



## BU PhD Studentships 2007

### **Critical Computer Animation Production (practice-based visual research)**

#### **Background to Research**

The successful student will be a practicing artist, who will pursue critical visual research in the area of creative 3D computer animation leading to a portfolio of original productions that embody the findings of the research.

This body of work will form a substantial component of, or a complete submission for MPhil/PhD examination.

The NCCA are particularly interested in research that will exploit the potential of computer technology to do one or more of the following things:

- Explore the use of algorithmic and procedural techniques to produce abstract and non figurative work.
- Develop the critical language applied to computer animation productions.
- Explore active audience participation or performance in the realisation of the work.

Proposals should describe how the applicant intends to explore original forms of visual creativity.

We are happy to consider imaginative proposals that do not fit the above areas.

#### **Outstanding Applicants**

We are looking for outstanding applicants who will preferably have a good first degree (first or upper-second class) and/or a Masters degree *or* an appropriate level of achievement.

Applicants should include a portfolio of their previous work (e.g. abstract animation, fine art, media art, computer games development).

#### **Supervisory Team & Research Environment**

Stephen Bell has been exploring the artistic possibilities of computers since 1977. As Artist in Residence with the University of Kent in the mid 1980's he first began to develop his 'Smallworld' programs. These enable participants to explore the generation of shapes and animations based on predator-prey interaction, flocking and other emergent behaviours exhibited by the agents. He helped establish the NCCA in 1989 and received his Doctorate from Loughborough University for his research "Participatory Art and Computers" in 1992.

The Computer Animation Research Centre (CARC) is the research arm of the National Centre for Computer Animation. It is a vibrant research community with a respected international profile. The philosophy of the Centre is to encourage the interaction and collaboration between art and science.

### **Informal Enquiries**

To discuss this opportunity further please contact Stephen Bell  
sbell@bournemouth.ac.uk

Information on [how to apply for studentships](#)