

# Michael Paul Blow

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## *Introduction*

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An artist/technologist specialising in the creation of digital artworks, drawing on my background as a computer and electronic engineer. My work has included robotic swarm based artwork, evolutionary art, sound installations and interactive theatre projections. I have written and presented papers at several conferences and am a visiting lecturer in Digital Arts at Brighton University.

## *Awards*

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- **Arts and Business South East First Time Sponsors Award.** In partnership with Sound Solutions UK on Machines for Singing. Awarded 13th June 2007.
- **Arts Plus Development Award for Machines for Singing.** Awarded 22nd June 2005.

## *Experience*

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- Art Projects 4 years
  - ‘Made in England’ random short story generation project for Mark Hewitt/BBC South. Ongoing.
  - ‘Future of Sound tour’ Field recording and resonance performance and workshop, FOS tour, Leicester deMontfort University, January 2009.
  - ‘Cybersonica AV Lab’ Contact mic and room resonance performance as part of a week-long workshop. November 2008.
  - ‘Machines for Singing’ audio installation revealing the hidden life of buildings, winner of ArtsPlus and Arts and Business awards, in collaboration with artist Rowena Easton. Gardner Arts Center, Sussex University, June 10-16th 2006.
  - ‘City Genome Project’ project subverting the planning laws and using evolutionary architecture to redefine the urban landscape, in collaboration with artist Rowena Easton and architect Robert Cohen. In development.
  - ‘TE Project’ reinterpreting meteorological data in collaboration with artist Sol Snelvedt. In development.
  - Computer-controlled bubble projection tank for ActionTimeVision, exhibited at ‘L’image d’après: Le cinéma dans l’imaginaire de la photographie’, Paris, April 4th-July 30th 2007.
  - ‘The Senster’ experimental sci/art theatre show in collaboration with Spacedog UK. Nationwide, ongoing (first performed 2006).
  - ‘Stigmergy’ evolving local rules for global behaviours, multi-robot installation, drawing with light. BigBlip’04 Science Art Festival, Brighton 2004.

- ‘There Does Not, in Fact, Appear to be a Plan’ collaborative multi-robot piece. BigBlip’04 Science Art Festival, Brighton 2004.
- ‘CAT’ evolutionary art piece used to investigate the common aesthetic. BigBlip’04 Science Art Festival, Brighton 2004.
- Programming 17 years
  - Java, Java2D and Java Advanced Imaging, Swing, C++. 10 years
  - Technical solutions for art installations using MAX/MSP, Java and Processing.
  - A.I. programming including Neural Networks and Prolog.
  - Artificial Life, swarm simulations and programming of emergent systems.
  - Complex systems and evolutionary computing.
- Robotics
  - Humanoid robotics research.
  - Swarm robots, emergent behaviour and cooperative systems.
  - Low-level programming for robot control over USB.
  - Solo and collaborative robotic art installations.
  - PC interfacing techniques.
- Audio
  - Designing and rigging audio installations.
  - Broad knowledge of sound recording and DSP techniques, audio equipment and acoustics.
  - Ambisonics and spatial sound.
- Electronic Engineering
  - Custom circuit and sensor design.
  - PC interfacing techniques.
  - Servos, distance sensors, PWM control, infra-red.
  - Design of PC data-acquisition cards.

## *Education*

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- **MSc(Distinction) Evolutionary and Adaptive Systems**  
October 2003 to September 2004  
University of Sussex, Brighton, BN1 9RH.
- **BEng(Hons) 2.1 Electrical and Electronic Engineering**  
September 1989 to July 1992  
Brighton University, Lewes Road, Brighton, BN2 4AT.

## *Publications*

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- **Machines for Singing - Reinterpreting the Built Environment.** Mike Blow, Rowena Easton. To be published in proc Performing Places Seminar November 7-9th 2006, Helsinki Finland.
- **The Art of Designing Robot Faces - Dimensions for Human-Robot Interaction.** Mike Blow, Kerstin Dautenhahn, Andrew Appleby, Chrystopher L. Nehaniv, David Lee, Proc. AMC/IEEE HRI06, Salt Lake City, Utah, USA, 2006, pp. 331 - 332.

- **Perception of Robot Smiles and Dimensions for Human-Robot Interaction Design.** Mike Blow, Kerstin Dautenhahn, Andrew Appleby, Chrystopher L. Nehaniv, David Lee. In Proc IEEE Ro-Man 2006, London UK.
- **Stigmergy: Biologically-inspired Robotic Art.** Mike Blow. In Proc. AISB 2005 London UK.
- **There Does Not, in Fact, Appear to Be a Plan: A Collaborative Experiment in Creative Robotics.** Jon Bird, Bill Bigge, Mike Blow, Richard Brown, Ed Clive, Rowena Easton, Tom Grimsey, Garvin Haslett, Andy Webster. In Proc. AISB 2005 London UK.