VR Artists

# Elizabeth Edwards

Character Artist



Tilt Brush - Spaceship Scene
by Elizabeth Edwards

Sutu (aka Stuart Campbell) uses art and technology in new ways to tell stories. He has been commissioned by the likes of Marvel, Google and Disney to create VR art for properties such as Doctor Strange and Ready Player One. He has also created three VR documentaries; Inside Manus for SBS, Mind at War for Ryot Films and The Battle of Hamel for the Australian War Memorial. He is also known for his interactive comics including Nawlz, Neomad, Modern Polaxis and These Memories Won't Last. He holds a Honorary Doctorate of Digital Media from Central Queensland University, is a 2017 Sundance Fellow and is the co-founder of EyeJack an Augmented Reality company.

Instagram
sutu@sutueatsflies.com
+614 04 077495

# Stuart Campbell
## TILT BRUSH VR ARTIST



- https://www.youtube.com/watch?v=63uf160lVpA
- http://www.sutueatsflies.com
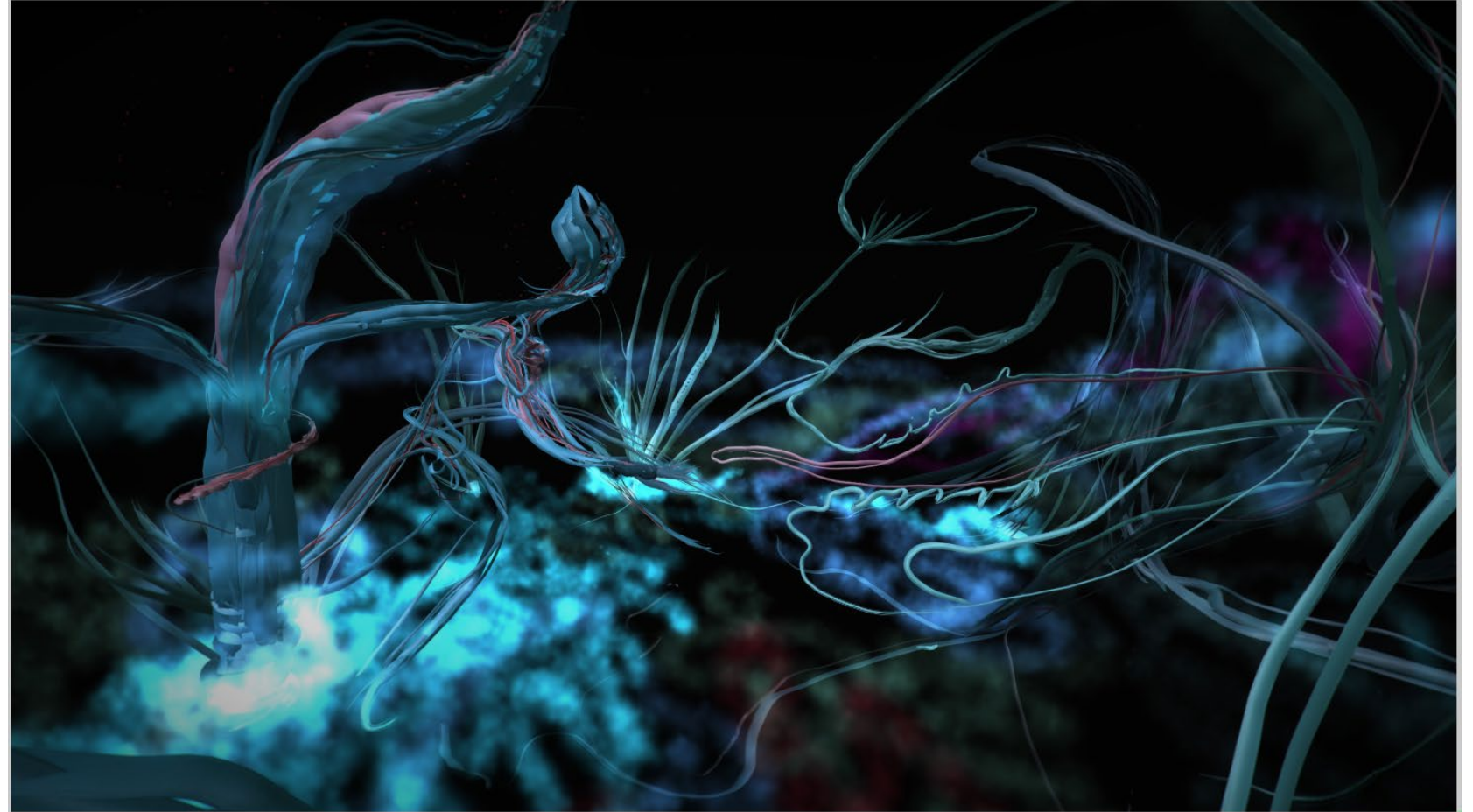- https://twitter.com/thenawlz

Sutu (aka Stuart Campbell) uses art and technology in new ways to tell stories. He has been commissioned by the likes of Marvel, Google and Disney to create VR art for properties such as Doctor Strange and Ready Player One. He has also created three VR documentaries; Inside Manus for SBS, Mind at War for Ryot Films and The Battle of Hamel for the Australian War Memorial. He is also known for his interactive comics including Nawlz, Neomad, Modern Polaxis and These Memories Won't Last. He holds a Honorary Doctorate of Digital Media from Central Queensland University, is a 2017 Sundance Fellow and is the co-founder of EyeJack an Augmented Reality company.
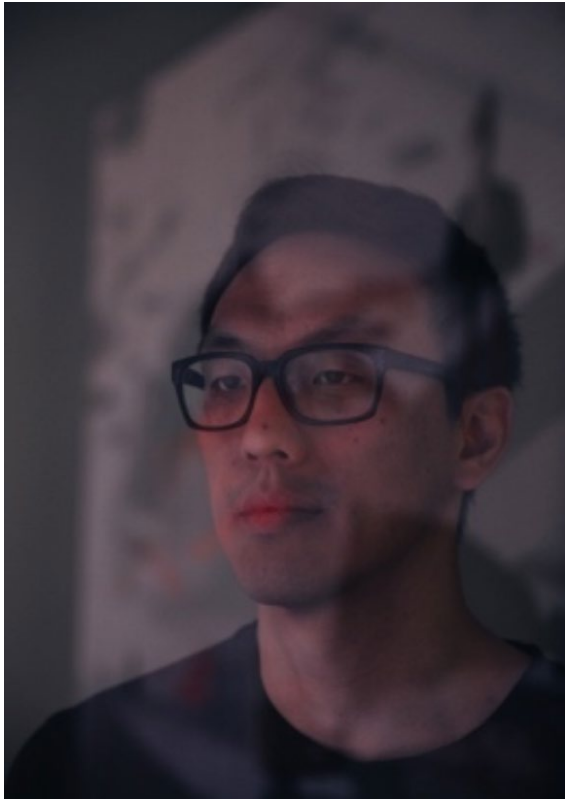
Instagram
sutu@sutueatsflies.com
+614 04 077495

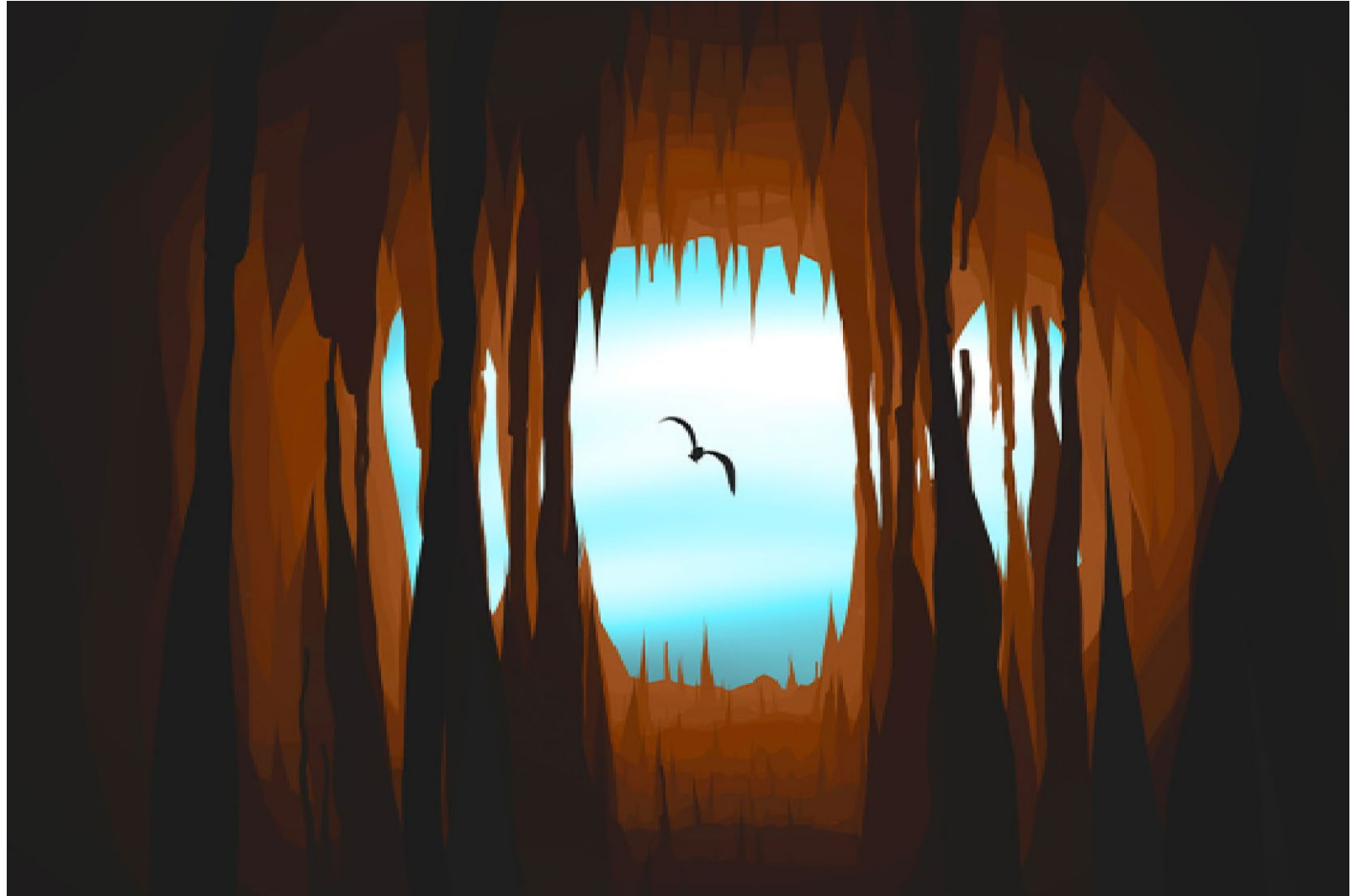# Stuart Campbell
# TILT BRUSH VR ARTIST

http://www.sutueatsflies.com/portfolio/tilt-brush-vr/

# Ian Cheng
Vr Artist

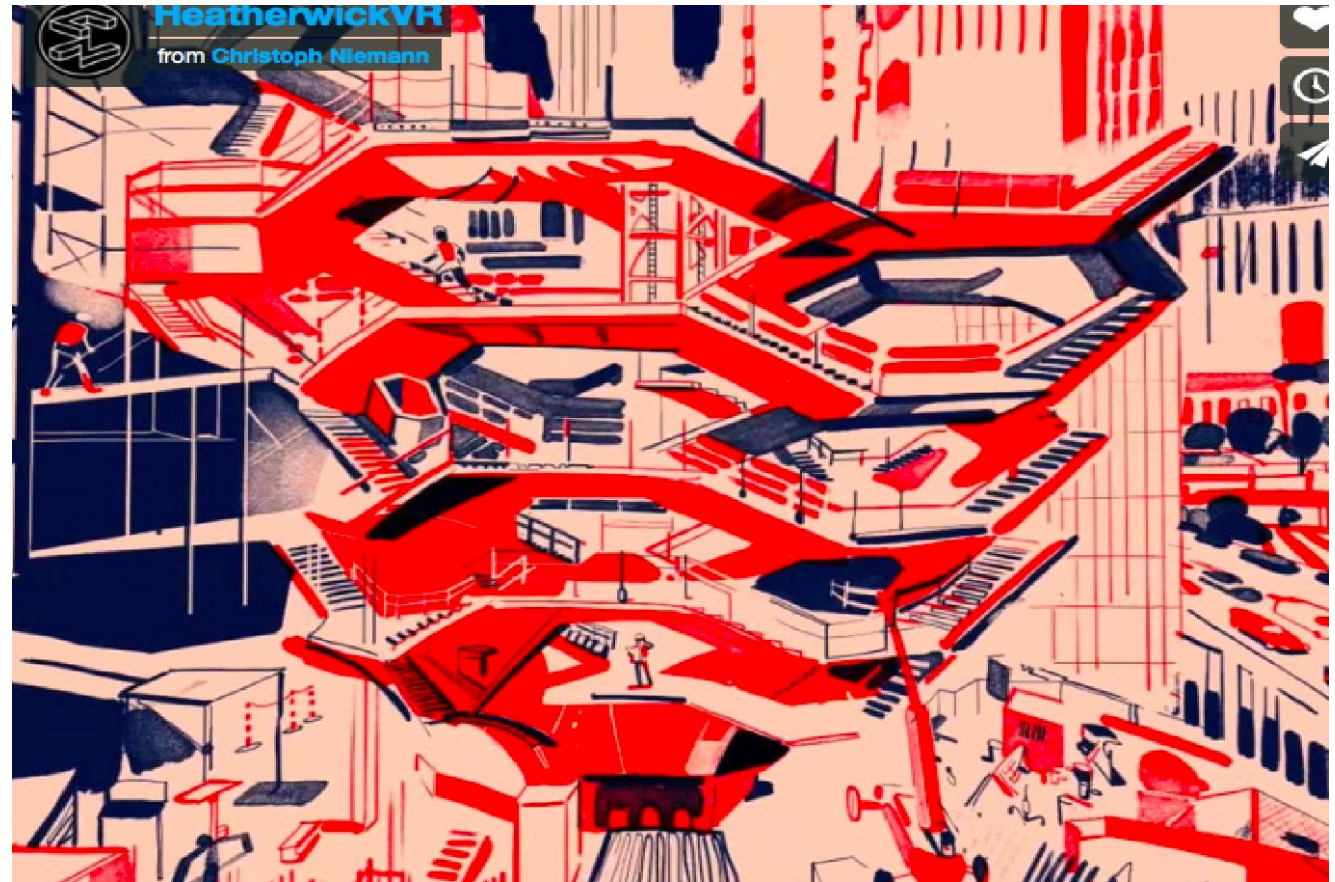- https://www.youtube.com/watch?v=TO6Luilc4Bo
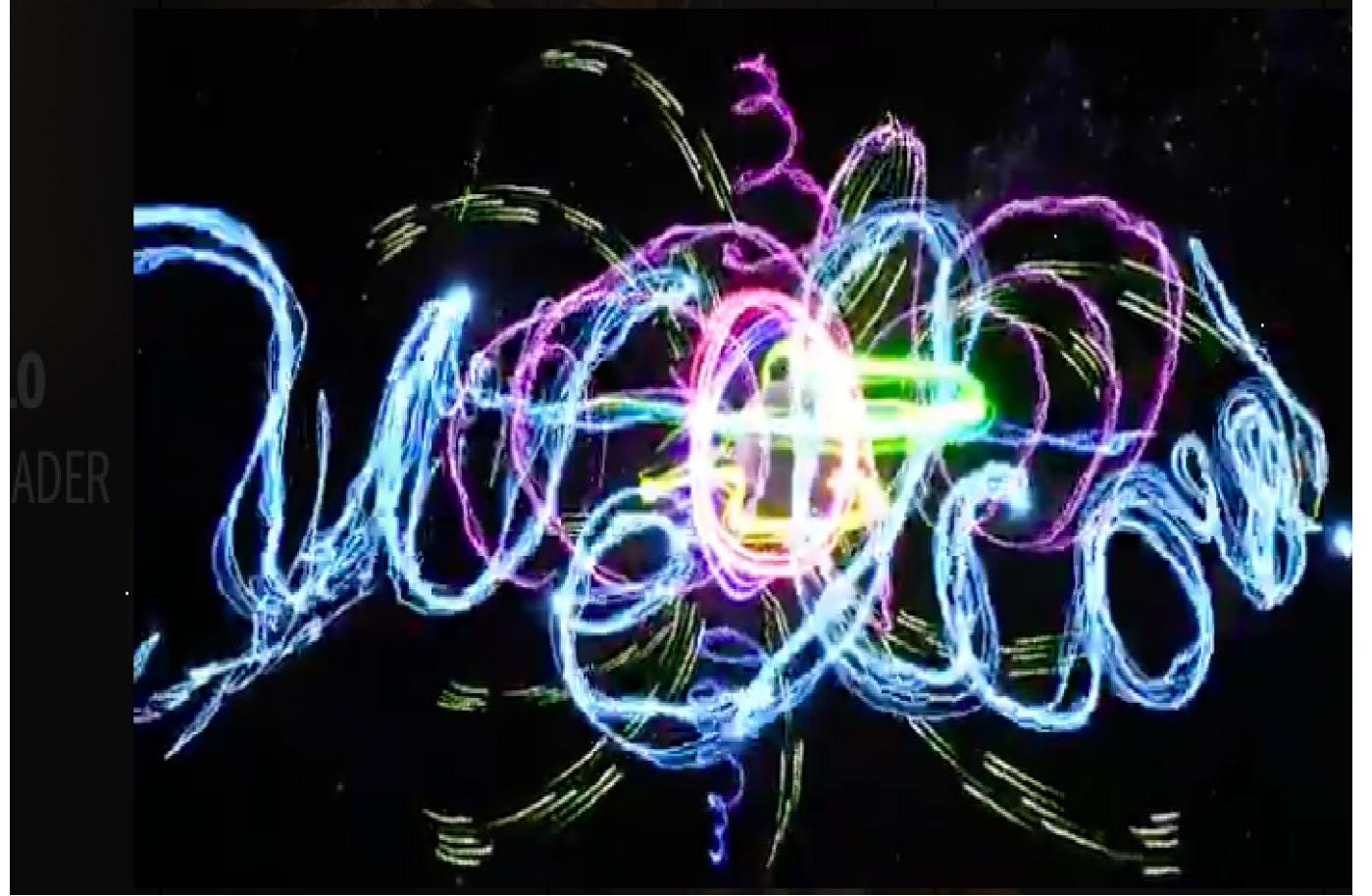- http://iancheng.com

Danny Bittman
Vr Artist

# Christoph Niem
Vr Artist

- http://www.sutueasflies.com/portfhttps://virtualart.chromeexperiments.com/artists/christoph-niemann/sessions/meal/
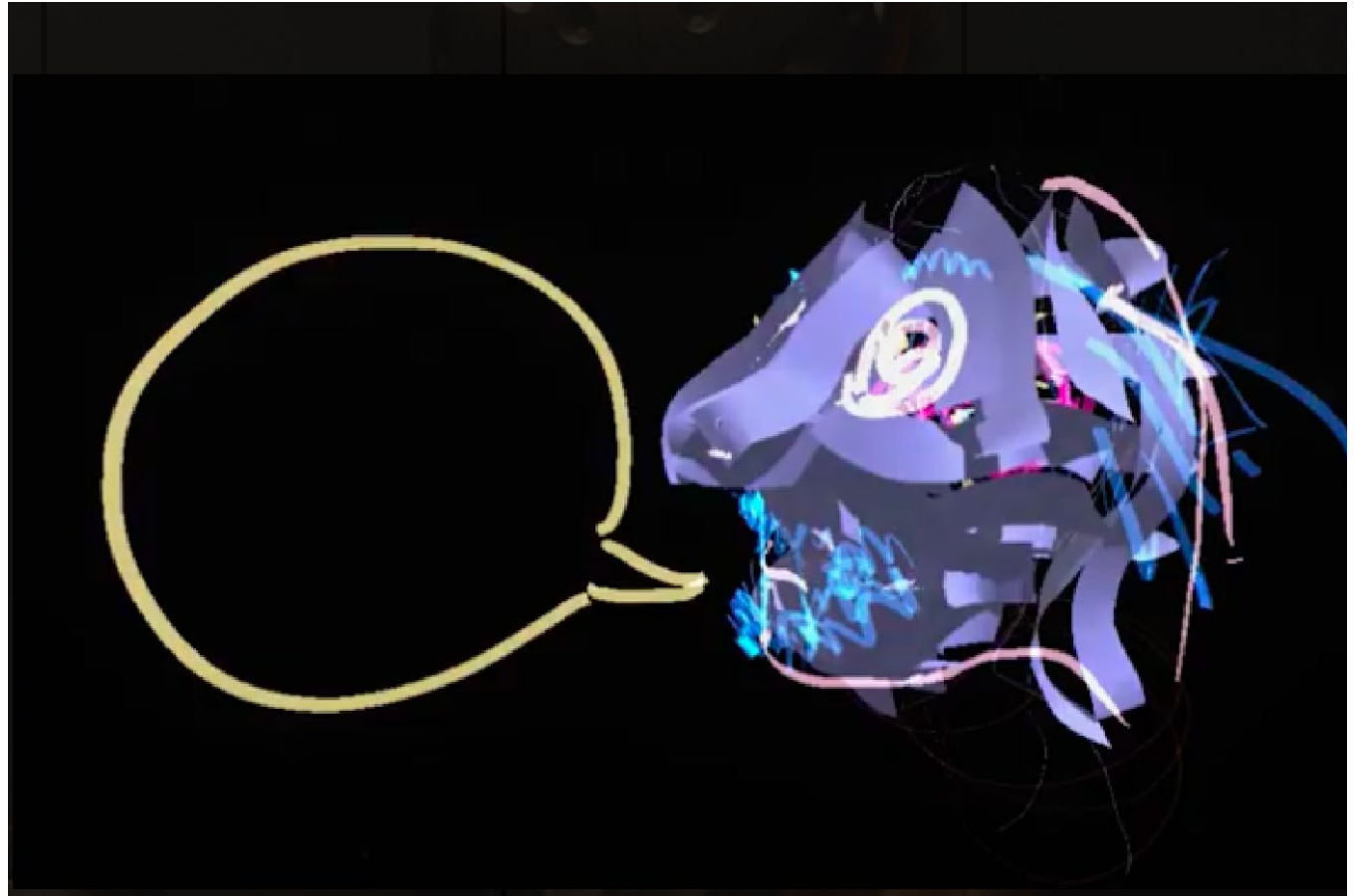- https://www.youtube.com/watch?v=LV0X-KZDLHw

# Chip Kidd
Designer, Vr Artist

http://time.com/vr-is-for-artists/

**Barry Blitt-** Illustrator,
Vr Artist

https://www.barryblitt.com

http://time.com/vr-is-for-artists/

# Brandon Cruz-
## Muralist,Vr Artist
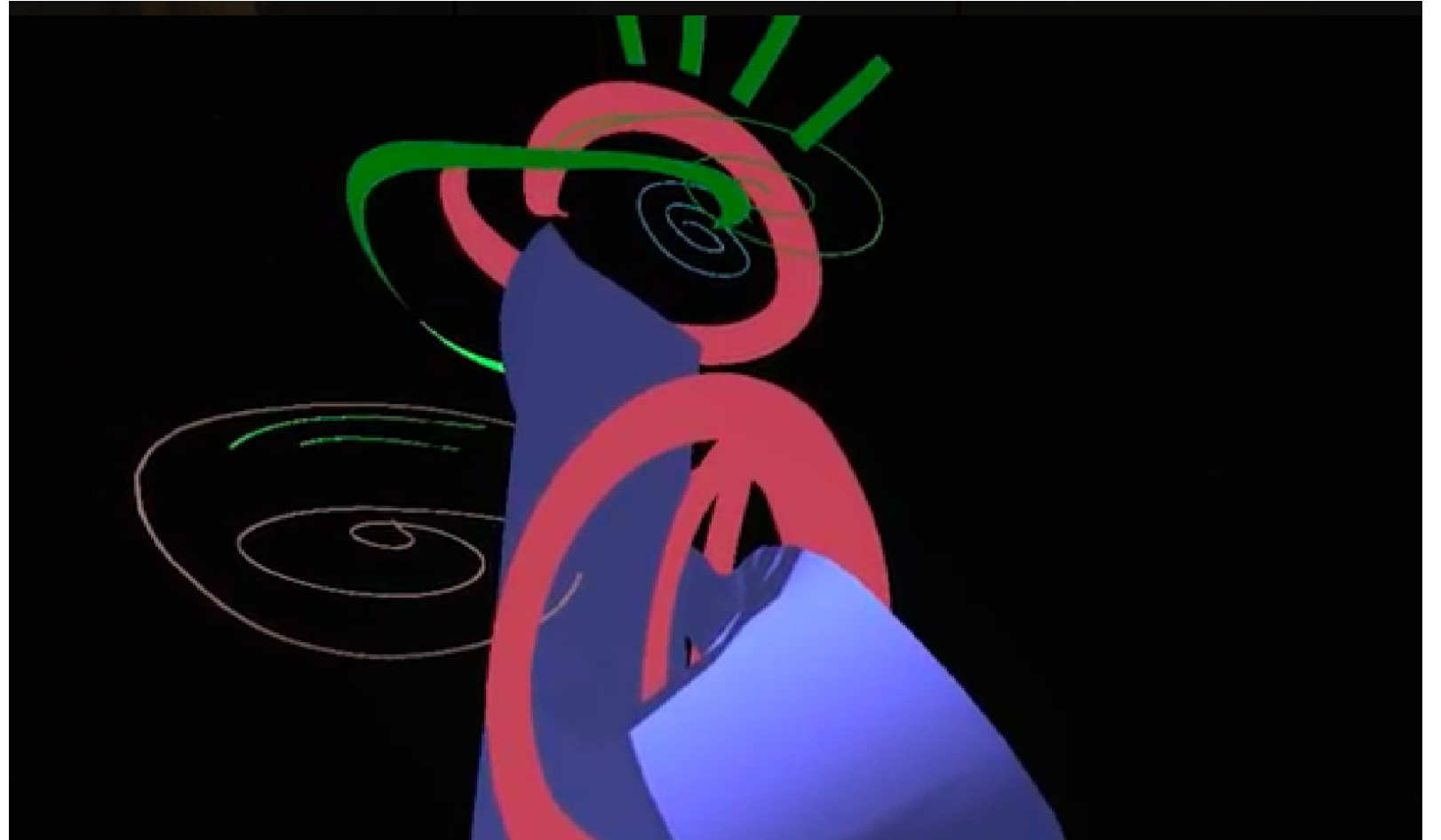
http://time.com/vr-is-for-artists/

https://www.brandoncruzart.com

# Gio Napkil

VIRTUAL REALITY
SCULPTOR CHARACTER
ARTIST

https://www.artstation.com/gionakpil
https://www.mold3dacademy.com/master-organic-modeling.html
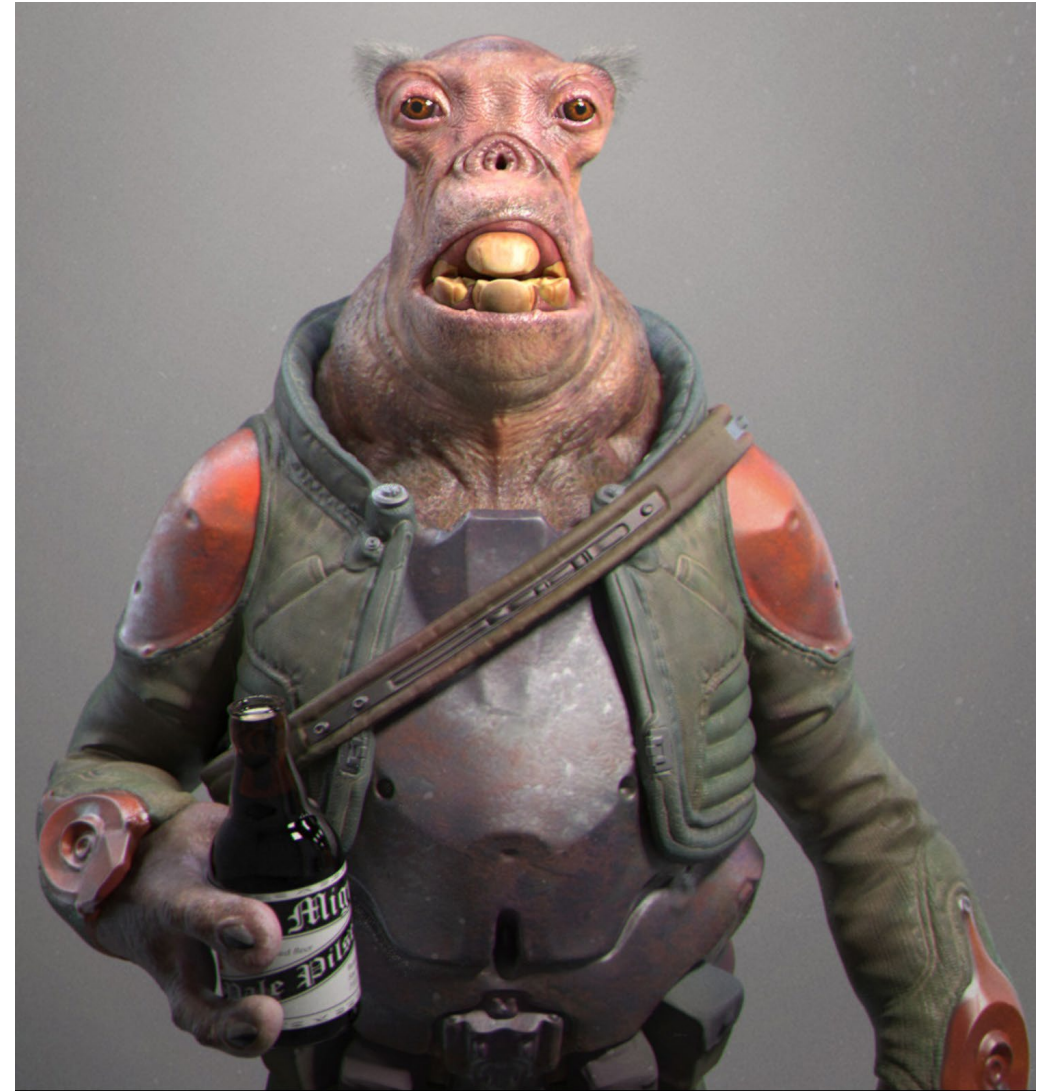https://www.youtube.com/watch?v=Dfu5CGqVHwY

# Gio Napkil

## VIRTUAL REALITY SCULPTOR
## CHARACTER ARTIST

Giovanni Nakpil is profoundly influenced by the magic of sci-fi and horror films. His multidisciplinary career led him to various art positions across the country, such as digital model supervisor at Industrial Light and Magic (ILM). Giovanni has worked on principal creatures for "Star Trek" and "The Avengers," among other notable Hollywood films. He has also designed and built video game assets for Valve Corporation.

Giovanni currently works at Oculus, where he is helping to define virtual reality and explore the medium's possibilities within entertainment and education.



https://gionakpil.artstation.com/

3Donimus - 2018 VR Demo Reel - 4K

Tilt Brush

# Cesar Ortega
# Vr Artist

https://www.youtube.com/3donimus

# Jon Rafman
Vr Artist



https://vimeo.com/232458557
https://vimeo.com/jonrafman
http://www.artnet.com/artists/jon-rafman/
http://jonrafman.com

# Jon Rafman-Vr Artist

Digital artist Jon Rafman is best known for his work around Google Street View, which he approaches as a repository of images that bring to the fore the relationship between technology and human experience.

Concerned with the tension between the camera's indifference and the human search for meaning, he has said, "While celebrating and critiquing modern experience, the technological tools themselves show how they can estrange us from ourselves."

**Nicola Plant-Vr Artist**

http://nicolaplant.co.uk

https://vimeo.com/143027621
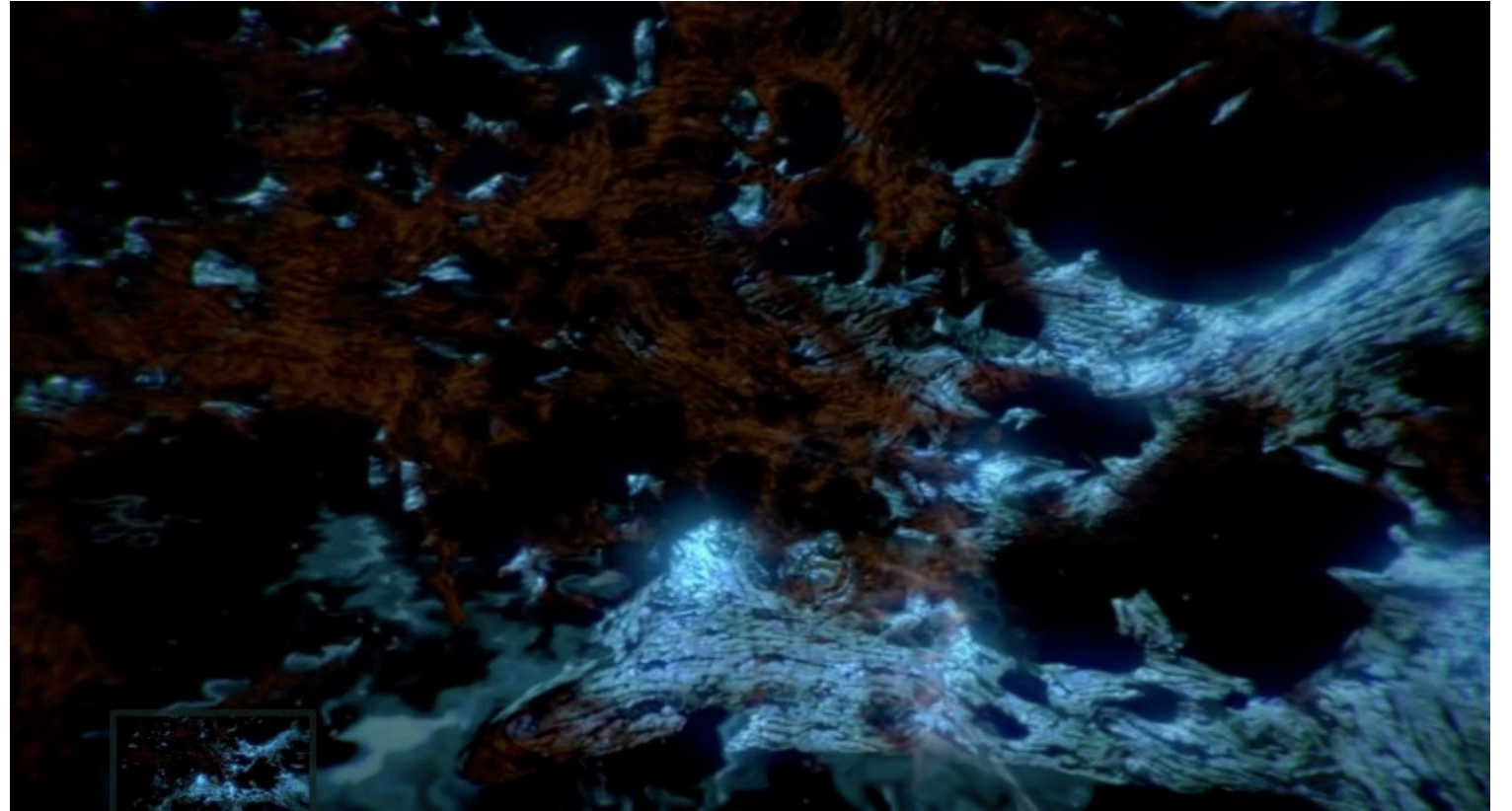
**Nicola Plant-Vr Artist**

Nicola Plant is a movement artist, coder and researcher with a [PhD](#) in [Media Art and Technology](#) at the School of Electronic Engineering and Computer Science, Queen Mary University of London.
[Nicolas research interests are human movement and expression, embodiment, intersubjectivity and the vicarious experience of empathy.](#)Nicola's research asks: What qualities of movement convey the intangible aspects of human experience? What does it mean to be embodied? How can technology augment or embody the experience of embodiment? Specialising in motion capture, she makes movement-based interactive installations and experiences. Nicola has been resident at [Fish Island Labs.](#) A creative platform for emerging artists and technologists run by the [Barbican Centre](#) and [The Trampery.](#) Her work has been presented at exhibitions and conferences worldwide.

**Shezad Dawoo**
**Vr Artist**

https://www.youtube.com/watch?v=FJEOk-PbTvU
https://www.brownsfashion.com/tr/article/shezad-dawood-vr-experience-at-browns
https://www.wired.co.uk/article/shezad-dawood-vr-exhibition

# Shezad Dawoo
# Vr Artist

Shezad Dawood works across film, painting and sculpture to juxtapose discrete systems of image, language, site and narrative, using the editing process as a method to explore meanings and forms between film and painting. His practice often involves collaboration, working with groups and individuals across different territories to physically and conceptually map far-reaching lines of enquiry. These networks chart different geographic locations and communities and are particularly concerned with acts of translation and re-staging.
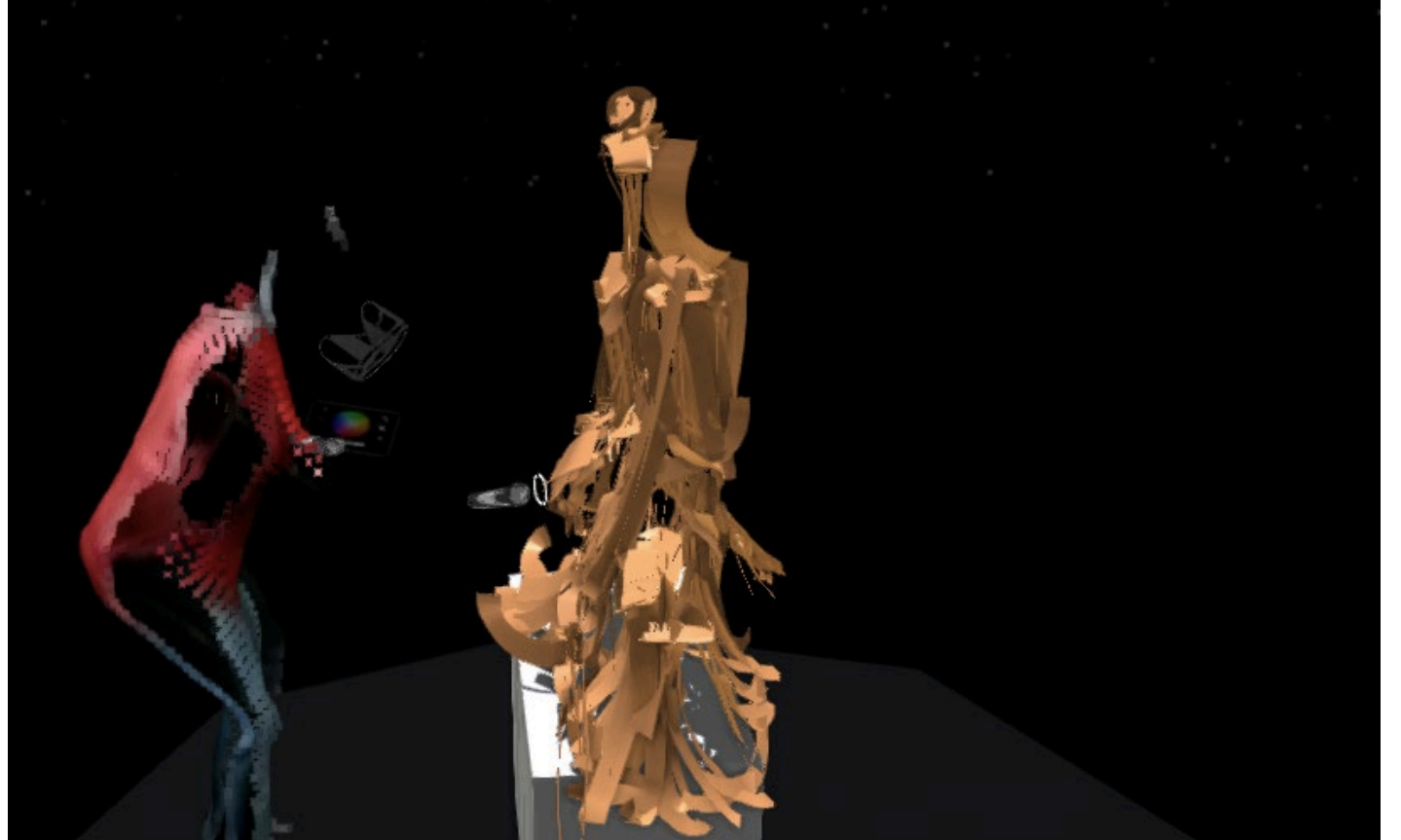
# Katie Rodgers
# Vr Artist

https://innotechtoday.com/katie-rodgers-paper-fashion-vr-passion/
https://virtualart.chromeexperiments.com/artists/katie-rodgers/sessions/blue-dress/

# Andrea Blasich
# Vr Artist

https://virtualart.chromeexperiments.com/artists/andrea-blasich/sessions/bull/
https://weareplaygrounds.nl/artist/andrea-blasich/

**Herald Berker**
**Vr Artist**

https://virtualart.chromeexperiments.com/artists/harald-belker/sessions/spacecraft/

VIRTUAL ART SESSIONS

# Seung Yul Oh
# Vr Artist

https://www.thearts.co.nz/artists/seung-yul-oh
http://www.ohseungyul.com
https://virtualart.chromeexperiments.com/artists/seung-yul-oh/sessions/double-form/

VIRTUAL ART SESSIONS

**Yoko & Sheryo**
**Vr Artist**

https://virtualart.chromeexperiments.com/artists/yok-and-sheryo/sessions/alley-cat/

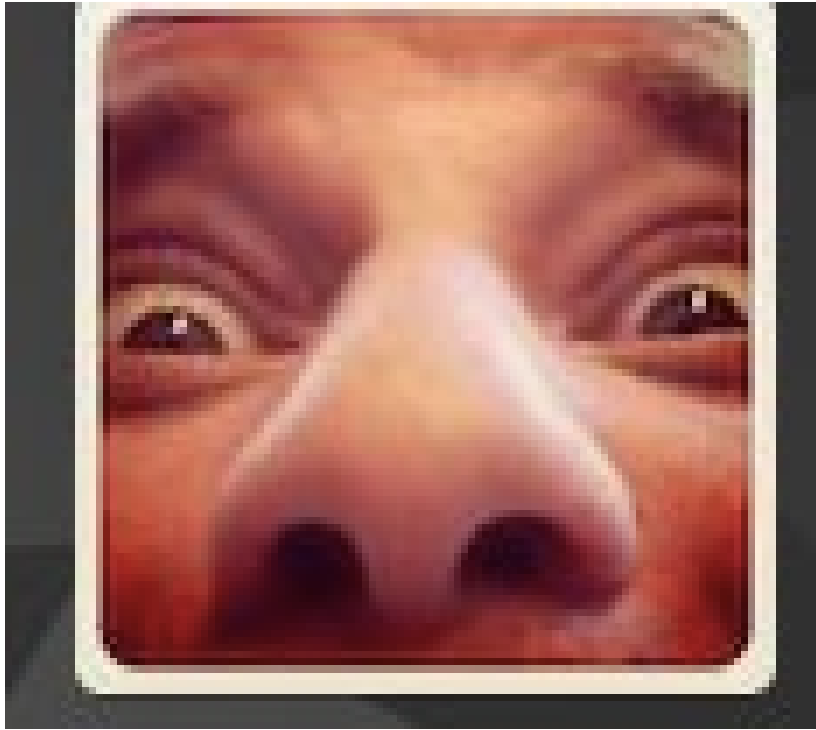**Steve Tepps
Vr Artist**

http://www.steveteeps.com
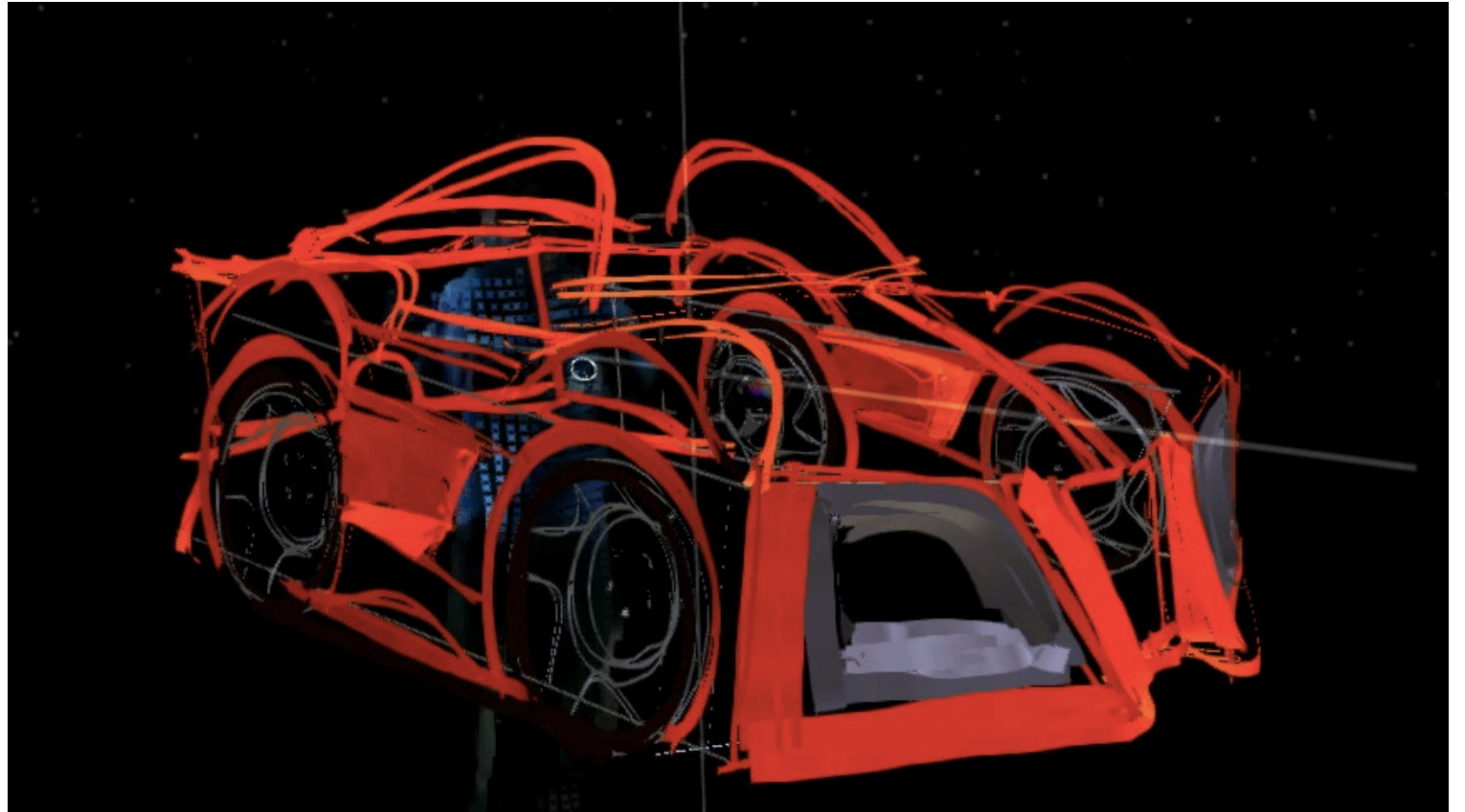
**VR Human**
**Vr Artist**

http://www.vrhuman.com
https://twitter.com/vr_human

# Anna Zhilyaeva
# Vr Artist

https://www.annadreambrush.com

https://twitter.com/AnnaDreamBrush

# Naam -Vr Artist

https://naam.itch.io/apotu

https://sketchfab.com/naam

**Micah**
**Vr Artist**

http://www.art404.com/project/google-tilt-brush-performance/

https://twitter.com/micahnotfound

# Rachel Rossin
## Vr Artist

http://rossin.co
https://www.youtube.com/watch?v=T9chHEEp-0M
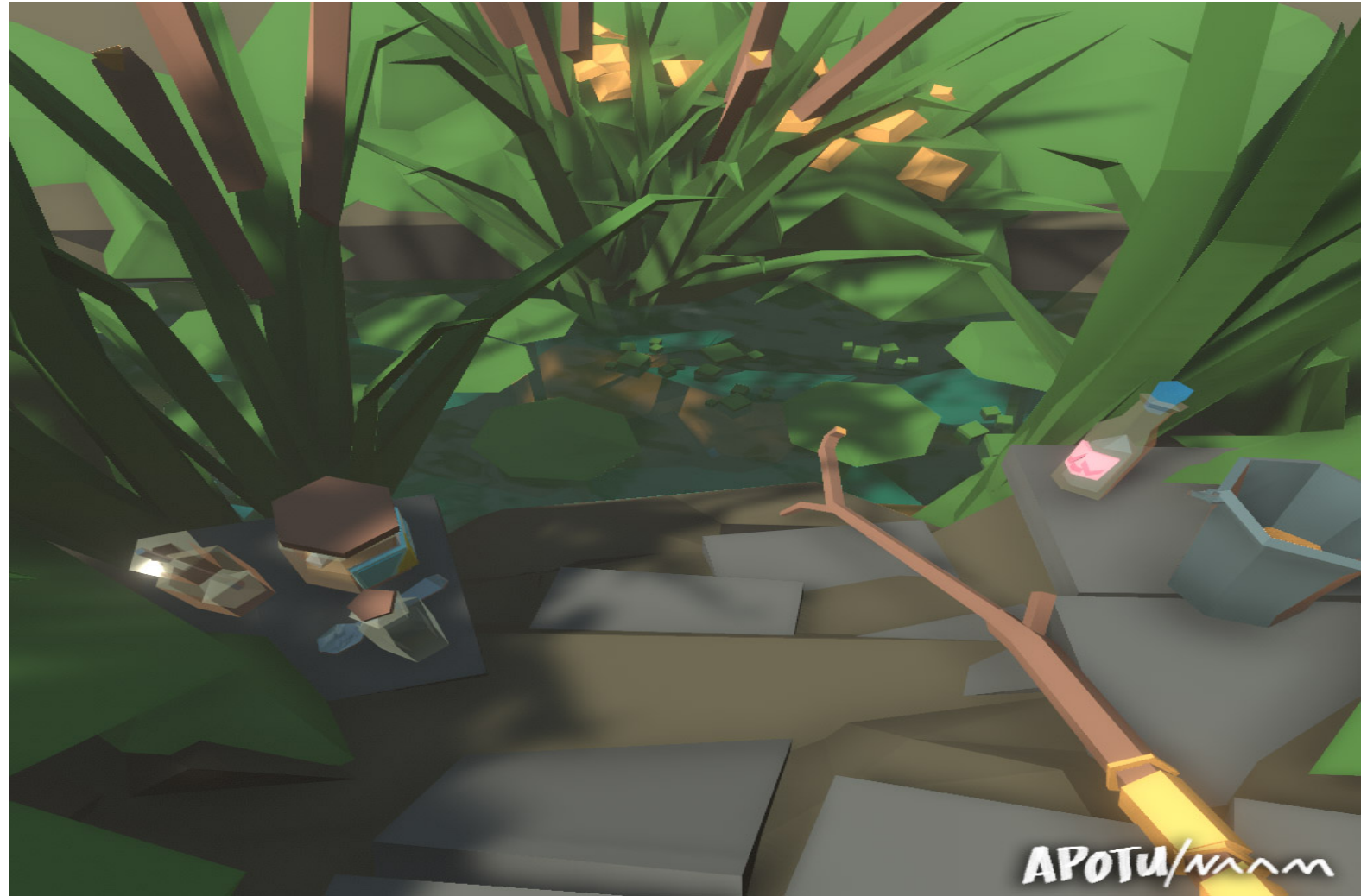https://www.foldmagazine.com/rachel-rossin-vr
http://www.ronchinigallery.com/artists/rachel-rossin/

Rachel Rossin is a pioneer in VR. She has found a way to mix art and tech in a way that hasn't been seen before.

Rossin has been experimenting with how the world will look if the virtual and the physical start to morph into each other. Her presentations also revolve around the theme of loss in compression, as she is a self taught programmer fascinated by the study of tech and art.

# Rachel Rossin
# Vr Artist

http://rossin.co
https://www.youtube.com/watch?v=T9chHEEp-0M
https://www.foldmagazine.com/rachel-rossin-vr
http://www.ronchinigallery.com/artists/rachel-rossin/

**O'Brien's
Vr Artist**

https://www.artstation.com/artwork/JQJPR

# Char Davies - Digital Artist- Vr Artist



http://www.immersence.com
https://noemalab.eu/org/sections/ideas/ideas_articles/pdf/shapiro_excerpts_02.pdf
https://www.digitalartarchive.at/database/general/work/osmose.html
https://www.youtube.com/watch?v=54O4VP3tCoY

**Jade Lo
Vr Artist**

http://time.com/vr-is-for-artists/

**Karen Caldıcott**
**Sculptor-Vr Artist**

http://time.com/vr-is-for-artists/

**Philip Hausmeir
Vr Sculpture
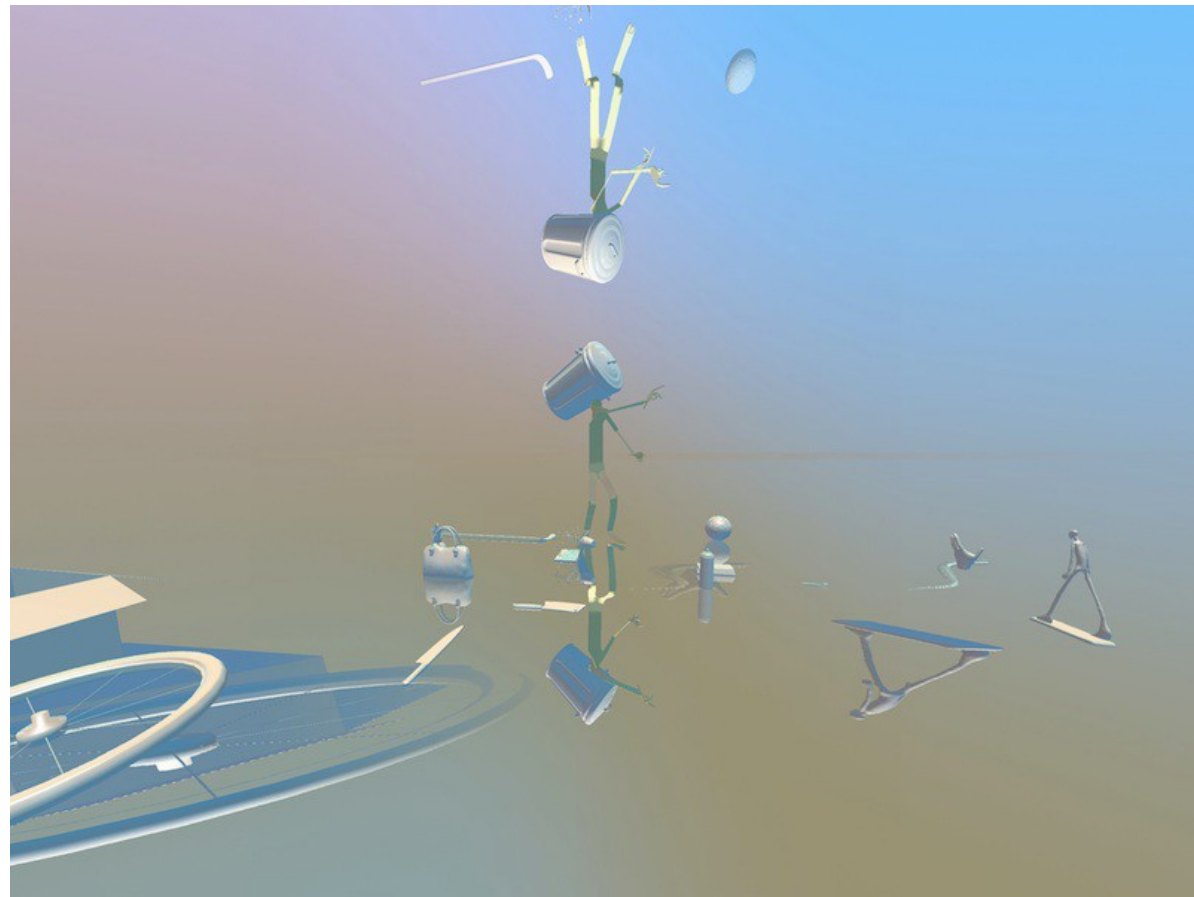Artist**

https://youtu.be/vl0vhwcOjG4
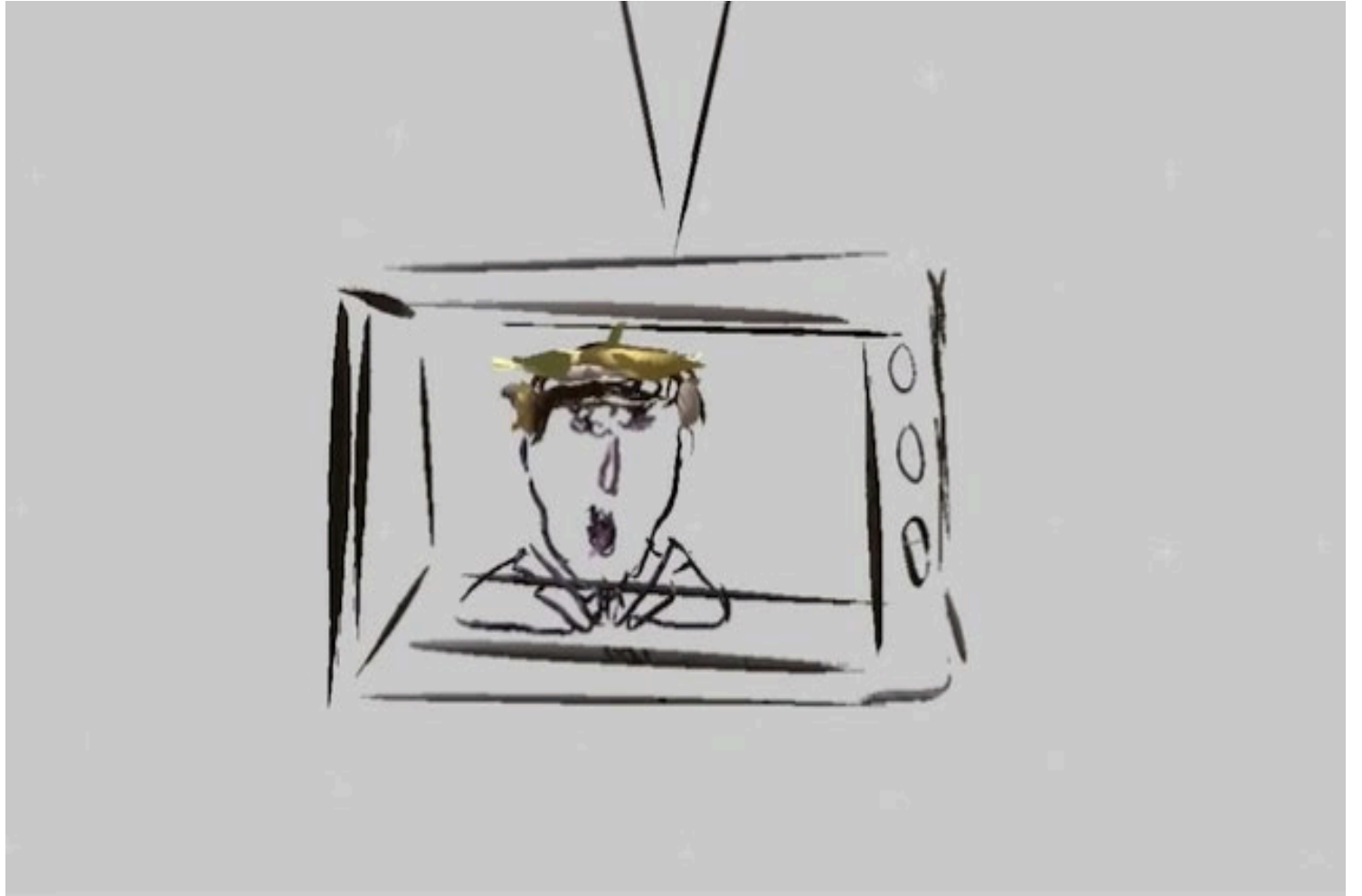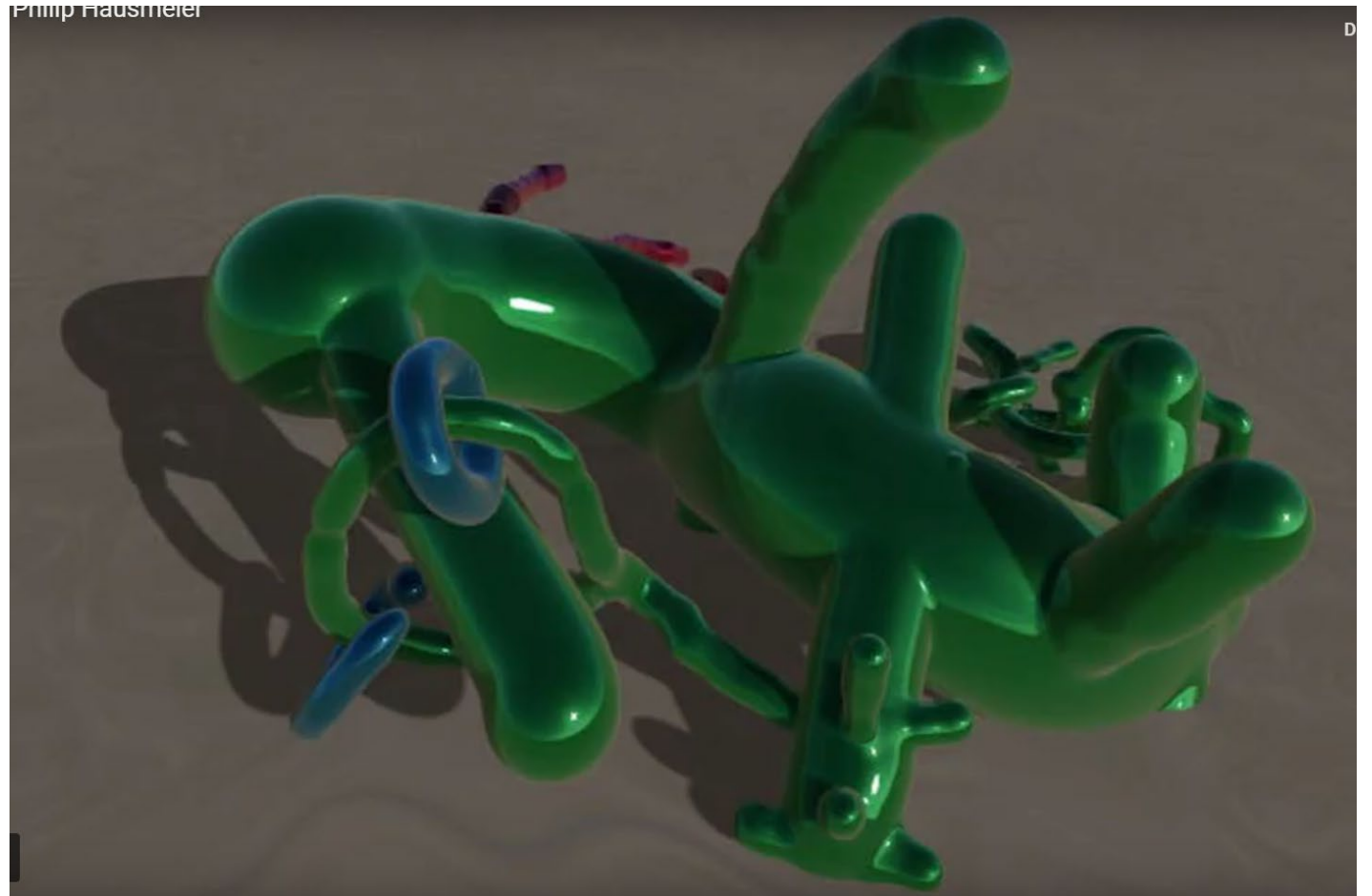
# Philip Hausmeir
# Vr Sculpture
# Artist



Philip received a degree in communication design from the HSD Düsseldorf in 2003 and a Master of Fine Art from the Slade School of Art London in 2005. Since 2007 he has been a lecturer for spatial design at the HSD Düsseldorf and since 2014 has been a visiting lecturer for VR at the BTK University Berlin. He started developing artworks for VR in 2013 and is also the founder and organizer of the Virtual Reality Berlin Meetup.

# Jordan Wolfson

Over the past decade, **Jordan Wolfson** has become known for his thought-provoking works in a wide range of media, including video, sculpture, installation, photography, and performance.

He pulls intuitively from the world of advertising, the Internet, and the technology industries to produce ambitious and enigmatic narratives. However, instead of simply appropriating found material, the artist creates his own unique content, which frequently revolves around a series of invented, animated characters.

Jordan Wolfson has made a recent foray into VR by presenting to the world a project titled 'Real Violence' is an experience like no other.

https://alchetron.com/Jordan-Wolfson

# Kaynaklar - Bibliography

- https://www.estellatse.com/blog/2017/7/28/vr-painting-101
- https://blog.dextra.art/the-10-virtual-reality-artists-you-need-to-see-to-believe-c66cfde4dcb8