

Resume

Tania Fraga is a computer artist, architect, and designer. In her work, she creates sensitive and poetic three-dimensional domains presented as virtual and material realities. They result from the integration of art, science, and technology, and show her relationship with numbers. Numbers that explain their dynamic harmonies, their implicit relationships, their infinite variations, their topological weaving, their becoming, for they are sensitive expressions of a sublime and transcendental universe of dreams expressed through mathematical correlations. With considerable academic training, compulsive creativity, extensive awards, she has participated in exhibitions, shows, conferences, and publications worldwide for the past 43 years. May the glimpses of her work presented here speak for themselves.

More information on the website: <http://taniafraga.art.br>

Awards, Scholarships and Main commissions

- 2020 Pandemic Encounters, performance action held on May 23, 2020 as part of the online performance installation “Pandemic Encounters :: being [together] in the Deep Third Space”, promoted by LEONARDO / ISAST and “The Third Space Network” as the first Global LASER event (Leonardo Art Science Evening Rendezvous). The performance installation was designed by British telematics artist Paul Sermon in collaboration with Randall Packer, Gregory Kuhn and 11 action-performers around the world
- 2019 TransFormAcao, virtual reality installation with stereoscopy using Pulfrich illusion commissioned for the exhibition BioQ ?, Oscar Niemeyer Cultural Center, Brasília, Brazil
- 2018 Epicuro's Gardem 3, virtual reality installation with brain computer interface commissioned for the exhibition A / Riscado, National Museum of the Republic, Brasilia, Brazil
- 2015 MindFluctuations, interactive virtual scenarios with brain computer interface commissioned for the Maida Withers Dance Construction Company dance spectacle, Lisner Theatre, Washington, DC, USA
- 2014 Epicuro's Gardem, virtual reality installation with brain computer interface commissioned by Paço das Artes, São Paulo, Brazil
- 2014 CAC4, expography (jointly curated with Malu Fragoso), for the exhibition of the 4th International Congress of Computer Art (CAC4), held at the School of Fine Arts (EBA-UFRJ), Rio de Janeiro, Brazil
- 2014 Epicuro's Gardem, virtual reality installation with brain computer interface commissioned by Paço das Artes, São Paulo, Brazil
- 2013 Award granted by the Intel Perceptual Challenge Brazil Award, with software engineer Mauro Pichiliani, for the project 'DoubleHands', INTEL Brazil

- 2012 Wanderings.Perambulacoes, virtual reality installation with stereoscopy using Pulfrich illusion, selected for the 3rd International Congress of Computer Art (CAC 3) exhibition, Paris, France
- 2011 Transformation, interactive virtual scenarios for a performance at the Java3D CAVE (Computer Automated Virtual Environment) at the University of Calgary, with performer Tanya Dahms, Canada
- 2010 Postdoctoral scholarship granted by FAPESP (São Paulo Research Foundation), Brazil
- 2010 Caracolomobile, selection award for interactive robotic installation with brain computer interface for the 5th Biennial of Art and Technology, Art.ficial.emotion # 5.0, Itau Cultural Institute, Brazil
- 2010 Amoreiras, selection and acquisition award for the interactive robotic installation with Group Digital Poetics from USP, for the 5th Biennial of Art and Technology, Art.ficial.emotion # 5.0, Itau Cultural Institute, Brazil
- 2009 Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned by the Museum of Contemporary Art, Santiago, Chile
- 2009 Digital Poetics, interactive computer art installation commissioned for Gamerz5 exhibition, Vasarely Foundation, Aix-enProvence, France
- 2008 ArquiteturasMutaveis, interactive installation in the multi-user virtual universe of Second Life commissioned for the exhibition Memory of the Future, Itau Cultural Institute, Brazil
- 2008 Fragments, virtual reality installation with stereoscopy using Pulfrich illusion, commissioned for CAC 2 exhibition, Museum of Modern Art, Toluca, Mexico
- 2008-2018 EmMeio*, expography of the series of exhibitions curated jointly with Malu Fragoso and Suzete Venturelli, held at the National Museum of the Republic, Brasília, Brazil
- 2007 ResponsibleMembrane, interactive virtual reality robotic installation commissioned by the Experimental Art Foundation, Adelaide, Australia
- 2007 Transformation, award for production from the Canadian Saskatchewan Art Council, interactive virtual scenarios for the performer Tanya Dahms, Regina Cultural Center, Canada
- 2006 Karuanas, interactive virtual scenarios for a dance show in honour of Klaus Vianna, commissioned by SESC Consolação, with dancers Andrea Fraga and Marines Calori, Directed by Patrícia Noronha, São Paulo, Brazil
- 2006 ViaBolus_2, virtual reality installation with game mat interaction commissioned for the exhibition of the Diamantina Winter Festival (UFMG), and for an exhibition PontoComico held at the Centro Cultural Renato Russo, Brasília, Brazil
- 2005 ViaBolus virtual reality installation commissioned by Itau Cultural Institute for the Cinético Digital exhibition, Brazil
- 2004 MembranaEstimulável, interactive virtual reality robotic installation commissioned by Itau

Cultural Institute for the 2nd Biennial of Art and Technology, Art.ficial.emotion # 2.0, Brazil

2004 Greater or Equal to 4D (> = 4D), project and expography (jointly curated with Wagner Barja) commissioned by Bank of Brazil Cultural Center, Brasília, Brazil

2003 2000 Outstanding Intellectuals of the 21 First Century, International Biographical Center, Cambridge, UK

2002 Research Transmídia Award by Itau Cultural Institute, Brazil

2001 Artist Selected to Represent Brazil at the Möebius Prize (Prix Möbius International), with the online virtual reality installation XamanticJourney, Beijing, China

2001-2003 Aurora2001: fire in the sky, interactive virtual scenarios commissioned by Maida Withers Dance Construction Company for dance spectacles at Lisner Theatre, Washington, DC, USA, Nord Lys Dance Festival, Norway, Renato Russo Cultural Center, Brasília, Brazil

2000 XamanticJourney, virtual reality online installation commissioned by the Mercosul Biennial, Brazil and VRML2000 conference exhibition, Monterey, USA

1999 XamanticJourney, virtual reality installation commissioned by the Museum of Contemporary Art in Skopje, Macedonia, and VRML99 conference exhibition, Onsbuck, Germany

1999 Postdoctoral scholarship granted by CAPES (the Brazilian Agency for High Education Personnel), Brazil

1997 XamanticWeb, curator and creator of the online collective installation in virtual reality commissioned for the European Media Art Festival, Germany

1997 Poetics of becoming, virtual reality active stereoscopic installation commissioned by Itau Cultural Institute for the exhibition Mediações, Brazil

1997 Invited Artist to the Bariloche Seminar, Argentina promoted by VITAE Foundation - Brazil, Antorchas Foundation - Argentina, Andes Foundation - Chile and Rockefeller Foundation - USA.

1991-1994 PhD scholarship granted by CAPES (the Brazilian Agency for High Education Personnel), Brazil

1990 Selected by International Creation Technologies Competition Paris-Cité, Paris City Hall, France

1989-1991 Co-author of the architectural project for the University of Brasília Arts Institute (IdA-UnB) in partnership with the architect Cláudio Villar de Queirós commissioned by University of Brasília Foundation, Brazil

1986-1987 Scholarship granted by the Fulbright Commission as Artist in Residence at Alternative Work Site: the Bemis Project, Omaha, USA

1973 Award for the Weekend residence project, Vale do Rio Doce Forest Reserve, EAUFMG and the Minas Gerais State Forest Development Institute, Brazil

1973 Award for Restaurant project for SERVAS, EAUFMG and Cia. Urbanizadora da Serra do Curral - CIURBE, BH / MG, Brazil

