



Bryan Chung

Born in 1964, Hong Kong Currently lives and works in HK Associate Professor, Academy of Visual Arts, Hong Kong Baptist University

Education

2011

Doctor of Fine Art, RMIT University, Melbourne Australia 1997

Master of Art, Interactive Multimedia, University of the Arts, London UK 1985

Bachelor of Science, Computer Science, Chinese University of Hong Kong

Exhibitions (Selected)

2019

The Red Scout: Be A Hong Kong Patriot Part 3', Lumenvisum, HK 2017

'Artificial Intelligence Art and Aesthetics Exhibition', Okinawa Institute of Science and Technology Graduate University (OIST), Japan 2016

'Ubiquitous Humanity' The Japan Media Arts Festival Special Exhibition, The Annex, HK

Microwave International New Media Arts Festival, City Hall, HK

'No References: A Revisit of Hong Kong Video and Media Art from 1985', Cattle Depot Artist Village, HK

19th Japan Media Arts Festival, The National Art Center, Tokyo, Japan 2015

'Early White', 1a Space, HK

'Living Sound Exhibition', French May, Koo Ming Kown Exhibition Gallery, HK 2014

'Haptic Interface 2014 Conference Exhibition', Koo Ming Kown Exhibition Gallery, HK 'Microworld Hong Kong, Lumen Prize Exhibition', The Space, Hollywood Road, HK 2013

'Movement in Void - A Tribute to TV Buddha', Pure Art Foundation Studio, HK 2011



'Software art, towards an aesthetics of art-oriented programming and programmingoriented art', Jockey Club Creative Arts Centre, HK 2008

'Digit@logue', Hong Kong Museum of Art, HK

'The 3rd China Media Art Festival', China Academy of Art, Hangzhou, China 2002

'Multimedia Art Asia Pacific', Beijing

2001

'Stuttgarter Filmwinter - Festival for Expanded Media Exhibition', Stuttgart, Germany 2000

'World Wide Video Festival Exhibition', Amsterdam, Netherlands

Awards

2016

Artist of the Year, Media Arts, Hong Kong Arts Development Awards 2016, Hong Kong Arts Development Council 2015

Grand Prize award, Art Division, 19th Japan Media Art Festival, 2015 for the artwork 50. Shades of Grey, Japan 2009

Media Kam Fan Award winner with the McCann World Group, DBIS Interactive for the Coca-Cola's Happy Whistling Machine interactive advertising campaign, HK

Publications (selected)

Movement in Time, Part 2: Motion Analysis in Chinese Martial Art Films and Calligraphy. The Thirteenth International Conference on the Arts in Society, Emily Carr University of Art + Design, Vancouver, 27-29 June 2018.

Book: *Pro Processing Images and Computer Vision with OpenCV.* NY: Apress, Springer, Oct 2017, ISBN 978-1-4842-2774-9.

Journal article: Choi, WY Kimburley, Chung WC Bryan. *Engaged critical browsing: Hong Kong home culture presented in hypermedia*. Qualitative Research, Sage Journals, 24 June 2017.

Conference Proceeding: *Graphic Design Principles and Computer Programming* in the conference panel, Computer Programming Education and Creative Arts, International Symposium on Electronic Art, Hong Kong, 2016, P399-400.

Movement in Time: Motion Analysis of Classic Hollywood Film Sequences. The Image Conference, Berlin, 2014.

Software: A new 3D depth-sensing software library, *Kinect4WinSDK* for the Microsoft Kinect camera in the Processing open source programming environment, 2014. Book: *Multimedia Programming with Pure Data*, UK: Packt Publishing, ISBN 978-1-78216-464-7, July 2013.

Book chapter: *Young People (1972)* in World Film Locations Hong Kong, UK: Intellect, ISBN 978-78320-021-4, June 2013.