

eric brockmeyer

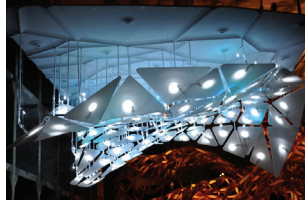
ericbrockmeyer@projectione.com

412.965.9790

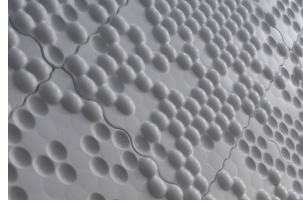
projects



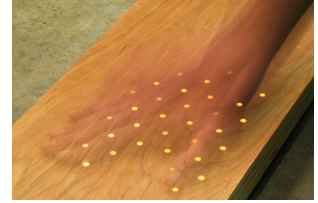
projectione.com/radiance/



projectione.com/morpholuminescence/



projectione.com/bitmaps/



projectione.com/plylight/

education

Colby College // Bachelor of Art (Physics/Fine Art)
May 2006

Ball State University // Masters of Architecture (Digital Fabrication Concentration)
May 2010

Carnegie Mellon University // Masters of Tangible Interaction Design
(expected graduation December 2011)

awards

Architect Magazine R+D Citation for bitMAPS

Ball State University Gresham Smith Competition 2008, Outstanding Graduate Entry

publications

Published in Architect Magazine's 2010 R+D Awards

Speaker at R+D Symposium // A Revolution in Building and Design Technology
August 2010

Published in Input_Output // Adaptive Materials and Mediated Environments Proceedings

Speaker at Symposium, Temple University
October 2010

Published in Association for Computer Aided Design in Architecture

(ACADIA) 2009 // reform() Proceedings

Work from An Inconvenient Studio
October 2009

Published in ACADIA 2010 // LIFE in:formation Proceedings

MorphoLuminescence

October 2010

Published in Spot On Schools // Beyond Media Exhibition Catalogue

Bodhi Tree, MorphoLuminescence, Parametric Luminaires

June 2009

software

Rhinoceros 3D Modeling

Grasshopper Parametric Modeling

Processing

Arduino

MaxMSP

Adobe Creative Suite

Eagle

MasterCAM X2

hardware

Vacuum Forming/Mold Making

Laser Cutter

3 & 4 axis CNC Milling

3D Printing (plastic/powder)

Arduino

PCB Development

Lighting (AC/DC)

Casting (Plastic/Urethane Rubber/Silicone)