

CV : HENRY DRIVER

www.henrydriverartist.com

M.A (Distinction): Fine Art,Norwich University of the Arts 2016
B.A (First Class): Fine Art, Norwich University of the Arts 2015
Based in Suffolk, UK

Selected Commissions & Funding

Digital Art & Climate Change, DYCP, Arts Council 2022
Unseen & Unceasing, The Art Station, Saxmundham 2021-2022
New Creatives, BBC Arts & Arts Council England, 2020-2021
Groundswell Festival Commission June 2021
Cognitive Sensations: Web Artwork, Feb 2020
Cressing Temple Barns, Essex County Council, Nov 2019
[UNIT] Lunar, Norwich Arts Centre, Oct 2019
University of Essex, 360” Video Artwork, July 2019
Depden Care Farm, Suffolk, April - June 2019
BIT Time, Signals, Basildon, April 2019
TEO, Collusion, Cambridge. Dec 2018 - May 2019
Norwich Castle Museum & Gallery, Norwich. Oct 2018
VR & MR artwork, NNAB, Norwich April - May 2018
A.I Public Artwork R&D, Collusion, Bury St Edmunds. Nov 2017 - Apr 2018
VR/AR R&D, Collusion, Cambridge. Mar - Jun 2017
e-Luminate Festival, Cambridge. Feb 2017
Red Bull Music Studios, London, Aug 2016
Firstsite Collectors’ Group Bursary Award, 2015
Stratagem, Cambridge, 2015

Selected Press

Vice, Waypoint, Review, 2021
Edge Magazine, Review, 2021
Gamers With Glasses, Review, 2021

Solo/Guest Artist Exhibitions

CONFLICT, DYAD Creative, Dove Street Studios, Norwich UK. Aug 2018
Grove, Grove Projects, Suffolk, UK. Sep 2016
Phantom, Firstsite, Colchester, UK. Guest visual artist exhibiting six video installations and large scale projections. Oct 2015

Residencies

Level Centre, Derbyshire, June 2022
Reassemble Lab, Fiber Festival, Amsterdam, NE, June - July 2021
Groundswell: Regenerative Agriculture Show, Hertfordshire, June 2021
East Anglian Digital Incubator, Suffolk, 2020 - 2021
Cressing Temple Barns, Essex, Aug - Nov 2019
Bloc Lab, BLOC, Hadleigh Library, Suffolk. Aug 2019
Hotel Generation, Arebtye, London, May 2019 - July 2019
Depden Care Farm, Suffolk, April 2019 - June 2019
[UNIT] Phase II, Norwich Arts Centre, Jan 2019
Dove Street Studios, Norwich, Jun - Aug 2018
Plug In, Signals, Colchester, Mar 2018

alt.barbican, Barbican, London, May - Nov 2017
Commission Projects, Mentoring Programme, Cambridge, Feb 2016 - May 2017
Data-culture lab, Collusion, Cambridge. Jan 2017
Sainsbury Centre for Visual Arts, Graduate Residency, Norwich, Sep 2016
Grove Projects, Artist in residence, Bury St Edmunds, Suffolk, Sep 2016
Leverhulme Arts Scholar, Wysing Arts Centre, Cambridge, July - Aug 2015

Selected Group Exhibitions

2022

Leftfield Collection, EGX, Excel, London, UK
Play Make Learn, Maddison, USA
Alien Gardening, LIKELIKE, Pittsburgh, USA

2021

14th International Conference on Interactive Storytelling Exhibition, Tallinn, EST
Moving Nature, Das Das, Istanbul, TUR
Health and the Climate and Ecological Emergency, UCHL, London, UK
Phytopia, India Science Festival, Science Gallery, Bangalore, India.

2020

Phytopia, Science Gallery, Bangalore, India.
Groving, Bury St Edmunds, UK

2019

Framed* Spaces, LaLaPort, Yokohama, Japan.
AOS, Arebyte, London.

2018

Framed*, Dong Gallery, Taipei, Taiwan.
Armistice: Legacy of the Great War, Norwich Museum & Art Gallery, UK.
Recent Work Gallery, Seoul, South Korea.
Projection installation at FORTE Festival, Portugal.
Seeing Things, Forum, Norwich, UK.

2017

Outpost Members Show, Outpost, Norwich, UK
A Latent Reality, Barbican, London, UK
Subversions of Reality, MUTEK, Montreal, CA
Pattern Recognition, Vector Festival, InterAccess, Toronto, CA
Splintered Binary, Gossamer Fog, London, UK
Dark Body Dark Identity, Spektrum, Berlin, GER

2016

Aesthetica Art Prize Exhibition, York St Mary’s, York, UK

2015

EachOther, Wysing Arts Centre, Cambridge, UK.
STEALTH, Vivid Projects, Birmingham, UK.
Late at Tate, Tate Britain, London, UK.

2014

SAVORR XII, Undercroft, Norwich, UK.
Loud Tate 2014: Code, Tate Britain, London, UK.
Blueprint Festival Exhibition, Tate Liverpool, Liverpool, UK.
Just A Day, Firstsite, Colchester, UK.

Tate GIF Party (Late at Tate 07/02), Tate Britain, London, UK.

Screenings

A MAZE 10th international festival of games & playful media, Berlin, GER, 2021
Art Subverting Reality, MUTEK, Montreal, CA 2017
Stentor, Torreløft, Copenhagen, DEN, 2015
Open Screening, Whitechapel Gallery, London UK 2015
Beams Festival, Gaffa Gallery, Syndey, AUS 2015
Half Worlds, Enclave Projects, London, UK 2013

Video Festivals

Prague Science Film Festival, CZ, 2021
Beacons Festival, Leeds, UK 2014
Tele Visions Project, Sydney, AUS. 2013
CHANNELS Video Art Festival, Melbourne, AUS. 2013
IKono On Air Festival, Berlin, GER 2013

Awards

Gee Learning Game Award Finalist 2022
Shortlisted for the Sustainability First Art & Writing Prize 2021
Nominated for Kleinwort Hambros Art Prize 2018 (Top 15 Under 35 Artists in the UK)
Shortlisted for 9 month V&A Videogame residency 2018
Emerge, Digital Art Shortlist 2018
Aesthetica Art Prize 2016 Shortlist
XL Catlin Guide 2015
Channels & Fact: Human Futures shortlist 2015
Norfolk Contemporary Art Society Award 2015

Selected Workshops

Experimental Photography & Projection workshops provided for Cressing Temple Barns (Essex), Depden Care Farm (Suffolk), West Suffolk College (Suffolk), Castle Manor School (Suffolk),

Selected Conferences

Game On For Nature, 16th June 2022

Selected Workshops & Lecturing

Summer School workshop, Norwich University of the Arts, 2022
Platform lectures, Norwich University of the Arts, 2021
AHSS Lecture, Anglia Ruskin University, 2021
Live Visuals workshop series, BLOC, 2020
LCH Talks, West Suffolk College, 2019
Photography & Projection Workshops, Cressing Temple Barns, 2019
Depden Workshop series, across Suffolk, 2019
Visiting Lecturer, Norwich University of the Arts. 2018
Plug In Workshops, Signals & Firstsite, 2018
Visiting Lecturer, Paston College, 2016

BIO

HENRY DRIVER

My aim is to create projects which connect us to our environment, as well as combat the climate crisis by presenting achievable responses to this. Coming from a farming family, I have witnessed the effects of climate change, as they ravage harvests. It was from experiencing this, that in 2019, I decided to solely focus on the environment. I utilise a variety of mediums and technologies including interactive media, sound, games design, artificial intelligence, projection, projection mapping, photography, video, and sculpture (this includes various techniques such as laser cutting and 3D printing).

I have shown across the world in Australia, Canada, Czech Republic, Denmark, Estonia, Germany, India, Japan, Portugal, South Korea, USA, Turkey and Taiwan. My videos have been broadcast on TV in over 40 countries. While in the UK, I have shown at galleries such as Tate Liverpool, Tate Britain, Whitechapel & Barbican.

Most recently, I was commissioned to create the interactive artwork ‘Secrets of Soil’ for BBC Arts and Arts Council England through New Creatives. Over 90,000 have downloaded Secrets of Soil in the year since its release, while its exhibited audience reach for every festival/gallery/conference is over 100,000, and its social media reach is 4.3 million. The project has been shown across the world at art galleries, games and film festivals, farming conferences, scientific institutions, hospitals and schools. Receiving praise from critics such as EDGE Magazine who described it as “hypnotic pleasure...Driver turns this subterranean odyssey into something truly fantastical...” & Vice Waypoint “A spectacular underground cosmos. It’s everything I wish my educational software at school could have been.”.

I was selected by Turner Prize winner Mark Leckey to exhibit at Tate Liverpool in 2014, and published in the XL Catlin Guide 2016 “...this guide brings together art’s next big names” (Dazed & Confused). In May 2017, I was selected for alt.barbican, a major new accelerator for innovative artists working at the intersection of art and technology in partnership with The Trampery, MUTEK, the British Council, and the National Theatre’s Immersive Storytelling Studio. I was chosen as one of the top 15 artists aged under 35 in the UK, for the Kleinwort Hambros Art Prize 2019.

Key commissions include the creation of VR and holographic artworks for the NNAB (2018), and an interactive video installations for e-Luminate Festival (2017). I created a video installation for BRITs (2021) nominee AJ Tracey & Mumdance, which was commissioned by Red Bull Music Studios, London. Barbara Dougan and I were commissioned by Collusion to create an interactive artwork using A.I facial tracking and live CGI for their 2019 showcase exhibition. I was commissioned by Essex County Council to create a semi-permanent artwork for Cressing Temple Barns, during a three month residency. In 2020, I created the artwork for Lucy Gooch’s breakout E.P which featured in Pitchfork’s release’s of the year lists. Other highlights include creating video commissions for a 93m public art screen in Taipei and a 30m display in Yokohama. Alongside this, I have been commissioned to create audio/visual installations, as well as theatre, live music and festival projections, music videos and record sleeves.

I have created and led a variety of workshops such as for photography, hands on projection collages, video installations, projection mapping, creating live visuals, visual coding, and 3D modelling crash courses. During my three month residency at Depden Care Farm, I ran workshops for adults with learning difficulties & disabilities, as well as GCSE/6th form students at (Priory School, and Castle Manor), West Suffolk College and adult volunteers from Depden Care Farm. The workshops explored the farm's impact on participant's wellbeing, as well as their connection to the environment, and provided new ways for them to visually communicate this. The resulting artworks created from the projection and photography workshops, were then developed into permanent image sculptures, displayed across the farm. In 2019, I co created an interactive artwork with students and pensioners commissioned by Signals.