

Maureen Kendal - short CV - August 2023

[linkedin.com/in/maureen-kendal-15a1327/](https://www.linkedin.com/in/maureen-kendal-15a1327/); [Linked In : MaureenKendal](#); [FRSA](#); [MBCS](#); [FHEA](#);

Background

Artist, Producer; Working with Artist Communities; Developing Virtual and Immersive Worlds; Author; Research Organisations and Universities; Artist's and Writer's practice

Working with Artist and Writer communities

1998-2002 IMA - International Mother Artists collective .Artists: Maureen Kendal, Julie Penfold, Yonat Nitzan Green, Samar Martha, Eti Wade.

1985 – 2023 Creative production and writers workshops, including ICA, Word for Word, WWAN, EWI, VEC, CES

Developing Virtual and Immersive World communities

1999 - 2004 - Lead collaborative project 'Revelation - a virtual park' with Paul St George, Fiona French, Dave Chapman and community stake-holders. Commissioned by Lee Valley Regional Park, Greater London.

2007 - 2011 - Co Lead collaborative project - Second Life Virtual Avatar World for a Higher Education University

2017 - 2018 - Lead collaborative project with PingHubVR, Artists and Galleries, leading to Introductory workshop for Artists to introduce VR paint and sculpt tools at Walthamstow Festival. Live link from/to Penang and London.

2020 - ongoing Co-Lead Artist - Amaze Artists Collective - facilitated by Fion Gunn, Co-Lead, current development of virtual world for artists with the VEC - Virtual Engineering Centre at University of Liverpool.

Publications on Virtual Worlds and artists' digital production include:

2023, A-MAZE ARTISTS - UPDATE 2023, 'Boundless – Worlds in Flux': Overcoming boundaries to virtual world integration in traditional heritage settings, Kendal, Hulme-Beaman, Gunn, Hudson, Chen, Parvez, Jiang,

2022, A-Maze Artists Update 2022: On the development of the Boundless – Worlds in Flux virtual world, Computer Science, EVA. Kendal, Gunn, Kass, Chen, Hudson <http://dx.doi.org/10.14236/ewic/EVA2022.32>

2021, The Evolving Collaboration - AMazed!: The A-Maze Artists investigate Immersive Technology to create Imagination and Artifice; Kendal, Gunn, Parvez, Chen, Broughton, Grant, Community Art, Computer Science, EVA.

2020, An Exploration of How Artists Use Immersive Technologies to Promote Inclusivity; Gunn, Kendal, Mulla. Sociology, Computer Science, EVA

2019, How Artists Can Develop Their Artwork, Its Market and Deliver Their Creative Content for Virtual Reality Environments? Kendal, Mulla, Thomazi Freitas; Engineering, Computer Science, EVA. Investigates how artists, from traditional fine art /applied art backgrounds, create innovative immersive virtual art and build upon their tangible skills,

2019, 'Cyber and You', Legend Publishers.

2011, On the Beach - A handbook for using 3D virtual digital platforms like Second Life - 'the WEISL' - 'Writing Explorations in Second Life', Hudson, Kendal, Computer Science, EVA

2003, Landscape and Arts Network Journal, Article on 'Revelation'- production of a virtual digital park for Lee Valley Regional Park and production of 'Tangents' DVD video of Cecile Elstein's creative process for the artist's site-specific installation at Wimpole Hall Sculpture exhibition , at LAN conference, Yorkshire Sculpture Park, 2003, Kendal

Artist's and Writer's practice:

Drawing, mixed media, painting, Video - Art, Film and Video; Innovative Technologies, Immersive Worlds; Aesthetics, Poetry, Story-telling; Language and culture, emotional and experiential signification; Digital, tangible and affective landscapes; Experimentation with innovative forms, methods and technologies. Commissioned digital artworks includes: 'Revelation', 'Tangents', 'Golden'.

Drawing Research

2008 - ongoing - Drawing and capture of movement and gesture, workshops by Glen Sujo for art practitioners, participant at Kettles Yard, Surrey University, Geffrye Museum, University of Surrey, Prince's Drawing School, 'Emergent Subject', gestural form, composition, totality, narrative affect, mark-making, colour and memory; Royal Drawing School drawing workshops; Drawing Research Network.

Positions

1997 - 2007 Freelance digital and video artist and director-producer for artists and community organisations.

1997 - 2016 Higher Education, including university principal lecturer, taught courses on Visual Language and Design, Life Drawing for Animators, Multimedia, and Game production. Digital software for moving and still images, audio, web, interactivity, virtual worlds and computer gaming.

2018 - 2020 Committee member and Vice President of British Kinematograph Sound and Television Society, known as IMIS - International Moving Image Society

2016- ongoing Director of DreamStudio, www.dreamstudio.io - Developing and producing innovative visualisation projects, to include VR/MR/AR platforms; project management for artists.

2020 - ongoing - EVA Advisory committee, Electronic Visualisation and Arts SIG, BCS, British Computer Society

2020 - ongoing - Co Lead Artist producer for A-Maze artists collective with Fion Gunn

2018 - ongoing - Studio Manager for CES Ltd - Cecile Elstein Studio