

# J-Walt Adamczyk

Director – producer - multimedia performer – interactive software designer –composer – animator

## Professional Experience

### **Multimedia Performer:**

#### **Lucid Dreamscapes, aka Spontaneous Fantasia (2003 – present)**

Wrote, directed, coded, designed, and performed cutting-edge live theatrical 3D virtual reality experiences. Performed over 200 shows worldwide. Invented interfaces and software specifically for live performance of improvised graphic scenes, characters, creatures, and worldsapes. Pioneered this real-time performance technology in fulldome theaters and planetariums, supporting stereoscopic 3-D, synchronized network clusters of up to 50 parallel CPUs and GPUs. Composed and performed original music and worked with musical and dance collaborators.

#### **Festivals and commissioned performances include:**

Fulldome UK, Leicester, UK  
Fiske Fulldome Film Festival, Boulder, Colorado, USA  
Macau International Fulldome Festival, Macau, China  
Noorderzon, Groningen, NL  
Sleepless Night, Miami Beach, Florida, USA  
Humanity+ Conference, California Institute of Technology, Pasadena, CA, USA  
California Art Educators Association Conference, San Jose, CA, USA  
Nanyang Technological University, Singapore  
Qualcomm 25<sup>th</sup> Anniversary Event, San Diego, CA, USA  
Mindshare LA, Los Angeles, CA, USA  
Utah Museum of Fine Arts, Salt Lake City, UT, USA  
Siggraph 2005, Los Angeles, CA, USA

#### **Performed at planetarium and fulldome venues including:**

Victoria Museum, Melbourne, Australia  
SciTech Perth, Perth Australia  
Sir Thomas Brisbane Planetarium, Brisbane, Australia  
El Planetario de la Ciudad de Buenos Aires, Argentina  
Fiske Planetarium, Boulder, Colorado, USA  
Boston Museum of Science, Boston, MA, USA  
California Academy of Sciences, San Francisco, CA, USA  
Telus World of Science, Edmonton, Canada  
Fort Collins Museum of Discovery, Fort Collins, CO, USA  
Artis Planetarium, Amsterdam, Netherlands  
Hamburg Planetarium, Germany  
Louisiana Art and Science Museum, Baton Rouge, USA  
Fleet Science Center, San Diego, CA, USA  
Copernicus Science Centre, Warsaw, Poland  
Glendale Community College Planetarium, Glendale, CA, USA  
University of Alaska, Anchorage, Alaska, USA  
New Mexico Museum of Natural History and Science, Albuquerque, NM, USA

**Performed collaborations with:**

Not Man Apart theatre group, Los Angeles, CA, USA  
Blue Landscapes, Pasadena, CA, USA  
Los Angeles Virtuosi, Los Angeles, CA, USA  
Kopland No Ensemble, St. Louis, Missouri, USA  
The Hutchins Consort, San Diego, CA, USA  
Eban Schletter's Cosmic Christmas, CA, USA  
Lula Washington Dance Theater, Los Angeles, CA, USA  
Fantastic Merlins, St. Paul, Minnesota, USA

**Interactive Developer:****J-Viz Previsualization System (2005- 2006)**

Collaborated with visual effects innovators Aerohead, Lynx Robotics, and Engine Room Visual Effects to create a breakthrough previsualization for live-action green-screen shoots. Responsible for visualizing tracking camera movement and creating real-time animation and rendering system to enable immediate compositing of real and virtual elements on-set. Our team was awarded an Academy award in 2006.

**Interactive Designer, Developer and Producer:****Walt Disney R&D Feb. 2000 – Jan. 2003**

Project Lead on Disney's "Living Characters" initiative. Designed, developed, and performed real-time Disney characters that interact with guests. Co-designed *Stitch's Photo Booth* attraction for Disneyland and *Mickey's Toon Elevator* for in-company demo. Designed and developed complete software for interactive CG characters. System included synchronized multiple-screen projections, stereoscopic 3-D, single-skinned characters, GPU shaders, and practical effects.

**Interactive Designer and Producer:****Sony Development 1995-1999**

Designed, directed, and produced three location-based multi-player video games for Sony entertainment centers and restaurants worldwide.

Executive-produced multi-screen interactive ride experience with interactive CGI host, based on the Beatles' Yellow Submarine, installed in Tokyo and Berlin.

**VR Designer and Developer:****Walt Disney Imagineering, 1992-1995**

Co-creator of Disney's virtual reality system and *Aladdin VR*, perhaps the best commercial VR experience of the decade. Installed at EPCOT Center in 1994.

**Interactive Developer / Technical Director:****Homer and Associates, 1990-1992**

General technical direction and production of visual effects for films and TV. Created the first production-ready real-time particle animation system. The system was used to create visual effects for *The Lawnmower Man*, Peter Gabriel's music video *Steam*, TV shows, and an independent film presented at the Siggraph '95 Electronic Theatre.

**Interactive Developer / Technical Director:****deGraf/Warman, 1988-1990**

Principal designer and developer of *Perform*, the first live character performance animation system, employed to create live and recorded animation sequences for films and performance. Technical director for film and theme park ride-film productions.

**Technical Director****VSE, Inc., 1986-1988**

General technical direction for industrial training videos.

**Awards**

Academy Award, Motion Picture Academy of Arts and Science, 2006

THEA Themed Entertainment Award, 2003

Nissan FOCUS Award, 1989

**Education**

California Institute of the Arts, 1985-1988 (BFA, 1988)

University of Southern California, 1983-1985

**Contact**

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