



Edward Bakst

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"Brief Bio"

I embody an award-winning artist/designer/director. Over my extensive career as an independent artist, I created imaginative concepts, designs, art, scenarios, graphics, innovative solutions, proposals and short animated films for such national or international clients as: Smithsonian, MTV, SCI-FI, Nickelodeon, ABC, NBC, Ajinomoto-Japan, VIASA Airline, PBS, HBO, AT&T, NGS, FX/M, UNICEF, Noggin, BIC, Showtime, Sesame Street and others. My projects won international awards for creativity, innovation, imagination and originality of ideas. SIGGRAPH Electronic Theatre presented 3 of my short films; others also won in Europe's IMAGINA, NY Film Festival, ASIFA, WORLDFEST, BPME, NCGA, HOUSTON International Festival, British ONLINE, US Film Festival, the prestigious Guggenheim Fellowship and Jerome Foundation's grants.

In the academic career I have designed, directed, consulted on or established new creative programs at Pratt Institute, Columbia University and Colorado art college where I launched "International Animation" and founded ASIFA-CO. Next, in Detroit, I was granted full professorship. Subsequently, I spearheaded design of the new School of Art, Design & Media at a University in Singapore, and of its unique building. After, I consulted on curriculum design and launch of the School of Technology for the Arts in Singapore. Invited to become a member of the MICA Board, I was involved in formation of SOTA, also in Singapore.

Thereafter, I was invited as a Professor to Kadir Has University in Istanbul and a year later to Kyoto University. In 2013, as the endowed KoGuan Chair of Digital Arts & Design @ Peking University, I evolved the program's creative scope and its global foresight. My class aimed to ignite self-discovery by rejection of status quo while inspiring imagination and ideation vital to creative expression. I mentored students of digital arts, animation, game design, coding, interactive design, automated language translations and IT.

In the US I joined a team planning a proposed new University of Interactivity, Design, Entertainment Arts & Sciences. In my role I shaped a curricular vision distinguishing it from competition via focus on rousing future student's imagination further endowed by the forces of current and near-future technologies as the "magic wand" empowering them in realization of multifaceted creative content, innovations or inventions.

I see imagination as the Origin of inspiration, ideation and innovation. Thus, in parallel to travels exposing me to new cultures and their arts, I conduct "Gravity Free & Reality Independent" imagination workshops inspiring Creator's sways in probing new horizons, realities, ideas, worlds, stories and means of envisioning them. I have conducted these in: Germany, Malaysia, Poland Singapore, UAE, Korea, Costa Rica, Venezuela, Hong Kong, Japan, Israel, Netherlands, Turkey, Sweden, China, Cuba, USA, and so on...

Riveted by seamless fusion of reality & virtuality (organic & digital) into a magical dimension within which imagination roams free and naught is unthinkable, I create concept designs probing new horizons and their impact on innovative ways to entertain, learn, design exhibition environments, perform, play, live or express creativity. My exploits probe interactivity within VR, AR as the mightiest "magic wand" of them all

To me they unshackle us to envision fantastical "un-realities" that may be as far reaching as our imagination can take us. Within such "gravity free & reality independent" spaces, by interactively controlling chemical or physical properties of his worlds, the User converts into the true Creator.

