



CURRICULUM VITAE

IAN M CASSELS

INTERACTIVE MEDIA / TEACHER

ABOUT

I am a Dutch/Scottish freelance interaction designer and was a former teacher at the Graphic Lyceum vocational college in Rotterdam. Innovation and technology is my primary interest. I am a teamplayer, social and like to solve problems.

I produced through my design initiative, "Iancassels.online" where I conceive & construct original interactive installations combining concept, design and technology in completely unexpected ways. I have participated in exhibitions in Moscow, St Petersburg, Yaroslav and Florence. My work connects people with a surprising-take on interaction. Humor and irony are often the basis for my installations. I utilize technology to initiate contact and create a response or dialogue with the public.

My recently built interactive installations have been exhibited at the Biennale (2009) in Venice, "Splendor in the Grass" – with Dutch design studio Droog in New York City and at the festival, "Rotterdam viert de stad" (Rotterdam celebrates the city) – for Pro Arts Design & Rotterdam Festivals.

Using tools like Arduino, VR, video mapping and Touchdesigner I interest and motivate students to apply new technologies in their work. I implement knowledge gained from my own projects, installations and studies.

PERSONALIA

FULL NAME

Ian MacLeod Cassels

BIRTH

10-05-1976 Greenock (GB)

NATIONALITY

Dutch / British

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4645 GG Putte

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EDUCATION

ELECTRICIAN

1989 - 1992 | LTS De Lage Meren / Certificate: no

FINE ELECTRIC

1992 -1994 | KMBO Markiezaat College / Certificate: no

INTERACTIVE MEDIA DESIGN

1998 - 2002 | MBO Grafisch Lyceum Rotterdam / Certificate: yes

BACHELOR IN FINE ARTS AND EDUCATION - 2ND DEGREE

2003 - 2007 | HBO Willem De Kooning Academy / Certificate: yes

CGI

2018 | Bureau ICE / Certificate: yes

EXPERIENCE

CARPETLAYER

1997 - 2002 | G&S Project stoffering

For 5 years i have been laying all kinds of flooring including cork, vinyl and wood. These were mainly big projects like renovating or new constructions of hospitals, health care institutions and schools. Activities were leveling floors, gluing the main floor and kitting the sides with silicone.



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SKILLS

Adobe Photoshop



Adobe Premiere



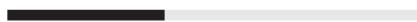
Adobe After Effects



Cinema4D



3D Studio Max



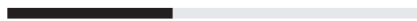
Unity



Arduino



Fine Electronics



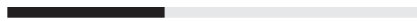
Touchdesigner



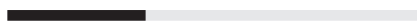
VR



Python



PHP



Projection Mapping



Resolume



hardware installation



TEACHER ART & DESIGN

2002 - 2019 | Grafisch Lyceum Rotterdam

After being promoted from assistant, instructor to full teacher I developed myself through technology such as Arduino, interactive media and Touchdesigner within the department Art&Design. I was also the key feature in setting up Virtual Reality in the course Design for Public Space and interactive media in the course Art&Design where student gained knowledge on how to built interactive installations. As it was difficult for several students to understand i made video tutorials fo those that needed them. I also started organising workshops and was the first that started using Touchdesigner as a main tool during these workshop.

FREELANCER

2000 - Present | iancassels.online

After being a VJ for several years I further developed into interactive art. With this knowledge gained I built personal and commercial projects / installations for clients as Droog, Pro Arts Design, Hunted agency and Rotterdam festivals. I use Arduino and Touchdesigner with hardware. More details about these projects can be found through my social links.

HONOR AND PROJECTS

INTERACTIVE INSTALLATION "4WD TRUCK"

2009 | Centraal Museum, Dropstuff & Dutchpunch- Venice and Russia

During REMF 2007 - The Rotterdam based Electronic Festival I released this project with a big succes, a four wheel driven radio controlled truck with a megaphone on top. Music played inside the clubs and funny sketches were played outside on the streets combined with an onboard camera, police siren and a red flashlight, pleasing the audience as they stood waiting.

In 2009 i was asked by Dropstuff to perform during the Biennale of Venice with nine other dutch artists and also performed during DutchPunch in Yaroslav, Moskow and St Petersburg Russia.

INTERACTIVE INSTALLATION "SPLENDOR IN THE GRASS" DROOG

2015 - 2016 | Museum Of Sex - New York

A surreal adult-playground invites guests to connect with the various phases of human sexuality. The tents are designed around our visceral relationship with nature and eroticism - ranging from a girl made from grass whispering in your ear; an ice-oven tent that warms as your body temperature rises; enticingly tactile gloryholes; to a steamy cloud-chamber filled with the fever of scent. These tents were built using Touchdesigner, Picoboo and RGB LED. The surroundings were filled with projections simulating day and night in 30 minutes. 14 optic sensors were used to trigger all kinds of situations varieing from audio files, video projections and RGB LED bars.



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SOCIAL MEDIA

- iancassels.online
- [linkedin.com/in/ian-macleod-cassels-50407a35](https://www.linkedin.com/in/ian-macleod-cassels-50407a35)
- vimeo.com/iancassels
- facebook.com/iancassels.online

REFERENCES

Grafisch Lyceum Rotterdam
Teacher Art & Design
T: 088 2001500
E: info@glr.nl

LANGUAGES

Dutch

English

KINETIC INSTALLATION "75 JAAR LIJNBAAN" 2018 | World Trade Center - Rotterdam

For Hunted Interactive design studio Rotterdam i built an Arduino based installation with 16 servo's. Each servo was capable of pulling a perspex square slide with information on it. In default mode the installation performed a waveform that looped.

3D METABABY AND KINECT LASER "ROTTERDAM VIERT DE STAD" 2017 | Schouwburgplein - Rotterdam

Pro Arts Design won the pitch to organise a festival named "Rotterdam viert de stad". Several locations in the city were decorated with a babyface in all different expressions. This baby was bought and adjusted by me in Cinema4D. The vertices (connection lines) were up scaled in alluminium tubes and connected into a gaint baby that was placed at Schouwburgplein. The metababy was born. I then traced the baby in Touchdesigner and connected the joints with the Kinect. This output was then send by ILDA to a laser that was facing the baby.

MORE AT WWW.IANCASSELS.ONLINE

MARITIME

ICC - INLAND WATERS
2019 | CBR / Certificate: In progress

ICC - INLAND AND COASTAL WATERS
2019 | CBR / Certificate: In progress

BASIC VHF
2019 | Vamex / Certificate: yes

MARCOM-B VHF
2019 | CBR / Certificate: In progress

HOBBIES / INTERESTS

Innovation / Technology / Interactive / Sailing / Boats / Maritime / Hardware Installation / VHF radio / Programming / Reading / Snooker / Art / Traveling / Darts