



Emma Forgues

manue.forgues@gmail.com

emmaforgues.ca

LANGUAGES

French, English

SUMMARY

Emma Forgues is a digital artist based in Montreal. Her research and creation processes revolve around the uncanniness emerging from the intersection between the real and virtual worlds. She explores the innovations of technology and its social impact through video, sound, creative coding, audiovisual and performance projects. She believes these tools are great vectors of communication and dissemination. Her interests involve the body, cybernetics and interactive media.

SKILLS & SOFTWARE PROFICIENCY

Video and real-time video mixing	Adobe Premiere, After Effect, Max Jitter, MadMapper, Resolume, TouchDesigner
Audio	ProTools, Ableton, Audacity, Audition
3D Modelling	Blender
Creative Coding	C++, C#, Max/MSP, Processing, Unity
Web	HTML, CSS, Javascript, PHP
Image Manipulation	Photoshop, InDesign, Illustrator
Office	Word, Excel, Power-Point

EDUCATION

- 2016 - **Computation Arts** Bachelor of Fine Arts, Concordia University, Montreal, Qc
- 2014 - **Visual Arts**, Cégep de l'Outaouais, Gatineau, Qc

EXHIBITIONS

2018

WRAPPED. "You Are Here // Vous Êtes Ici"

Design and Computation Arts end of year show - Concordia University, Qc



prox.Dance. “Art Matters 2018: pedagogy”

Espace Projet; Montreal, Qc

carcassesSolubles. “Art Matters 2018: Art Crush in Time”

Galerie Articule; Montreal, Qc

prox.Dance. “IN BLOOM”

Eastern Bloc; Montreal, Qc

carcassesSolubles. “Mutek - Next Era”

Maison du développement durable; Montreal, Qc

2017

CLOS. “Polar Vortex”

VAV Gallery - Concordia University; Montreal, Qc

2016

CLOS. “EXO(R)DE”

DAÏMON - Gatineau, Qc

AWARD and PRICES

2017- **Public choice award** at MUTEK Next Era Competition, an International audiovisual creation contest _ 3000\$ in software

WORK EXPERIENCE

- 2018 - Sound Designer**
at OBORO, A center dedicated to production and presentation of art, contemporary practices and new media
- Translated and audio recorded text in French for “Veins”, a multimedia installation by Rita McKeough.
 - Sound design and editing in ProTools.
- 2018 - Research Assistant**
AbTeC’s Initiative for Indigenous Futures,



Concordia University

- Videographer and documentarian
- Sound Editor
- Documented VR experiences
mixing both virtual and physical realities

2018 - Independent Live Visuals Performances

- 2017**
- Performed live visuals for Montreal-based music collectives including ECHOisOne and Inner Circle Montréal.

2017 - Research Assistant

Obx Labs, Concordia University

- Developed ideas integrating text in Immersive environments.
- Explored the special features of VR games using HTC Vive

VOLUNTER WORK

2017 - Biennale de Montreal

Volunteer

MAC, Montreal, Qc

“Sight + Sound Festival”

Volunteer - Technician

Eastern Bloc, Montreal, Qc

REFERENCES

Available on request