

Primary Contact Information

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[Resume](#)

Media and Disciplines

Video Sculpture, Projection Mapping,
Interactive and Experiential Art,
Performance, Digital Sculpture

TEAM

[Refik Anadol](#) | Mentor and Consultant

[Christian Moeller](#) | Consultant

[Rebecca Mendez](#) | Consultant

[Nate Mohler](#) | Project Lead Artist

[Adam Amaral](#) | Digital Art Technologist

[Joe Picard](#) | Team Leader and Visionary
Director

Studio members:

[Yujin Tsuruo](#) | Lead Designer and Architect

[Carlo Gomez](#) | Architect

[Will Wharton](#) | Lead Animator

[Shinichiro Fujita](#) | Animator

Cover Letter

My heart skipped a beat when I heard about this opportunity in Culver City. Los Angeles has had a major impact on my career but especially Culver City. I got my first drivers license at Culver City DMV, played sports on Culver City teams, and participated in youth clubs at Culver Palms Family YMCA. My first job was at Community Films on Hayden street and ever since then my method of job hunting has been to go onto Google Maps and zoom in on Culver City. As a freshmen in college I cold called every studio within a 2 mile radius of Hayden street because I knew Culver City had the energy and creativity I wanted to surround myself with.

After living and working in Culver City, I've been exposed to a community rich in character from the friendships I've made, but also flooded with inspiration, innovation, and creativity. Some of the best creative studios and world renown architecture has elevated Culver City from a film capital to a melting pot of art, design, film, technology, food and culture. In many ways Culver City has given me strength and inspired me to charge into an art world full of unknowns. It is my goal to reflect the energy and history back into this project at the town hall.

The best way I can prove to you that I can bring something amazing, is to bring an unbelievable group of artists to the table. I've built a team overseen by Refik Anadol to plan something disruptive and engaging to the Culver City community. Refik has been an amazing mentor over the past three years and has graciously offered his wisdom and guidance to the team for this project.

In addition to his support, I have reached out to two other professors who specialize in public art and design, Christian Moeller and Rebecca Mendez. I've also reached out to talented and experienced specialists such as Adam Amaral who has coded multiple interactive installations and Joe Picard who has disrupted the digital art scene before. I've recruited two of the hardest working Architecture graduates from UCLA, Carlo Gomez and Yujin Tsuruo, who have both worked at the UCLA Ideas Campus and at architecture studios in Culver City. Lastly, Will Wharton and Shinichiro Fujitima are two of the most talented video artists, designers, and animators. Individually our strengths are diverse but together our goals are the same and our excitement about this project is immense.

- Nate Mohler

Artist Team Statements



NATE MOHLER

[Website](#)

Nate Mohler is an aspiring artist working with technology as a paint brush to build fresh and avant-garde experiences through conceptual digital art. Mohler graduated from Loyola High School and continued to get his B.A. in Design and Media Arts from UCLA.

In his sophomore year at UCLA he met Refik Anadol who became a mentor and guide for Mohler throughout his studies. Mohler assisted in some of the largest projects Refik has completed, including projection mapping the Walt Disney Concert Hall. During his senior year, UCLA and USC gave Mohler his first three public art installation commissioned by the UCLA School of Arts and Architecture as well as UCLA Residential Life.

As a media artist and designer, Nate Mohler is intrigued with vast connectivity and audience participation with unconventional space and art. Mohler builds his projects around the visitors reaction and eagerness to play and touch. His work focuses on digital mediums such as web, virtual reality, projection mapping, immersive installations and video art.



REFIK ANADOL

[Website](#)

A media artist and director born in Istanbul, Turkey currently working and living in Los Angeles. Refik Anadol works in the fields of site-specific public art with parametric data sculptures and live audio/visual performance combined into immersive installations. In particular, his works explore the space among digital and physical entities by creating a hybrid relationship between architecture and media arts with machine intelligence.

"Anadol builds his works on the nomadic subject's reaction to and interactions with unconventional spatial orientations with data and machine intelligence. Embedding media arts into architecture, he questions the possibility of a post digital architectural future in which there are no more non-digital realities. He invites the viewers to visualize alternative realities by presenting them the possibility of re-defining the functionalities of both interior and exterior architectural formations. Anadol's work suggests that all spaces and facades have potentials to be utilized as the media artists' canvases."

Notable Works:

WDCH Dreams, Infinity, Archive Dreaming

Artist Team Statements

CHRISTIAN MOELLER

[Website](#)



Christian Moeller is a sculpture and installation artist, professor and Chair of the Department of Design Media Arts at University of California, Los Angeles UCLA

REBECCA MENDEZ

[Website](#)



Méndez's art practice is in various media—photography, 16mm film, video, and installation—with which she explores the nature of perception and media representation, specifically how cultures express themselves through the style of nature that they produce at a given time and the medium through which they construct this nature. She moves through different scales with ease—from photographic prints, to immersive sound and video installations, to murals of more than 25,000 square feet, to installations involving sixty-foot boulders and tons of lava rock.

ADAM AMARAL (Master of Shapes)

[Website](#)



Founder/Creative Technologist aka Master of Shapes, constantly strives to be pushed out of his comfort zone and as a result has developed a wide array of expertise while creating award winning installations. Hailing from Savannah School of Art and Design, Adam has lived on the west side for over 10 years currently living and working in Inglewood.

If Adams not taming buffaloes or playing with robots, he keeps busy creating first of its kind immersive experiences, designing tours for Miley Cyrus, or training his house to think on its own with AI. As an experienced and reputable wizard among the digital and immersive tech community, Adam has kept a balance of commercial and experimental work. In addition to being a team leader, his technical prowess will serve to ensure technical feasibility and innovative approaches to transforming Culver City into interactive and immersive experiences.

JOE PICARD

[Website](#)



Joseph Picard is a Los Angeles-based cinematographer, whose approach combines an adaptive creative vision with modern and experimental techniques. On a whim he spent seven years in Santa Fe, New Mexico. There Joseph explored experimental arts, and co-founded High Mayhem Emerging Arts. Through that venture, he created works of music and still photography, documentary film, analogue video art, film projection installations, improvised visual music, and film design for immersive stage performance. Joe now resides in Los Angeles working to fuse digital means with film and narrative. Joe's role will serve as a visionary director and consultant through his experience and connections among the film and digital art community.



BROAD ART CENTER, UCLA

HEAVY BREATH



NATE MOHLER

JUNE 6TH, 2019

HEAVY BREATH

LOCATION: Broad Art Center, UCLA

SCOPE: 30min. Projection Video on a 60 ft. wall

Heavy Breath was a public art installation along a 60 foot wall for the opening of the DMA Senior Show at UCLA. The facade of the Broad Art building, which holds four Henri Matisse statues, was re-imagined with light and sound as if the concrete could react to the student energy within Broad and the temporal nature of the sculpture garden. Projectors sponsored by VT Pro Design, Canon, & Panasonic.

WDCH DREAMS

LA PHIL CENTENIAL



Refik Anadol Studios
Nate Mohler

SEPTEMBER 28, 2018

[WDCH DREAMS](#) (Nate Mohler for Refik Anadol)

LOCATION: Walt Disney Concert Hall, Los Angeles

SCOPE: 14 min. projection mapping onto the facade of the WDCH

The Los Angeles Philharmonic collaborated with media artist Refik Anadol to celebrate the history and explore the future. Using machine learning algorithms, Anadol and his team developed a unique machine intelligence approach to the LA Phil digital archives – 45 terabytes of data. As an animator, Nate Mohler researched and designed visuals to represent the history and vast life of the Los Angeles Philharmonic.



COVEL COMMONS, UCLA

NOCTIS LUX

UCLA RESIDENTIAL LIFE

NATE MOHLER

MARCH 12TH, 2019

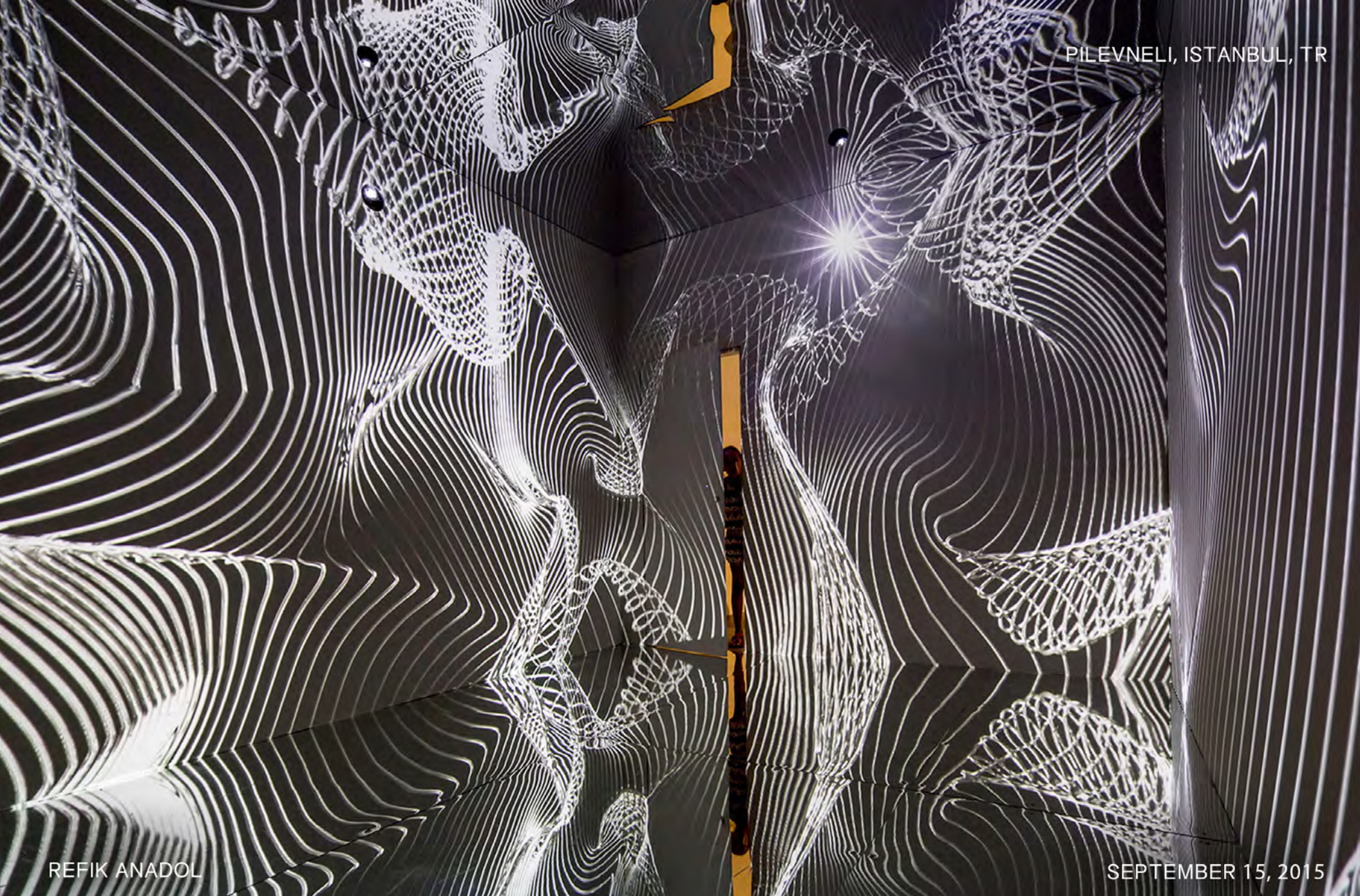
[Noctis Lux](#) (Nate Mohler)

LOCATION: Covell Commons, UCLA

SCOPE: Interactive Projection Mapping, Video, Website, 3d Printed Spray cans.

Projectors sponsored by VT Pro Design

UCLA Residential Life commissioned Nate Mohler to create a public Art installation to support mental health and suicide prevention during finals week at UCLA. Pedestrians were invited to use Digital Spray Painting to paint their favorite quotes onto the 40 ft wall of Covell. Select pieces were recorded and saved to be used in phase two of Noctis Lux. During finals week, Nate Mohler built a website to crowdsource encouraging quotes from the UCLA Community. The best quotes and art pieces were composed into an hour long loop and projected on multiple facades of the UCLA dorms. From dusk to dawn animations and encouraging quotes were projected around the hill. The collaborative art+words lit up the walls for students who were up late studying and working, offering encouragement and inspiration from their fellow Bruins.



PILEVNELI, ISTANBUL, TR

REFIK ANADOL

SEPTEMBER 15, 2015

INFINITY (Refik Anadol)

LOCATION: Pilevneli, Istanbul, Turkey

SCOPE: 4M x 4M x 4M, Black painted Wall, Mirror floor and ceiling, Four channel Audio/Visual , custom software (vvvv)

'Infinity' is an immersive environment project by Refik Anadol. Project is an integral part of artist's ongoing 'Temporary Immersive Environment Experiments' which is a research on audio/visual installations by using the state called immersion which is the state of consciousness where an immersant's awareness of physical self is transformed by being surrounded in an engrossing environment; often artificial, creating a perception of presence in a non-physical world.



REFIK ANADOL

FEBRUARY 2, 2018

MELTING MEMORIES (Refik Anadol)

LOCATION: Pilevneli, Istanbul, Turkey

SCOPE: 5 Meters by 6 Meters custom LED Media Wall, Custom Software (VVVV), CNC Milled Rigid Foam

Melting Memories offered new insights into the representational possibilities emerging from the intersection of advanced technology and contemporary art. By showcasing several interdisciplinary projects that translate the elusive process of memory retrieval into data collections, the exhibition immersed visitors in Anadol's creative vision of "recollection."



REFIK ANADOL

FEBRUARY 2, 2017

BOSPHORUS (Refik Anadol)

LOCATION: Pilevneli, Istanbul, Turkey

SCOPE: 12 Meters by 3 Meters custom LED Media Wall, Custom Software (VVVV), CNC Milled Rigid Foam, 2 Channel sound designed by Kerim Karaoglu

Bosphorus is a data sculpture inspired by high frequency radar data collections of Marmara Sea provided by Turkish State Meteorological Service in every 30 minutes intervals. The data collection of 30 days long sea surface activity transformed into a poetic experience and visualized on a 12 meters by 3 meters long LED media wall. The art work exhibited at Pilevneli Gallery on 11th of December, 2018 – 27th of January, 2019 in Istanbul, Turkey.



LOS ANGELES, CA

THE CIRCUITRY OF LIFE



MASTER OF SHAPES

FEBRUARY, 2015

[The Circuitry of Life](#) (Adam Amaral for Heather Shaw)

LOCATION: Los Angeles, CA
SCOPE: Programing and Engineering
Client: Heather Shaw, Redbull

The Circuitry of Life was an immersive four-story cube, which, through live performances and visual art, charted the evolution of technology, signifying how the change from analog to digital has impacted human connection. Participants could touch the walls and interact with the architecture of the cube. Adam worked on custom programing and engineering to allow subjects to physcially touch and interact with the walls of the structure.



INTEL, K1 SPEED

VR GO KARTING



MASTER OF SHAPES

OCTOBER, 2019

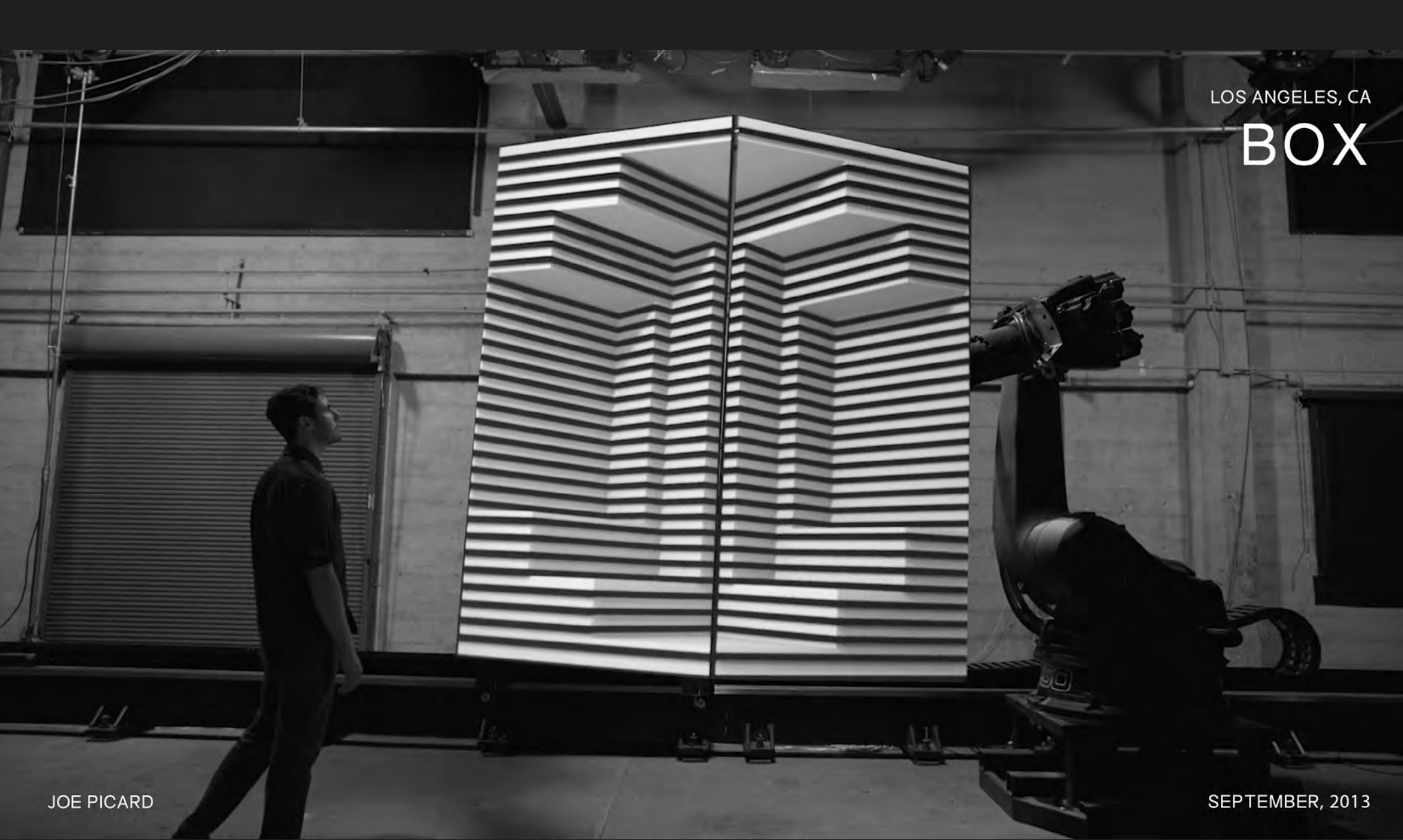
[VR Go Kart](#) (Adam Amaral)

LOCATION: Los Angeles, CA

SCOPE: Lidar, Motion Capture Cameras, Arduino, Unreal Engine,
3D printing

Client: Intel, Black Traxx

Master of Shapes and team partnered with Intel and K1 speed to put together the worlds first virtual reality go kart experience.



LOS ANGELES, CA

BOX

JOE PICARD

SEPTEMBER, 2013

BOX (Joe Picard with Bradley G. Munkowitz)

LOCATION: Los Angeles, CA

SCOPE: Kuka Robots, Projection Mapping, Video

The piece was essentially grounded on the principles of Stage Magic, invoking five of the categorizations of Illusion. These Categories greatly informed the conceptual and aesthetic foundation that were fused with minimalistic form design and illuminated geometry. This geometry was then placed into a projection-based physical Installation, where the 'magic' was captured live with a motion control camera, filmed verité style without post effects; in essence the immense technology behind the curtain was completely masked from the viewer by the methods used to capture the performance. Box explores the synthesis of real and digital space through projection-mapping onto moving surfaces. The short film documents a live performance, captured entirely in camera