

B
R
A
I
D
·
A
R
T
N
E
U
R
O

8
3
0
·
T
E
J
O
N
S
P
R
I
N
G
S
·
C
O
L
O
R
A
D
O
·
S
U
I
T
E
4
O
1

W
·
B
R
A
I
D
·
C
O
M
D
A
R
R
E
L
@
B
R
A
I
D
·
C
O
M

D A R R E L A N D E R S O N B I O - C V

I've been creating and inventing professionally for over 30 years. My early love of science was diverted into the visual arts as a teenager. My original attraction to art was it's value as a tool for visualizing ideas and inventions.

In the early 80's an illustration job landed an Atari 800 on my desk — this inevitably lead to a tight intertwining of art & science in my creative pursuits. Were it not for a few very good friends, I would probably have labored in complete obscurity. A hermit by nature, I probably would have fit quite nicely into the nerdish world of science.

I knocked around SF/Fantasy conventions a lot in the mid-70's to mid 80's — actually wringing a meager living from their art shows. Since then I've traced the common thread, imaging, through printmaking, tool building (software), animation and illustration.

The deep satisfaction of creating an image, and a growing curiosity about the process, has motivated me to find any means to continue. I have found a way to lie, bluff, or slip unnoticed into any endeavor that allows me to pursue the artistic/creative process. I Co-founded Braid Media Arts with Rick Berry. Braid is a group of creative collaborators with ongoing projects in the arts and sciences.

The members of Braid offer their work as evidence—supporting their belief in cooperation, collaboration and the genius of friendship.

Selected works & deeds:

Print:

2004: Design & Illustration for Stephen King's *Song of Susannah*, including cover design & cover illustration for trade and specialty hardcover editions; 10 interior color plates; 13 chapter head illustrations and front matter design.

2003: Various interior illustrations (and an Essay) for *Exploring The Matrix*, a compilation of essays by Science Fiction authors and artists, (edited by Karen Haber), reflecting on the movie, The Matrix.

2002: One of 10 artists profiled in *Fantasy Art Masters* — Harper Collins, Edited by Dick Jude.

1998: Two page spread for WIRED magazine.

1996: Cover and several interior illustrations for the *Shadowrun Virtual Realities Sourcebook*, Fasa Corporation.

1991-96: Work featured in MacWeek, MacWorld, Computer Pictures, Computer Artist.

1991-93: Three covers, a portfolio spread and various illustrations for Computer Graphics World, Penwell Publishing, Westford MA.

1987-91: Fictional technical illustrations for the *Venus Prime* series of Science Fiction paperbacks, Avon Books, NY NY.

1983: Screen graphics and packaging art for interactive computer game Martian Chronicles, Bantam, NY, NY. 1987: Illustrations for Ray Bradbury's *Fever Dream*, St. Martin's Press, NY, NY.

Interactive/Multimedia/Web:

2004-2005: Designer and consultant of digital 3D creatures for a massive online ecosystem, (created by Michael Korkin, Popular Genetics, Boulder Colorado).

2003: In collaboration with Carter Emmart, (Director of Astrovisulization, Hayden Planetarium) and Joshua Minges, created two animated sequences for the Hayden Planetarium's 2004 music show Sonic Vision.

2000-2001: Forty seven illustrations for the SciFiction section of SciFi.com (USA Networks). Illustrations were based on models created with my GroBoto software (see below).

1998-2000: Design & consultation on a number of web sites including Interactive Papyrus & AT&T Broadband proposals.

1996-97: Designed Graphics and interface elements for a number of web sites including www.3dsmax.com, www.rubberflex.com, www.eventhorizon.com.

1996: Intro Animation for Hewlet Packard's Calypso CD.

1992-96: Various Animated sequences for 3D Studio & 3D Studio Max Siggraph reels.

1995-97: Complete design and implementation of the Braid Media Arts site (www.braid.com).

1992-93: Member of the development team for an interactive CD-ROM produced for Information Handling Services by Interactive Papyrus Corporation, Colorado Springs, CO.

1991: Developed Museum of Unnatural History Multimedia project with members of the CSU Summer Arts Program.

Authorship & Design:

1995-2006: Ongoing development of "GroBoto" a Macintosh application designed to provide a fast, fun, intuitive 3D drawing environment as well as a means of exploring various aspects of math/science synergy.

1992-94: 3D Object Deformation and Particle System software tools for The Yost Group, San Francisco, CA.

1991-93: 3D surface descriptions (RenderMan Shaders), The Valis Group, Tiburon, CA.

1992: Microbots parametric model libraries in RenderMan format for The Valis Group, Tiburon, , CA.

1986-88: 3D object libraries for Antic Publishing (Future Design, Architectural Design, MicroBot Design, and Dinosaur Design.)

1986-88: Various articles on digital art for Anitic Magazine, San Francisco, CA.

1974-75: Edited, Published, & contributed visual & written material to a short-lived free newspaper in Colorado Springs, CO. (The Everyman Flyer).

Awards & Annuals:

2005: Work selected for Society of Illustrators Exhibition. NY, NY.

1995-2005: Various works selected for Spectrum — Underwood Books.

2001: Work selected for MacWorld Masters competition & touring exhibition.

1995: Several works selected for Illustration Index II Page One Publishing.

1992: Second place in the Truevision International Videographics Competition:

1991: Awarded top honors in PIXAR's call for images for the 1991 MacWorld Expo.

1989-91: Winner of five awards, including two first place awards in the annual Macintosh Masters competition—MacWorld Magazine, San Francisco, CA.

Instruction & Speaking:

2004 & 2003: Guest speaker at CONTACT, Cultures of the Imagination. Held at NASA Ames, featuring presentations and dialog between leaders in the fields of space science, anthropology, and art.

1998: Guest speaker at Digital Burgess an international conference held in Banff, Canada to explore artificial life — featuring presentations and dialog between leaders in the fields of paleontology, artificial life, and digital/algorithmic art.

1997: Guest artist / lecturer at Modesto Junior College.

1995: Guest artist / lecturer, Tufts University.

1991-93: Guest artist / instructor (3D Graphics & Animation). California State University's Summer Arts Program.

1987: Participant in the first CONTACT - Cultures of the Imagination conference. Authors, Scientists, and Artists — modeling first extraterrestrial contact scenarios.

Recent Exhibitions:

2001: Braid - Works by Darrel Anderson & Rick Berry — Rocky Mountain Digital Arts Center. Denver, CO.

2006: Art Neuro - Works by Darrel Anderson & Rick Berry — Sangre de Cristo Arts Center, Pueblo, CO.

Telecommuting to Babylon:

In 1994-95, in collaboration with Braid partner Rick Berry, Gene Bodio, Artie Romero and Jim Higgins scripted, designed and produced the CGI cyberspace climax for the TriStar motion picture Johnny Mnemonic.