs for group exhibitions with a focus on flow and maintaining visitors' interest. Traveled internationally to inspect venues for suitability and presented findings to the office.

PRIMARY TOOLS

- | | | |
|-----------------|---------------------------------|--------------------------|
| • Touchdesigner | • Adobe Suite | • Arduino |
| • GLSL / Python | • Cinema 4D | • DMX/ArtNet/sACN |
| • Unity | • HTC Vive VR & Tracking System | • 3D Printer (FDM / FFF) |
| • Unreal | | |

EDUCATION

Sound Recording Technology B.A. 2013
University of Massachusetts



RECENT SOLO WORKS

2024 – “A Foggy Evening on the Galactic Sea” – Interactive projection that followed hand movement to clear away digital mist to reveal 3D models of real ships within. exhibited: Celestial Seafarers, Ships of the Sea Museum, Savannah, GA

2022 – “Beyond Tomorrow” – The third iteration, updated with a tube world unwrapping mechanism and this time the user hunts and destroys the virus particle. exhibited: Pulse Art + Technology Festival, Jepson Center, Savannah, GA

2021 – “Remains to be Seen” – An iteration of TianYan with a glowing Black Box that senses the participant’s hand pose to interact with TianYan which scans their masked face and reveals what is behind the mask. exhibited: Pulse Art + Technology Festival, Jepson Center, Savannah, GA

2020 – “Loopwave: Tomorrow 2.0” – updated the original work to place in a galactic environment and added interaction with virus particles. exhibited: Jepson Center, Savannah, GA

2019 – “Cortex” – Live visuals of effected and warped 3D voxelized models of heads reconstructed from real MRI scans, exhibited: Nuspace, Chengdu

2018 – “Pool” – Projected interactive installation of a pseudo-fluid system that responds to body movement, exhibited: Nuart Festival

2018 – “Departures / Arrivals Board” – A virtual split-flap projection displaying schedule for the exhibition’s various performance pieces and, with “DAB Engineer”, was a performance piece itself, exhibited: A Performance Affair, Brussels

2017 – “plgrmCube” – A phone-integrated headset interactive AR experience that blends a 3D printed cube with a virtual 3D environment, exhibited: Golden Panda Culture and Creativity Exhibition, Chengdu – Winner of Bronze Award

2017 – “Flow” – A projected display inside an empty pool based on optical flow technique rendered through displaced and colorized particles correlating to captured body movement, exhibited: Morning House, Chengdu

2017 – “The Source” – Real-time fluid simulation-based visuals projected on a 70 x 25 meter wall, exhibited: Xie Zilong Photography Museum, Changsha

2016 – “Zhuzi Deng” – Bamboo & LEDs lighting installation for stage design, exhibited: Nuart Festival, Chengdu

2016 – “C69” – Hand-constructed interactive digital scanning box capturing guests’ faces to be projection mapped onto wall-hung masks and then manipulated using an originally developed iPad app, exhibited: Taiga, Chengdu

2015 – “TianYan” – An eyeball projected onto a suspended acrylic hemisphere whose pupil’s interior would track and follow visitors and display a live video feed of their detected faces, exhibited: Nuart Festival, Chengdu

COMMISSIONED WORKS

2019 – Nox Club, Chengdu
Customized lighting system design and control in a newly renovated space; programmed modular software to allow for easy application in other venues

2019 – ChunYou Festival, Meishan
Live synchronized visuals for the musician Noise Temple

2018 – Edison Chen Presents: Innersect, Shanghai
Live visuals for a fashion / music hybrid event

2018 – Zhou Fan’s Loopwave: Tomorrow, Chengdu
Software design for an installation that digitally translated Zhou Fan’s work into an interactive experience

2018 – Another Language Vol. 8 Livestream Event, Chengdu
Software development for live AR/MR performance with the musician Noise Temple

2018 – YinXu Tour, China
Software development for automated and synchronized stage lighting system for a tour show

2018 – Another Language Vol. 2 Livestream Event, Chongqing
Constructed motorized light set design for the band Kawa

2017 – NuSpace, Chengdu – “Yue Xuan”
Live reaction-diffusion visuals that responded to a solo pianist performance

2017 – FengShui BaGua Tourist Center, Langzhong
Systems, software and app development for educational video displays in a newly constructed museum, including long-term stability of computer systems, blended projection mapping on multi-walled non-planar surfaces with projector arrays, and an iPad app controlling each section of the museum

2017 – Strawberry Music Festival, Shanghai / Chengdu
Live visuals for the multi-performance hip-hop stage

2017 – SiHe 4th Anniversary Event, Chengdu
Lighting design, installation and automated control of LED tubes arranged to complement new local fashion line

2017 – Cross Club: Light & Dark Theater, Chengdu
Lighting design, installation and user control of LED strips that subtly highlighted the works of Zhang Zhaoying

2016 – JingDong New Years Festival, Chengdu – “Exhibitionist”
Lighting within a clear cube housing a performance artist, interactive light installation reacting to body proximity

2016 – German Consulate in China Annual Event, Chengdu
Creation of 8K visuals to accompany a bilingual acapella group

2016 – German Unity Day & BMW Event, Chengdu
Projection of pre-rendered visuals onto car surfaces