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View [here](#) TRAILER 2025

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”, “Inkheart” and in Italy “Nirvana”. In the last 15 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 [Milano Musica 2022](#), the Biennale of Music in Venice in [2025](#) ([trailer](#)) [2106](#) ([interview](#)) and [2012](#) and regular performances with the new music ensemble of the Moscow Conservatorium of music. In 2024 he was resident artist in the 360 stereoscopic room at the [HKBU visualization research center](#) creating abstract visuals to the music of Mahler. 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 in 2029 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 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. 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 "[Gallileo'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.

TEACHING:

He has held workshops for students of art, music and computer science in interactive visuals at the Conservatorium of Music in Milano, Cuneo and Moscow, St.Louis school of Music (Rome), [Bright Festival Florence](#), 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.

Tertiary Qualifications

1984: Post Graduate Diploma, Film & Television: Victorian College of Arts, Australia

1978: B.Science (mathematics, IT) Monash University, Australia