Andrew Quinn is an Australian computer graphics artist and musician, living in Milan. He has worked on digital effects for films such as “The Matrix” and “Tomb Raider”, “Nirvana” and “Vajont”. In the last 10 years he specializes in video installations for multi screen and immersive environments and also digital graphics for interactive dance productions, opera and contemporary music using TouchDesigner. Works include performances at San Fedele, Milan, the Biennale of Music in Venice 2012 and 2106 and regular performances with the new music ensemble of the Moscow Conservatorium of music. Virtual sets for opera include Bartok's "Bluebeard's Castle" for the Budapest State Opera in 2011 (in 3D stereo), and Monteverdi’s “L’Orfeo” at the ANU Canberra, 2014.
He has done visuals for calibro35 at Wired festival, Milano in 2018, and performances of “Pictures at an Exhibition” (prog rock version) with the http://www.19m40s.com/ in Venice, Roma and Milan also performances of Holst’s “The Planets” at Santeria Social Club, Milan. He collaborated with the http://none.business/ collective (Rome) for an installation at the 2016 RomaEuropa festival. He is resident visual artist at the San Fedele Auditorium in Milan, frequently performing the in the series “Inner Spaces’.
He has held workshops for students of art, music and computer science in interactive visuals at the Conservatorium of Music, Milano, IED and NABA, Quasar Institute of Design, Rome, Australian Film School, Sydney, ANU Canberra, IUAV in Venice and for the UCLA. In 2016 he created an innovative course in interactive media and sound reactive visuals for teenagers ending with a short performance.
In 2018 he created visuals for an interactive dance production for the visually impaired at ISEA2018 in Durban. He recently worked with Marco Balich Worldwide Shows on AQUA - Da Vinci’s water vision, an installation for the Milan 2019 Furniture Fair.

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