

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 25th 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
Denver Museum of Nature & Science, Denver, Colorado, USA
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
De Anza College, Cupertino, CA, USA

Performed collaborations with:

Jordan Rudess, Stanford CCRMA, Palo Alto, CA, USA
Not Man Apart theatre group, Los Angeles, CA, USA
Blue Landscapes, Pasadena, CA, USA
Los Angeles Virtuosi, Los Angeles, CA, USA
Koplant 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

Best Video Projection/Design, Stage Raw Awards, 2018

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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