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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 realtime visuals for [orchestral performance](#), [video installations](#) for multi screen and [immersive environments](#), also [video mapping](#) and digital sets 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](#) ([interview](#)) 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 19m40s in Venice, Roma and Milan also performances of Holst's "[The Planets](#)" at Santeria Social Club, Milan. He collaborated with the None collective (Rome) for an installation, "[Deep Dream](#)" at the 2016 RomaEuropa festival. and more recently for a permanent installation "[Future Room](#)" at the MIAC museum, Cinecitta'. He is resident visual artist at the San Fedele Auditorium in Milan, frequently performing 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 in Milano and Moscow, IED and NABA (Milan), Quasar Institute of Design (Rome), Australian Film School (Sydney), ANU Canberra, Biennale College and IUAV (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. In 2019 he worked with Marco Balich Worldwide Shows on [AQUA](#) - Da Vinci's water vision, an installation for the Milan 2019 Furniture Fair. Also in 2019, at EPFL Lausanne, he supervised an interactive installation for Montreaux Jazz Festival Archive. Later in 2019 he held a workshop for the Venice Biennale College followed by a [performance](#), music by Ivan Fedele. Also in 2019 he did an installation 'the future room' with the NONE collective for MIAC, Rome's new cinema museum at Cinecitta'. He also revisited Moscow for a performance at the Moscow Conservatorium School of New Music and workshop and [performance](#) at the Taganka theatre.

In 2020 and 2022 he mentored composers at the Biennale College in Venice for multimedia concerts at the [Biennale della Musica](#).

In october 2021 he created visuals for Ivan Fedele's "[Galileo's Journey](#)" for 16 piece ensemble, 3 voices and electronics, touring in Belgrade, Vienna and Trieste and Pisa in 2023. in November 2021 he performed with composer Luca Spagnoletti at the Fotonica Festival in Rome.

## Tertiary Qualifications

1984: Post Graduate Diploma, Film & Television: Victorian College of Arts, Australia 1982:  
1978: B.Science (mathematics, computers) Monash University, Australia