IANNIS (JOHN) BARDAKOS

Art. Information. Research

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PROFILE

John Bardakos is an artist and researcher born in Athens, Greece in 1976.
He studied Mathematics, Digital, and Traditional Media and Applied & Fine Arts focused in the domain of Art and Technology.

During his career, he got involved in animated films production as an artist, director, and producer while working with various production studios and advertising agencies in Greece and abroad. He set up and managed as a co-owner and artistic director three new media and animation studios and directed and produced numerous audiovisual projects for film, TV, and the web.

John, besides his organizing and managerial skills has a deep and broad knowledge of the theoretical aesthetic, narrative and, of course, technical elements of artistic research and creation. John Bardakos after a 20-year career in the applied art market restarted his academic pursuits with postgraduate studies in Philosophy, aesthetics in the domain of Fine Arts using a large variety, of Traditional, Analog, Digital, Algorithmic, Virtual, and Interaction methodologies.

He taught in a variety of seminars, workshops and departments in Athens, Paris, and Shanghai. John joined the Roy Ascott Technoetic Arts Studio in 2017 as the Course Coordinator and as a Senior Lecturer for the undergraduate program Technoetic Arts provided by the studio, DeTao Masters Academy and the Shanghai Institute of visual arts.
He is currently continuing his art and research activities (PhD between the Athens School of Fine Arts and the University Paris 8) in interactive/spatial/digital poetics, philosophy, image, aesthetics, and narration under the context of artistic expression via mathematics, interaction, and traditional and digital art.

WORK EXPERIENCE

Course Coordinator & Senior Lecturer : 2017 - 2019
Roles : Course Director, Organizing 4 years of curriculum, Organizing Research and Outreach (Curation, Communication, Lectures, Direction), Supervision of Art and Research Activities, Management of Department Budget, Staff (Full time/Part time), External Lecturing / Workshops.
Role : Senior Lecturer, Creating Syllabi for Theoretical and Practical Courses (Cybernetics, Aesthetics and New Media, Interaction in Space/Virtual-Physical), Supervision and guidance in Physical, Digital, Bio media art projects and researches (total 120 students).
Shanghai Institute of Visual Arts & DeTao Masters Academy / Roy Ascott Technoetic Arts Studio

Freelance, Designer, New Media Consulting, Animation Supervisor : 2016-2017 Chefclub
TV, Paris France.

Owner, Director in THESE Animation Studio : 2008–2014

Roles : Owner, Project manager, Communication, Sales Art
direction, Direction, Animation Supervision.

Media :Digital (2d, 3d) concept, production and consulting for various media. (Film, TV, Web)

Owner, Art Director in JAM creative studio 2005–2008

Animation, Illustration, Comics, Motion graphics, visual effects, character design for TV commercials, short films, and commercial web video games.
Co-editor/artist of the comics magazine "HEHE".
Medical and scientific illustration and animation.

Tutoring—Teaching—Seminars
ORNERAKIS SCHOOL OF APPLIED ARTS 2004–2005 :

Teaching "Techniques and methods of digital pre-production for animation projects." JAM

Studio 2006–2008 :

Seminars for freelance 3d artists in the basics of 3d modeling and rendering in Newtek's Lightwave 3d

Play Studios 2008–2010:

Seminars for freelance artists in the Art of Digital Compositing with Adobe After Effects

ATHENS SCHOOL OF FINE ARTS FRANCO HELLENIC MASTER PROGRAM ART & VR 2013–2014:

Teaching animation and technics for artists / Introduction to 3d graphics and animation

Paris 8 University, Paris, France for Master students Art & Technology of Images (ATI) 2015 - 2016:

"Interactive Aesthetics with Derivative's TouchDesigner"

Nogozon: Scope, Paris, France 2015–2016:

Introduction to Creative Programming with Processing and code.

Nogozon: Scope, Paris, France 2015–2016:

Introduction to 3D graphics with Blender and how to get inspiration from analogue means.

Nogozon: Scope, Paris, France 2015–2016:

Introduction to Creative Programming with Wolfram Mathematica

Shanghai Institute of Visual Arts, DeTao Masters Academy, Roy Ascott Technoetic Arts Major : 2017 2019
A Variation of Lectures/Seminars :

(Shanghai Business School, Shanghai Institute of Visual Arts Cross Media Department, Pearl Art Museum, DeTao Masters Academy Environmental Architecture Department, DeTao Masters Academy Theme Environmental Design Department, Guangzhou Academy of Fine Arts, ISEA 2019 Gwangju Korea, Ars Electronica 2018, Ars Electronica 2019, Consciousness Reframed 2017, Chinese Academy of Fine Arts/Beijing, Consciousness Reframed 2019 Portugal, Athens A Club, Liverpool Laws of Form 50 years Conference, Touch Designer /Shanghai-Montreal, Peking University (2018, 2019))

Freelance Artist 1997–2004:

Character designer/illustrator/Layout Artist/Animator

Illustration/Concept art/character design/Storyboard for clients like: Lowe, Cream, Leo Burnett, Spot Thomson, Red Cell Network, Macmillan Publishing, Oxford University Press, Daphne Communications (Penthouse/Maxim).
Animation/Assisting animation/Concept art/Modeling/Texturing/Compositing
clients: Timelapse Pictures & SONY pictures, Timelapse Pictures & Clasky Csupo/Paramount Pictures, Avion Films, Cells Unlimited, Lynx Productions, Modiano Productions, Le Spot, Stefi productions, TopCut productions.

Older collaborations

Cartoonist (daily web-cartoon "Tonique") at flash.gr 1999–2000

Illustrator/Cartoonist at Daphne Communications 1998–2000

Mathematics tutoring for students 1995–1997
Intern web artist at Qualco 1995–1996

EDUCATION

School and University Degrees

University of Athens, Department of Mathematics [4 year degree]
Ornerakis School of Applied Arts [3 year degree] (Design, Illustration, 2D Animation, Direction)
Aula Tematica, Madrid [1 year degree] (Master Course of 3D Animation)
Athens School of Fine Arts
(Master Program Art And Virtual Reality) [2 years degree]
Paris 8 University department Art and Technology of the Image
(Master Art and Technology of the Virtual Image) [2 years degree]
Paris 8 University department (PhD ongoing) EDESTA (Doctorate School in Art, Aesthetics and Technology of the Image)
Athens School of Fine Arts department of Theory of Art (PhD ongoing)

Seminars/Conferences/Papers

ISEA2019, Lux Aeterna Gwangju South Korea, Panel Discussion
Pearl Art Musem, "Poetics of Technoetics" 2018-2019
"Les Histoires des images", Chambery France 2019
"Apostasis 2nd Event" La Folie Numerique, Paris France
"Apostasis 1st Event" Athens School of Fine Arts 2018
The Alpha Club Meeting Conference 2019
International Conference Consciousness Reframed, art and consciousness in the post-biological era 2016.
Paper and Presentation "Digital interaction as opening space for aesthetics of consciousness"

2nd PanHellenic Conference "The Aesthetics in the new digital reality", Athens Technopolis 28–29 May 2016
"Exploring digital aesthetics in mathematical concept visualization"
International Conference "Places on the Edge" Creating a sense of place in off-the beaten-track places,

Prespes, Greece July 7–8, 2016

Paper and Demo presentation "An aesthetic approach on abstract topological spaces and their isolated points"

International Conference IEEE VR 2015 Research Demo presentation "Επιλογή in Crisis"

Digital Storytelling in times of Crisis 2014 (Virtual Reality Επιλογή in Crisis project presentation) (Athens 2014)

Digital Storytelling in times of Crisis 2014 (Virtual Reality Επιλογή in Crisis Paper presentation) (Athènes 2014)

Seminars

Stereolux, Journés du code créatif #3 OPENFRAMEWOKRS (Nantes, France 2016)

Anomalia 2010 seminar Production management for animation projects (TVCs, feature films, animated series, video games) (Litomysl, Czech Republic)

Cartoon Masters Conference (Financing animation projects, Malaga 2010)

SideFX Software Seminars in Character Effects using Houdini (London, 2008)

SideFX Software Seminars in Particle Effects 2007 using Houdini (London, 2007)

MEDIA DESK HELLAS Screenplay adaptation techniques workshop (Athens, 2007)
(Layouts, Storyboard, Character Posing)
Timelapse Pictures SA Development and preproduction for short films seminar (Athens, 2002)

SKILLS

Having worked as an animation director, producer, and designer for more than fifteen years in the broader field of visual communication, John Bardakos has acquired experience and skills in digital arts, sequential storytelling, art direction, character design and animation, visual effects, motion graphics, illustration but most of all on problem solving in the context of any art or production. Furthermore his experience as a studio owner, director and producer has provided necessary managerial and organizing skills in order to manage, lead and support any team effort.

During his time in Shanghai, at the Roy Ascott Technoetic Arts Studio in DETAO at the Shanghai Institute of Visual Arts, Mr. Bardakos Curated, Organized new media exhibitions in Shanghai, Suzhou, and two Campus Exhibition in the Ars Electronica annual event in Linz Austria. He also supervised 4 years of students guiding aesthetic, conceptual and technological projects and research processes to completion.

On the other hand, as a Mathematician John Bardakos can handle abstract forms and ideas, connectivity computers, hardware or software and with great ease adapt and learn new systems. This combined with the visual arts background can provide a great ease in learning and applying new ways of producing new types of artwork combining a digital and analog workflow.

He guarantees efficient and reliable problem solving in the commercial technical but also in the artistic and educational scope having the ability to combine concepts, contents, tools and form.

His core academic skills include teaching theoretical courses in the areas of Interactions, Narrative, Cybernetics, Aesthetics in a Physical, Digital and Biological or Hybrid Context.

DIGITAL LITERACY

Operating Systems

Windows/Mac OSX/Linux Based Systems (Android, Raspberry Pi)

Basic office suites

Microsoft Word/Excel/PowerPoint/Apple Pages/Numbers/Keynote/Open Office, etc.

Information structure Academic Production and organizing tools

Mind mapping applications/OmniGraffle/Visio/Evernote/Zotero/Docear/Trello/Slack

2D Image processing, Animation Editing and Compositing Software

Adobe Creative Suite (Photoshop/Illustrator/Premiere/After Effects/Flash) Final Cut Pro/Motion, Digital Fusion + OpenSource 2D Tools (Krita/Gimp/Natron/Inkscape)

2D Animation/Content creation

ToonBoom software (Animate)/TV Paint Animation

3D Animation content creation, interaction and manipulation/Rendering software

Houdini FX/Lightwave 3D/Blender/Modo/Maya/Cinema4D/Project Messiah (Modelling/Rigging/VFX/Animation/Shading/Rendering)

Unity 3D/C#

TouchDesigner/Python

Basic Programming skills

Wolfram Mathematica

Processing

C#/Unity

Supercollider

Touch Designer/Python

Python

Audio/Music

Audacity/Renoise/Ableton Live/Adobe Audition/Apple SoundTrack Pro/PureData/Max MSP

FILMOGRAPHY

2000–2001

"Little red-riding hood" (short film)/(ORNERAKIS SCHOOL OF APPLIED ARTS) Storyboards, concept art/character designs/Animation,Layouts/Ink&paint

2001–2002

"8 Crazy Nights" (Timelapse Pictures for Sony entertainment)
Assisting Animation

2003–2004

"Rugrats Go Wild" (Timelapse Pictures for Paramount pictures/Clasky Csupo)

Layout Artist/Character Posing/Background Cleanup Artist

2003–2004

"Creating Knowledge" (documentary by director Michalis Sifakis/FidoAnimus Productions, I.T.E. Foundation)
Motion Graphics

2003–2004

"Jester Till" (Timelapse pictures for Munich Animation)
Assisting Animation
"Mycology I" (Timelapse pictures)
Concept design/Story development

2005–2006

"Freud and the Fish" ((short film) Aula Tematica)
Preproduction (storyboards, concept art, rough layouts)
3D Modeling and Texturing/3D Animatic and Layouts

2006–2007

"Deciphering the Viral World" (the documentary) (Limelight Production/Vizier Project)
Scientific 3d visualization
"The fountain of Youth" (short film)(Timelapse Pictures/Greek Film Center)
Modeling/Design/Layouts

2008–2009

"Deciphering the Viral World" (the DVD series) (Limelight Productions/Vizier Project)
Production Management
3D animation and pipeline coordination

2008–2010

"12410+1 Roses" (short film) (Jordan Ananiadis, Cells Unlimited, and Greek Film Center) Digital production and supervising for digital data management. Background/Layouts coloring/Animation Layouts ink& paint

2012
"My face" (short film) (John Bardakos, Stavros Dilios, these)
Storyboards

2013

"Hyparxis Logos" (short film) (John Bardakos/these)
Concept, script, storyboard

2013 - 2018

"CHAIRS" ((short film) Jordan Ananiadis, Cells Unlimited, John Bardakos, ERT) Digital production and supervising for digital data management. Background/Layouts coloring/Animation layers ink& paint

EXHIBITIONS

1999
Group exhibition in the context of the annual comics festival of VAVEL (with MM team) "**Third planet museum of civilization**"

2000
Group exhibition in the context of the annual comics festival of VAVEL (with MM team) "**Hell and heaven in comics**"

2001
Group exhibition in the context of the annual comics festival of VAVEL (with MM team) "**The 5th Dalton**"

Group exhibition in the context of the annual comics festival of VAVEL (with MM team) "**I Need a Hero**" Athens/Thessaloniki

Group exhibition at Booze (Grandfather is Dead)

Group comics exhibition at **Astrolavos** Gallery (kites) (as **MM**)

Group comics exhibition at **Dexameni** Gallery (little prince) (as **MM**)

2006
Group exhibition in the context of the annual comics' festival of VAVEL (as **JAM**)

2008

Synch 2008 (co—Direction and production for the video clip <u>Lazy lovers</u> music by Nikos Vittis) (as **Fidoanimus**)

Group exhibition at the Byzantine museum of Athens **"Unbuilt/Horror Vacui"** (as **Fidoanimus**)

Character Synthesis Totem//John Bardakos (Athens Digital Week)

2009 Design Walk 2009 (**Playstudios "LOOP"//John Bardakos "Animation—KURT and the UTM**-)

Character synthesis II (as **These**) **(Athens Digital Week)**

2012

Athens International comics festival 2012 as the "**Tautologist**" (group exhibition with socomic.gr)

2013

Group exhibition for the "**Athens Bike art festival 2013"** at Camp/Athens

2014

Virtual Reality exhibition for the Conference **Digital Storytelling in times of crisis** with the Art work "**Επιλογή in Crisis**" produced with the Franco-Hellenic Master Course team (Art, VR and multiuser systems of artistic expression).

Group exhibition for the "**Athens Bike art festival 2014"** at Camp/Athens

Virtual Reality exhibition for the v-r art work "**Επιλογή in Crisis**" produced with the Franco-Hellenic Master Course team (Art, VR and multiuser systems of artistic expression) during the Digital Storytelling in times of crisis conference. **(Miden Festival, Kalamata, Greece)**

MFA Art, Virtual Reality and Multiuser Systems of Artistic Expression **Portes Ouvertes 2014** group exhibition **(Athens School of Fine Arts/Athens)**

2015

Virtual Reality exhibition for the conference Arles IEEE VR 2015 with the research demo : "**Επιλογή in**

Crisis" produced with the Franco-Hellenic Master Course team (Art, VR and multiuser systems of artistic expression).

Interactive Installation "**Dialogue**" In the context of the CIVD Festival in Paris 8

Presentation of personal project "**Ouroboros self-reference VR apparatus**" and personal glitch self—referential feedback imagery in the festival glitch.refrag.paris at Parson's School Paris.

Part of "**The Wrong**" in the Homeostasis Lab for the Digital Biennale

2016

OUTIN collective exhibition (Jour et Nuit Culture, Paris, Place St. Michel) Painting, Digital Drawings, Interactive Installations

OUTIN "**Mathematical Narrations**"

Painting and Digital Artwork Exhibition in the context of the CIVD festival Paris 8 University.

Exposing Digital Artwork in the Kiosk of Democracy (2016)

Kinono Art Gathering 2016
(Digital Art Exhibition in the Gallery exposing the "**Επιλογή in Crisis**" VR art installation)

ENTER THE GAME
(Digital Art exhibition with Art, Virtual Reality and interactive technologies in Thessaloniki HELEXPO international Exhibition 2016)

2017

Group Exhibition "**Ambiguous Bodies**".
NeMe Limassol, Cyprus.

Group Exhibition "**Ambiguous Bodies**".
Contemporary Art Center of Thessaloniki, Greece

Part of the **Phi Pavilion** in the "**The Wrong**" Digital Biennale

2017-2018

Graduation Exhibition of the 1st Technoetic Arts graduate students (TA2014)
Detao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

Open Siva Day Exhibition 2018
DeTao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

Technoetic Entanglement "Sometimes the question is better than the answer"
Suzhou Digital 2018, Suzhou, China

Detao Masters Academy, Technoetic Arts Studio 2018 Exhibition,
DeTao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

!OBJECT (NOT OBJECT)
Ars Electronica Campus 2018, Ars Electronica 2018, Linz, Austria

2018-2019

Graduation Exhibition of the 2nd Technoetic Arts graduate students (TA2015)
Detao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

Open Siva Day Exhibition 2019
DeTao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

Uncertainties
Suzhou Digital 2019, Suzhou, China

Detao Masters Academy, Technoetic Arts Studio 2019 Exhibition,
DeTao Masters Academy, Shanghai Institute of Visual Arts, Songjiang, Shanghai

Technoetic Pharmakon
Ars Electronica Campus 2019, Ars Electronica 2019, Linz, Austria