



Eugene Afonin

New Media / Technology Based Visual Artist | TouchDesigner
Developer & Educator | Theatre Media Artist

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Exploring evolving relationship between art & technology to produce interdisciplinary experiences. 15 years experience.

AWARDS

Best Movie

(30 November 2021)

Moscow Art Award

For "Gagarin - Sky Lieutenant" 360° movie

<https://afonin.media/gagarin-mokumentary/>

Best lighting in musical production

(22 April 2015)

Golden Mask Award

For media artist work for "Awakening" play, Alexandrinsky theater (Saint Petersburg, Russia).

<https://afonin.media/the-showpiece-awakening/>

SKILLS

Creative expertise



Digital art installations, Theatre media scenography, Music visuals, Interactive Art, Generative Art, Visual Effects, Real-time Visuals, 3D Animation, Character animation, Concept development, Storytelling, Lighting Design, Immersive Environments, Projection Mapping, Interactive Exhibit Design, Creative Direction, Arts Administration, Live Events, Teaching, Researching

TouchDesigner



Python scripting, 3D/2D, Animation, System and Multi-Server building, Graphical User Interfaces and Panels, User Interactions with Devices, Character Rigging & Animation, Generative visuals, ILDA lasers, GLSL, OpenCV, C++ plugins, AR, VR, Projectors stitching, Multitouch panels, LiDARS, Networking, Media servers building, Lighting Control, NDI

Programming



Python, GLSL, Java, C/C++, C#, JS, Perl, HTML/CSS, SQL

LANGUAGES

English

Upper Intermediate



Tech expertise



Creative Coding, 3D Graphics & Animation, Media Servers Building, Show Control Systems, High Resolution Rendering, Human Computer Interaction, Digital Production Pipeline Development, Software Development, 3D and Depth Cameras, Virtual Reality, Augmented Reality, Lighting Control, Lasers Control, Arduino/Raspberry Pi/Actuators/Sensors, AI Tools, Video Projectors/LED walls, Video Extenders & Video Captures, NDI, Production Management, Technical Direction, IT / Networks, RAID storages / Tape libraries

Houdini



Animation, Simulations, Modelling, Lighting, Renderling, HScript, Python API, VEX/VOP/Shaders, Charater rigging, Houdini engine

Other software



Maya, Unreal Engine, Adobe Creative Suite, MA Lighting dot2, Capture Lighting software, Vioso, QLab Figure53, Deadline Render Manager, Git, SQL databases, *NIX

Russian

Native



PROJECTS

Gagarin

Gagarin - mockumentary 360° movie for Zaryadye Mediacentre

<https://afonin.media/gagarin-mokumentary/>

Concept Development, Storytelling, Immersive Environments, Creative Coding, 3D Graphics & Animation, High Resolution Rendering, Pipeline Development, AI Tools, Video Projectors, Production Management, Unreal engine, TouchDesigner, Houdini

Soyuzmultfilm's Amusement Park

10 pieces - interactive installations and cartoons

<https://afonin.media/souyuzmultpark/>

Digital Art Installations, Concept Development, Creative Direction, Interactive Exhibit Design, Immersive Environments, Storytelling, Interactive Art, Generative Art, Real-time visuals, 3D Graphics & Animation, Character Rigging & Animation, Video Projectors, Projection Mapping, Media Servers Building, Human Computer Interaction, 3D and Depth Cameras, Production Management, Technical Direction, TouchDesigner, Unreal engine, Houdini, Vioso

The Rose of the World. Shrastras and Witzraors

180° fulldome installation

<https://afonin.media/the-rose-of-the-world/>

Concept Development, Storytelling, Full-dome installations, Immersive Environments, Creative Coding, Generative Art, Raymarching, 3D Graphics & Animation, High Resolution Rendering

Flora Spiens

Multimedia Performance

<https://afonin.media/flora-spiens/>

Theatre media scenography, Digital art installations, Immersive Environments, Creative Coding, 3D Graphics, Live Events, Custom electronics, 3D scanning, Video Projectors, Technical Direction, Media Servers Building, Show Control Systems, TouchDesigner, Capture Lighting

PIÈCE À VIVRE

Multimedia Performance

<https://afonin.media/piece-a-vivre/>

Digital art installations, Theatre media scenography, Interactive Art, Generative Art, Real-time Visuals, Concept development, Storytelling, Lighting Design, Projection Mapping, Creative Coding, 3D Graphics & Animation, Media Servers Building, Show Control Systems, Lighting Control, TouchDesigner

Installation for Saint Petersburg Museum of Musical Instruments

Audiovisual musical instrument

<https://afonin.media/spb-m/>

Past In The Future

VR installation

<https://afonin.media/the-future-in-the-past/>

Digital art installations, Concept Development, Interactive Art, Visual Effects, Real-time visuals, 3D Graphics & Animation, Character animation, Concept Development, Immersive Environments, Creative Direction, Creative Coding, Pipeline Development, 3D and Depth Cameras, Virtual Reality (VR), Technical Direction

The Palms - Native Play

Liquid theatre Performance

<https://afonin.media/the-palms/>

Agatha Returns Home

Praktica theatre Performance

<https://afonin.media/aghata-vozvrashchaietsia-domoi/>

The Beads

(12 June 2016 - Present)

Multimedia performance

<https://afonin.media/the-beads/>

Suprematist peasants

(08 March 2018 - 08 March 2018)

Liquid theatre Performance

<https://afonin.media/suprematist-peasants/>

3_9

Projection mapping

<https://afonin.media/3-9-projection-mapping-2/>

Rockwool

Projection mapping

<https://afonin.media/vidieomeppingh-rockwool/>

Interactive light bulb screen

Installaton

<https://afonin.media/interactive-light-bulb-screen/>

Curiosity

Multimedia Opera

<https://afonin.media/curiosity-opera/>

Theatre media scenography, 3D Graphics & Animation, Generative Art, Real-time visuals, Academic music visuals, Storytelling, Media Servers Building, Show Control Systems, Pipeline Development, AI Tools, TouchDesigner, Houdini, Concept Development

Solaris

Multimedia Performance

<https://afonin.media/solaris/>

Theatre media scenography, Generative Art, Real-time visuals, 3D Graphics & Animation, Storytelling, Lighting Design, Immersive Environments, Creative Direction, Creative Coding, Media Servers Building, Show Control Systems, Lasers Control, Custom electronics, Production Management, TouchDesigner, Capture Lighting

Genome of Luck - The Genetic tote.

Installation

<https://afonin.media/genome-of-luck/>

Concept Development, Creative Direction, Digital art installations, Generative Art, Interactive Art, Creative Coding, Show Control Systems, Media Servers Building, Software Development, Multiscreen, Technical Direction, Production Management, TouchDesigner

The Showpiece/Awakening

Multimedia Performance

<https://afonin.media/the-showpiece-awakening/>

Theatre media scenography, Digital art installations, Generative Art, Real-time Visuals, Lighting Design, Projection Mapping, Creative Coding, Media Servers Building, Show Control Systems, Lighting Control, TouchDesigner

Carnival of the Animals

Bolshoy theatre Performance

<https://afonin.media/carnival-of-the-animals/>

Theatre media scenography, Music visuals, Interactive Art, Generative Art, Real-time Visuals, Storytelling, 3D Graphics & Animation, Creative Coding, Media Servers Building, Show Control Systems, Human Computer Interaction, Software Development, 3D and Depth Cameras, TouchDesigner, Houdini

The Ugly Swans

Multimedia Performance

<https://afonin.media/the-ugly-swans/>

Forgotten Christmas

Multimedia Performance

<https://afonin.media/the-poor-prince/>

Theatre media scenography, 3D Graphics & Animation, Storytelling, Media Servers Building, Show Control Systems, Multiscreen, TouchDesigner, Adobe Creative Suite, QLab Figure53, MA Lighting dot2

Now you know

Liquid theatre Performance

<https://afonin.media/now-you-know/>

The story of Biological Life on Earth

(06 February 2016 - 06 February 2016)

Installation

<https://afonin.media/solaris-the-story-of-biological-life-on-earth/>

Asmita

AV Performance

<https://afonin.media/asmita/>

Reebok

Holographic installation

<https://afonin.media/holographic-installation/>

Interactive Pixel House

Interactive video mapping

<https://afonin.media/interactive-pixel-house-video-mapping/>

Memory

Installation / Performance

<https://afonin.media/memory/>

EDUCATION

MIREA

Russian Technological University,
Computers systems and networks

(30 September
2000 - 30 June
2004)

Screamschool

VFX

(01 September 2011 - 31 August 2013)

PUBLICATIONS

EXHIBIT ITEM/AWAKENING

Derivative Company Blog

<https://derivative.ca/community-post/exhibit-itemawakening/60718>

(31 August 2016)

How one community was mapping the future of visuals this summer

CDM

<https://cdm.link/2016/09/one-community-mapping-future-visuals-summer/>

SQUARE ROOT OF SIN | STUDENT EXHIBITION | MARS CENTER

Derivative

<https://derivative.ca/community-post/square-root-sin-student-exhibition-mars-center/60712>

Digital space: media artist Evgeniy Afonin on how the hangar of the Museum of Moscow turned into Solaris

event.ru

<https://event.ru/interviews/tsifrovoy-kosmos-mediahudozhnik-evgeniy-afonin-o-tom-kak-angar-muzeya-moskvyi-prevrashhalsya-v-solaris/>