

Virtual Reality Artist

Travis Van Zanen//Giant Swan

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Skills

Emerging virtual reality artist based in Melbourne Australia. I have an expertise in virtual creative tool workflows and development. A keen and unique set of animation styles along with a distinctive sense and understanding for creating environments and experiences to be deployed in multiple ways, This skillset has enabled me to create art in a space that is rapidly forming and am now contributing to the future of the medium.

Residency

Chantilly Studios.
2019 Autumn artist in residence
Level 9, 37 Swanston Street, Melbourne 3000

Education

Academy of Interactive Entertainment.
Advanced Degree in 3d Art and Animation 2003

Projects

2019-20 (in production) Petrichor, VR Art director recreating the daintree rainforest in an ambitious and much anticipated installation expecting to launch March 2020
2019 - Ballarat Winter Festival. Live VR painting
2019 - Giant Swan x Seneca B - Artists collaboration for the release of the EP "Grey"
2019 - Featured Artist at Firework.
2019 - Anomaly. First showing in chantilly of the Anomaly Series, including virtual reality installation of the pieces shown.
2018 - The Smith Street Band - Falls Festival Backdrop and Supporting Visuals Art, Toured for the extent of 2018's shows.