

CASEY REAS

b.1972, Troy, OH

Lives and works in Los Angeles

Casey Reas writes software to explore emergent systems. His work brings together conceptualism, systems theory, experimental film and animation, and drawing. While software is at the core of his practice, his work spans installation, works on paper, and live performance.

Reas has been featured in exhibitions at the San Francisco Museum of Modern Art, San Francisco, SF; Art Institute of Chicago, Chicago, IL; Museum of Contemporary Art, Los Angeles, CA; Centre Georges Pompidou, Paris, France; Victoria and Albert Museum, London, England; Museum of Contemporary Art, North Miami, FL; MIT Museum, Cambridge, MA; Zendai Museum of Modern Art, Shanghai, China; Institute of Contemporary Art, Boston, MA; Eyebeam, New York, NY; Ars Electronica, Linz, Austria; and the Zentrum für Kunst und Medientechnologie Karlsruhe, Karlsruhe, Germany. Commissions have been awarded by the Whitney Museum of American Art, New York, NY and the New World Symphony, Miami, FL.

Reas is the co-creator, with Ben Fry, of Processing, an open source programming language and environment. The project was initiated in 2001; in 2012, Reas and Fry started the Processing Foundation along with Daniel Shiffman. In 2012, Reas co-wrote and designed the book *10 PRINT CHR\$(205.5+RND(1)); : GOTO 10* (MIT Press, 2013). Reas and Fry published *Processing: A Programming Handbook for Visual Designers and Artists* (MIT Press, 2007/2014). With Chandler McWilliams and LUST, Reas published *Form+Code in Design, Art, and Architecture* (Princeton Architectural Press, 2010), a non-technical introduction to the history, theory, and practice of software in the visual arts.

Reas is a professor in the Department of Design Media Arts at the University of California, Los Angeles. He holds a Masters degree in Media Arts and Sciences from the Massachusetts Institute of Technology and a Bachelors degree from the College of Design, Architecture, Art, and Planning at the University of Cincinnati.

EDUCATION

- 2001 Master of Science in Media Arts and Sciences. Massachusetts Institute of Technology (MIT), Media Laboratory, Aesthetics & Computation Group
- 1996 Bachelor of Science in Design, University of Cincinnati, College of Design, Architecture, Art, and Planning (DAAP)

SOLO AND TWO-PERSON EXHIBITIONS

- 2019 *Compressed Cinema*, DAM Gallery, Berlin, Germany
- 2018 *Software Structures*, Artport, Whitney Museum of American Art, New York, NY
- 2017 *Stochastic Confabulation*, California Polytechnic State University Art Gallery, San Luis Obispo, CA
- 2016 *There's No Distance*, bitforms gallery, New York, NY
- 2015 *Linear Perspective*, Charlie James Gallery, Los Angeles, CA
Tox Screen, Chronus Arts Center, Shanghai, China
- 2014 *Yes No*, Pasadena City College, Pasadena, CA
- 2013 *ULTRACONCENTRATED*, bitforms gallery, New York, NY
- 2012 *Century*, Galerie [DAM] Berlin, Germany
Process, BCA Center, Burlington, VT
- 2010 *Process Compendium 2004-2010*, Galerie [DAM] Berlin, Germany
- 2009 *CODE and FORM: C. E. B. Reas and Marius Watz*, Pittsburgh Center for the Arts, Pittsburgh, PA
Transfers and Actions, Mejan Labs, Royal Academy of Fine Arts, Stockholm, Sweden
- 2008 *Process / Form*, bitforms gallery, New York, NY
- 2007 *The Protean Image*, <>TAG, The Hague, The Netherlands
Austin Heitzman and Casey Reas: Microstates, James Edward Carlos Gallery, University of The South, Sewanee, TN
Tissue Collection, collaboration with 1 of 1 Studio, Concrete Image, Amsterdam, The Netherlands
- 2006 *C. E. B. Reas & Suzung Kim*, bitforms gallery, Seoul, South Korea
- 2005 *Natural*, Bank, Los Angeles, CA
Process / Drawing 2, Galerie [DAM] Berlin, Germany
Process/Drawing, bitforms gallery, New York, NY
- 2004 *TI*, Telic Arts Exchange, Los Angeles, CA
- 2002 *Casey Reas/Golan Levin*, bitforms gallery, New York, NY

GROUP EXHIBITIONS

- 2019 *Automat und Mensch*, Kate Vass Galerie, Zürich, Switzerland
Sim-Cinema, WEVR, Los Angeles, CA
New Technologies, New Visions, Los Angeles Art Book Fair, Los Angeles Museum of Contemporary Art, Los Angeles, CA
bitforms gallery LA, ROW DTLA, Los Angeles, CA
- 2018 *Stitching and Weaving in the Digital Age*, The Residence de France, San Francisco, CA; curated by Christine Duval
Digital Artifacts, Art House, Santa Fe, NM
Programmed: Rules, Codes, and Choreographies in Art, 1965 – 2018, Whitney Museum of American Art, New York, NY; curated by Christiane Paul
Chance and Control: Art in the Age of Computers, Victoria and Albert Museum, London, England
Summer Splash 4, DAM Gallery, Berlin Germany
Coder le Monde, Center Pompidou, Paris, France; curated by Frederic Migyrou
Mis (Missing) Information, Charlie James Gallery, Los Angeles, CA; curated by Jody Zellen and Brian C. Moss
Make Pictures, bitforms gallery, New York, NY
Watch Your Bubble!, Kunstverein Tiergarten, Galerie Nord, Berlin, Germany
- 2017 *Drawn from a Score*, Beall Center for Art and Technology, Irvine, CA; curated by David Familian
Engaging Technology II: Art + Science, David Owsley Museum of Art, Muncie, IN; curated by John Fillwalk
This is How it Ends, Coaxial, Los Angeles, CA
Crooked Data: (Mis)Information in Contemporary Art, University of Richmond, Joel and Lila Harnett Museum of Art, Richmond, VA; curated by N. Elizabeth Schlatter
Modus Operandi, Société, Brussels, Belgium; curated by Société and Gregory Lang
Rhythms + Visions: Expanded + Live 3, USC School of Cinematic Arts Complex, Los Angeles, CA; curated by Michael Patterson and Candace Reckinger
Trumpdown!, Telic Art Exchange, Los Angeles, CA
- 2016 *Fifteen-Year Anniversary Exhibition*, Minnesota Street Project, San Francisco, CA
CODE and NOISE, arena 1 gallery, Santa Monica Art Studios, Santa Monica, CA; curated by Christine Duval
Code + Poetry, DAM Gallery, Berlin, Germany

- DATAStream, Center for the Arts at Virginia Tech, Blackburg, VA
- 2015 *The Dematerialized Auction: A Fluxus Fundraiser for George*, The Emily Harvey Foundation, New York, NY
Tox Screen, Chronus Arts Center, Shanghai, China, curated by Zhang Ga
- 2014 *Poetic Codings*, Institute of Contemporary Art, San Jose, CA
//the_ART_of_DATA II, Museum of Contemporary Art, Boulder, CO
Coding the Body, Apexart, New York. Collaboration with Cait Reas; curated by Leah Buechley
Presentism: Light as Material, Young Projects, Los Angeles, CA
- 2013 *do it*, Manchester Art Gallery, Manchester, England
A New Sculpturalism, Museum of Contemporary Art, Los Angeles, CA. Collaboration with
P-A-T-T-E-R-N-S
ArchiLab, FRAC Centre, Orléans, France
Paddles On!, Phillips, New York, NY; curated by Lindsay Howard
No Message Whatsoever, Galerie [DAM], Berlin, Germany
Zeitzünder, Galerie [DAM], Frankfurt, Germany
Film Lab. 6th Annual Imagine Science Film Festival. Made in NY Media Center, New York, NY
Shifting Paradigms of Identity, Kent State University Museum, Kent, OH
The Art of Data II, The Resnick Gallery, Aspen, CO
void loop, Antenna Gallery, New Orleans, LA
Autonomous, Gallery@Calit2, University of California, San Diego, CA
Run Computer Run: Examining Aesthetics, Rua Red, Dublin, Ireland
Click, Helsingør, Denmark
Back to Back, Galerie [DAM], Frankfurt, Germany
Decenter, Abrons Art Center, New York, NY
Mathematical Rhymes, Boston Cyberarts Gallery, Boston, MA
Poetic Codings, Fellows of Contemporary Art, Los Angeles, CA; toured to Boston Cyberarts
Gallery, Boston MA; curated by Jody Zellen
Infinity +1, part 1, Arena 1 Gallery, Santa Monica Art Studios, CA
- 2012 *Field Conditions*, San Francisco Museum of Modern Art, San Francisco, CA
AI Plus, National Taiwan Museum of Fine Arts, Taipei, Taiwan
Microwave International Media Art Festival. Hong Kong, China
Multiversités Créatives, Centre Pompidou, Paris, France
World on a Wire, bitforms gallery, New York, NY
Rethinking Typologies, The Art Institute of Chicago, Chicago, IL
Random Access: Data as Art, Montserrat Gallery, Montserrat College of Art, Beverly, MA
The Creators Project, Fort Mason, San Francisco, CA
Art of Data, Museum of Contemporary Art, Boulder, CO
Codings, The Pace Digital Gallery, New York, NY
- 2011 *Decode*, Design Museum Holon, Israel; organized by the Victoria & Albert Museum, London, England
Decode, The Garage Center for Contemporary Culture, Moscow, Russia
Deep Surface, Contemporary Art Museum, Raleigh, NC
Seeing/Knowing, Graham Gund Gallery, Kenyon College, Gambier, OH
Expect Big Delay, 405 Freeway, Los Angeles, CA
Think Line 2, DAM Gallery, Berlin, Germany
Ornamental Structures, Stadtgalerie Saarbrücken, Germany
Eyeo Festival, Minneapolis, MN
File Type, Gallery 400, Chicago, IL
- 2010 *Code:Craft*, Millennium Gallery, Sheffield, England
Process as Paradigm, LABoral, Gijon, Spain
Hyperlinks: Architecture and Design, The Art Institute of Chicago, Chicago, IL
E-volve, Galerie [DAM] Cologne, Germany
Quotidian Architectures, Collaboration with davidclovers, 12th International Architecture
Exhibition, La Biennale di Venezia, Hong Kong Institute of Architect, Hong Kong, China
Machinic Processes, Architecture Biennial Beijing 2010, China
Swarm Intelligence: Architectures of Multi-Agent Systems, University of Hong Kong Faculty of Architecture
Shanghai Study Centre, Shanghai, China
Decode, Museum of CAFA, Beijing. Organized by the Victoria & Albert Museum, London, England
Immuring, SCI-Arc Gallery, Collaboration with davidclovers, Los Angeles, CA
- 2009 *Abstract Cinema*, Museum of Contemporary Art, Miami, FL
Decode: Digital Design Sensations, Victoria and Albert Museum, Porter Gallery, London, England
OPEN, Gray Area Foundation for the Arts, San Francisco, CA
Vidia_Origen, Museu del Monsià, Amposta, Spain
Art and Electronic Media, bitforms gallery, New York, NY
Collider: Interactivity and New Media, Emily Davis Gallery, Myers School of Art, Akron, OH
Incognito, Santa Monica Museum of Art, Santa Monica, CA
Loops, MIT Museum, Cambridge, MA
Vida_Origen, Museu del Montsià, Amposta, Spain

- I'll be your mirror*, BANK gallery, Los Angeles, CA
HelloWorld.show() ;, CreateHere, Chattanooga, TN
- 2008 *Matters of Sensation*, Artists Space, New York, NY
5th Seoul International Media Art Biennale, Seoul, South Korea
eLandscapes, Zendai Museum of Modern Art, Shanghai, China
Space, Color, Motion, Block Museum, Northwestern University, Evanston, IL
Imaging by Numbers: A Historical View of the Computer Print, Block Museum, Northwestern University, Evanston, IL
Design Life Now: National Design Triennial, Contemporary Arts Museum, Houston, TX
Breeding Objects, C. STEM, Turin, Italy
Holy Fire, iMAL Center, Brussels, Belgium
Alt_CHP: Platform for Nordic Non-profit Art Spaces, Mikrogallerit, Denmark
Impermanent Markings, Pratt Manhattan Gallery, New York, NY
Media Cabaret at the Philadelphia Live Arts Fringe Festival, Philadelphia, PA
Project(or) Art Fair, The Protean Image Machine, Art Rotterdam, Rotterdam, The Netherlands
At Random? Netwerken en kruisbestuivingen, Museum de Paviljoens, Almere, The Netherlands
Digital Senses, Center for Contemporary Art, Kiev, Ukraine, curated by Ars Electronica
- 2007 *Feedback*, Laboral Centro de Arte, Gijon, Spain
Tissue Collection, Concrete Image Store, Amsterdam, The Netherlands
Taste, 28th Annual Benefit Auction, LACE, Los Angeles, CA
Scriptedbypurpose, FUEL Collection, Philadelphia, PA
Design Life Now: National Design Triennial, Institute of Contemporary Art, Boston, MA
Ephemeral: Explorations in Light, Claremont Museum of Art, Claremont, CA
 Summer group exhibition, bitforms gallery, New York, NY
Persee: Orchestrated Perception, Regent Theater, Los Angeles, CA
- 2006 *Design Life Now: National Design Triennial*, Cooper-Hewitt National Design Museum, New York
Cybernetic Sensibility, Daelim Museum, Seoul, South Korea
Further Processing, Kunstverein MEDIENTURM, Graz, Austria
Textelectronica, UNT Fort Worth Art Space, Fort Worth, TX
Interferenz New Arts Festival, Naturalis Electronica, San Martino Valle Caudina, Italy
Drawing / Painting / Sketching, CCCB, Barcelona, Spain
Our Distance from Things, Telic Arts Exchange, Los Angeles, CA
Drawing Conclusions on the Wall, Chapman University, Orange, CA
ARTEFACT Festival, STUK Arts Centre, Leuven, Belgium
Software Art, Decordova Museum, Lincoln, MA
Second Natures, UCLA, Los Angeles, CA
Manifesto: GenArt, DesignBlok, Prague, Czech Republic
Le Noche en Blanco, Madrid, Spain
Living Culture, Eyebeam, New York, NY
- 2005 *Bioart*, Gallery António Prates, Lisbon, Portugal
Ars Electronica Animation Festival, Linz, Austria
Forty Winks: Mini-Theater, Ego Park Gallery, Oakland CA
SWARM, Fabric Workshop and Museum, Philadelphia, PA
Generator.x, National Museum for Art, Architecture and Design, Oslo, Norway
Thick Works, School of the Art Institute, Betty Rymer Gallery, Chicago, IL
Abstraction Now in White Noise, Australian Centre for the Moving Image, Melbourne, Australia
Moving Pictures, Dallas Center for Contemporary Art, Dallas, TX
Inaugural Exhibition, bitforms gallery, Seoul, South Korea
SónarClub, Sónar, Barcelona, Spain
8 Abstractions, Now, À La Carte Digital Art, Sónar, Barcelona, Spain
Lines and Curves, LIMN Gallery, San Francisco, CA
Generative X @ onedotzero, Institute of Contemporary Arts, London, England
Visions for Education, Benesse Square, Okayama, Japan
Rhizome ArtBase 101, New Museum of Contemporary Art, New York, NY
Beecher Center, Youngstown, OH
05 TDC Exhibition, Ginza Graphics Gallery, Tokyo, Japan
Exit Festival, Créteil, France
Exposition Inventeurs! Via Festival International, Maubeuge, France
Artware3, Instituto Cultural Peruano Norteamericano, Lima, Peru
- 2004 *Art Life*, Seeing Gallery, San Francisco Exploratorium, San Francisco, CA
Touch and Temperature, Deborah Colton Gallery, Houston, TX
Sonic Acts X, Paradiso, Amsterdam, The Netherlands
L'Espace temporal, Ars Electronica Festival 2005, Linz, Austria
Digital Selections, Kendall College of Art and Design Gallery, Grand Rapids, MI
Interact1, London College of Communication, London, England
NewSchool 9 Reactive/Creative, NTT ICC, Tokyo, Japan

- Algorithmic Revolution*, ZKM, Karlsruhe, Germany
Microwave International Media Art Festival, Hong Kong, China
Siggraph 2004 Art Gallery, Los Angeles, CA
Runtime Art, Multimedia Institute, Zagreb, Croatia
Touch and Temperature, bitforms gallery, New York, NY
Artport, Whitney Museum of American Art, New York, NY
À La Carte Digital Art, Sónar, Barcelona, Spain
This is Today, Triennale, Palazzo dell'Arte, Milan, Italy
Softwarekunst, DAM & Transmediale'04, Berlin, Germany
2003 *Seven Wonders*, Chromosome Gallery, Berlin, Germany
Cluster, Mole Antonelliana, Turin, Italy
CODE, Ars Electronica, Linz, Austria
Abstraction Now, Künstlerhaus Wien, Vienna, Austria
l'esperienza del domain, Interaction Design Institute Ivrea, Ivrea, Italy
Danish Film Institute, Copenhagen, Denmark
X/AniMate, REMOTE, New York, NY
Private Tundra, Los Angeles, CA
Uijeongbu, International Digital Art Festival, Seoul, South Korea
2002 *Amoda, Digital Showcase 18*, Austin, TX
Translations/Transgressions, University of Rhode Island, Kingston, RI
Work in Progress, Interaction Design Institute Ivrea, Ivrea, Italy
Collision, MIT, Cambridge, MA
2001 *Inaugural Exhibition*, bitforms gallery, New York, NY
Interaction '01, IAMAS, Ogaki, Japan
Animations. P.S.1, New York, NY
Workspheres, Atmosphere, a collaborative project with the Aesthetics + Computation Group at MIT, Museum of Modern Art, New York, NY
2000 *New York Digital Salon*, New York, NY
Projects from the ACG, Cooper Union, New York, NY
Print on Screen, Ars Electronica Center, Linz, Austria
Expanded Entertainment, American Museum of the Moving Image, New York, NY
Siggraph 2000 Art Gallery, New Orleans, LA
FuturExpress, Sega Joypolis, Tokyo, Japan

RESIDENCIES

- 2014 Pasadena City College, Pasadena, CA. Artist in Residence
2010 Anderson Ranch Arts Center, Snowmass Village, CO. Visiting Critic
2006 George Washington University, Washington, D.C. Visiting Artist
2005 School of the Art Institute of Chicago, Chicago, IL. Visiting Artist
2005 Maryland Institute College of Art, Baltimore, MD. Visiting Artist

SELECTED AWARDS AND COMMISSIONS

- 2018 *Sketch Machine*, Drawing and animation software commission from GIPHY Arts
2017 *Impure Functions*, Day for Night Festival in Houston, TX; in collaboration with Chandler McWilliams, Lauren McCarthy and the UCLA Arts Conditional Studio
Warm Up, commissioned by UCLA Arts The Opening; in collaboration with Chandler McWilliams, Aaron Koblin, Matthew Miller.
The System Only Dreams in Total Darkness, Guilty Party, Carin at the Liquor Store, Day I Die, Walk It Back, and Sleep Well Beast. Videos commissioned by The National for EP album *Sleep Well Beast*.
2015 KNBC, Sliver Screen Studios, Houston, TX
2014 *One Point Perspective*, Covington & Burlington LLP, Washington, D.C.
University of Texas, Austin, TX
2011 *Chronograph*, New World Center, Miami, FL (with Tal Rosner), exterior mural
Signals, MIT Building 76, Cambridge, MA (with Ben Fry)
Osher Fellowship, Exploratorium, San Francisco, CA
2010 Whitney Museum of American Art, New York NY, software installation for Annual Gala
2008 Tribeca Film Institute Media Arts Fellowship, supported by the Rockefeller Foundation
2005 Prix Ars Electronica, Golden Nica for *Processing.org*
2004 *{Software Structures}*, Whitney ArtPort <http://artport.whitney.org/commissions/softwarestructures/map.html>

FESTIVALS

- 2017 *Day for Night*, Barbara Jordan Post Office, Houston, TX; curated by Alex Czetwertynski
Movimento, Ars Electronica Festival, Linz, Austria
Guilty Party, Silhouette Festival, Le Hasard Ludique, Paris, France
Americans!, Bluebird Art + Sound Festival, Snowmass, CO; curated by Jesse Fleming
- 2016 *CODE and NOISE*, Currents Festival, El Museo Cultural De Santa Fe, Santa Fe, NM; curated by Christine Duval
- 2015 *Linear Perspective*, Day for Night Festival, Austin, TX
Linear Perspective, Istanbul Light Festival, Istanbul, Turkey
- 2007 *Ars Electronica – Digital Art and Magic Moments*, Shanghai e-Arts festival, China

PUBLICATIONS

- 2017 Gobira, Pablo, and Tadeus Mucelli. *Livro: Configurações do Pós-Digital: Arte e Cultura Tecnológicas*. The Federal University of Minas Gerais.
- Bravo, Amber and Rob Giampietro. *SPAN: Conversations about Design and Technology*. Google Books.
- 2014 Reas, Casey, and Fry, Ben, *Processing: A Programming Handbook for Visual Artists and Designers, Second Edition*. MIT Press
- 2012 *10 PRINT CHR\$(205.5+RND(1)); : GOTO 10*, MIT Press. Co-authored by Nick Montfort, Patsy Budoin, John Bell, Ian Bogost, Jeremy Douglass, Mary Flanagan, Mark Marino, Michael Mateas, Casey Reas, Warren Sack, Mark Sample, and Noah Vawter.
- Reas, Casey and McWilliams, Chandler, "Designing Programs," *Graphisme en France*.
 Commissioned by the Centre national des arts plastiques.
- 2011 Casey Reas, Ben Fry et al. "Processing Architecture." *Perspecta 44: Domain. The Yale Architecture Journal*. MIT Press, Massachusetts.
- 2010 Reas, Casey, McWilliams, Chandler and LUST, *Form + Code in Design, Architecture, and Art*, Princeton Architectural Press, New York.
- Reas, Casey, and Fry, Ben, *Getting Started with Processing*, O'Reilly Media
- Reas, C.E.B., *Process Compendium, 2004-2010*, Reas Studio
- 2008 Reas, Casey, "Media + Architecture," *Cluster Magazine*, no. 7, 190-195.
- 2007 Reas, Casey, and Fry, Ben, *Processing: A Programming Handbook for Visual Designers and Artists*, MIT Press, Massachusetts.
- Reas, C. E. B., "Beyond Code," in Burke, Anthony and Tierney, Therese (ed.), *Network Practices: New Strategies in Architecture and Design*, Princeton Architectural Press, New York.
- 2006 Reas, C. E. B., "Process/Drawing," in Silver, Mike (ed.), *Programming Cultures: Architecture, Art and Science in the Age of Software Development Architectural Design*, Wiley-VCH
- Reas, C. E. B., "Who are the Progenitors of the Contemporary Synthesis of Software and Art?" in Altena, Arie and van der Velden, Lucas (eds.), *The Anthology of Computer Art*, Sonic Acts Press, Amsterdam
- Reas, Casey, "Processing: Programming for the Media Arts," *AI & Society Journal*, Springer, London
- Reas, Casey, "Processing Code," in Fishwick, Paul (ed.), *Aesthetic Computing*, MIT Press, Boston
- 2005 Reas, C. E. B., "Microlmage," A Minima 9, Espacio Publicaciones, Spain
- 2004 Reas, Casey, "The Language of Computers," in Maeda, John (ed.), *Creative Code*, Thames & Hudson, London
- Reas, Casey, "{Software} Structures," in Goriunova, Olga and Shulgin, Alexei (eds.), *Read_Me, Software Art & Cultures*, University of Aarhus Press, Aarhus, Denmark
- Reas, Casey, "Programming Media," *InterCommunication*, no. 47, Winter, ICC
- Pfaffenbichler, Norbert and Droschl Sandro (eds.), *Abstraction Now*, Künstlerhaus Wein, Vienna
- 2003 Reas, Casey, "Programming Media," in *Ars Electronica 2003: CODE: The Language of Our Time*, Hatje Cantz Verlag, Berlin, Germany
- Beeke, Anthon et al., *AREA*, Phaidon
- Klanten, R., et al *Übersee 2: From Surface Into Space*, Die Gestalten Verlag
- 2002 Reas, Casey, "Behavioral Kinetic Sculpture" in *The Art of Programming*, Sonic Acts Press, Amsterdam

INTERVIEWS

- 2017 Weisbeck, Markus, Anna Sinofzik, Adrian Palko. *Space for Visual Research, Volume 2*. Spector Books. 2017.
- Interview with Cybu Richli, Martin Venezky, moderated by Anna Sinofzik.
- 2011 "Casey Reas." *Protein Profile*. Video interview with William Rowe.
- "Art from code with Casey Reas and Marius Watz." *Creative Coding Podcast* interview with Seb Lee-Delisle. July 28
- "Casey Reas". *Substratum Visual Systems: Issue 02*
- "Casey Reas." *The Creator's Project*.
- "Get with the Program." Interview with Tracey Ingram. *Frame*, 79. 223. March – April 2011.
- Interview with Reas about FORM+CODE.
- 2009 "Interview with Casey Reas and Ben Fry." Interview with Dan Shiffman for *Rhizome*. 23 Sep 2009.
- "Casey Reas." Interview with Joshua Noble. *Programming Interactivity*. O'Reilly Press. 2009. Book

- about open-source tools for the arts including Processing, Arduino, and OpenFrameworks.
- “Casey Reas and Ben Fry on Processing.org.” *FLOSS Weekly* 52 interview. January 2009.
- 2008 “Questions about Self-organisation.” *Pixel/ACHE* 2008. June 2008. A set of questions posed to the grassroots initiatives Processing, Arduino, Dorkbot and Boxwars UK.
- “Interview with Casey Reas” Interview by Mia Makela. *A Minima* 22, 2008. 46 – 51. Live Cinema Issue curated by Mia Makela.
- “Casey Reas.” Interview by Alessandro Ludovico. *Neural* 28, 2008. 40 - 43.
- “C.E.B. Reas about a series of unexpected events.” *TAGMAG* 04: Info Aesthetics. 34 – 37.
- 2006 “Working the art process by typing in computer code.” Interview by Javier Candeira for *Visual Communication*, Special Issue: Screens and the Social Landscape 5, 2, 205 - 217. June 2006. Republished in Spanish in the magazine *GRRR* #15.
- “An Interview with Ben Fry and Casey Reas.” Interview by Donna Marie Vakalis. *Vague Terrain* 03 : Generative Art. Summer 2006.

SELECTED LECTURES AND PRESENTATIONS

- 2017 *ULTRACONCENTRATED: Image, Media, Software*. AIGA Converge: Disciplinaries and Digital Scholarship. University of Southern California, Los Angeles, CA. June 3
- 2015 *The Thing That Makes the Thing is Always More Interesting than the Thing*, Penny W. Stamps Distinguished Speaker Series, University of Michigan
Ultraconcentrated: Image, Media, Software, Department of Art lecture Series, University of Oregon
Department of Art
- 2014 *Artist Talk*, Pasadena City College, Pasadena, CA
ULTRACONCENTRATED: Image, Media, Software. ATC Lecture Series, University of California, Berkeley, CA
Artist Talk, Otis College of Art and Design, Los Angeles, CA
- 2013 *Artist Talk with Cait Reas*, Kent State University, Kent, OH
The Soft Studio, Eyeo Festival, Walker Art Center, Minneapolis, MN
The Soft Studio, Resonate, Belgrade, Serbia
- 2012 *Processing 2.0*, Mobile Processing, University of Illinois at Chicago, Chicago, IL
The Eye of the Needle, Bartlett School of Architecture, London, England
Chance Operations, Eyeo Festival, Walker Art Center, Minneapolis, MN
Artist Talk, Anderson Ranch Arts Center, Snowmass Village, CO
Compendium+, *Processing 2.0*, Intel, Portland, OR
Compendium+, Virginia Tech, Blacksburg, VA
Artist Talk, Champlain College, Burlington, VT
Compendium+, The Creator’s Project, San Francisco, CA
Conditional Drawing, Yale School of Architecture, New Haven, CT
<http://www.youtube.com/watch?v=Ok2pLb4oxV4>
- 2011 *Artist Talk*, La-Va (Los Angeles Video Artists), Los Angeles, CA
Artist Talk, The Exploratorium, San Francisco, CA
Compendium+, Eyeo Festival, Minneapolis, MN
Processing 2.0, Eyeo Festival, Minneapolis, MN
Compendium+, El Camino College, Torrance, CA
The History of the Future, Art and Technology, 1965-1971, Art as a Way of Knowing, The City Club of San Francisco, organized by The Exploratorium, funded by NSF, San Francisco, CA
Artist Talk, CalArts Graphic Design MFA, Valencia, CA
Process(ing), University of California, Santa Barbara, CA
Designing Programs, Princeton University, Princeton, NJ
Creative Coding, a Future for Design, TTI Vanguard, Design as Strategy. Los Angeles, CA
- 2010 *Artist Talk*, Anderson Ranch Arts Center, Snowmass Village, CO
Artist Talk, Media Design Program, Art Center, Los Angeles, CA
FORM+CODE, Graduate Art Program, Art Center, Los Angeles, CA
Process Compendium, Map Marathon, Royal Geographic Society, London, England
Coding with Processing as a Design Practice, University of Illinois at Chicago, Chicago, IL
Information Visualization: Mixed Taste, Anderson Ranch Arts Center, Snowmass Village, CO
Artist Talk, Anderson Ranch Arts Center, Snowmass Village, CO
Coding with Processing as a Design Practice, Design Dialogues Fall 2010: Computation after New Media, Art Center College of Design, Pasadena, CA
10 PRINT, Critical Code Studies, presented with Nick Montfort and Jeremy Douglass, University of Southern California, Los Angeles, CA
- Artist Talk*, Decoding the Visual, Victoria and Albert Museum, London, England
- 2009 *Artist Talk*, Gray Area Foundation for the Arts, San Francisco, CA
Coding as Design Practice, Design, Complexity and Change: DMI, Boston, MA
Artist Talk, University of Southern California, Division of Animation and Digital Arts, Los Angeles, CA

- Coding with Processing as a Design Practice*, University of Illinois at Chicago, Chicago, IL
- 2010 *Processing.org*, Gray Area Foundation for the Arts, San Francisco, CA
Artist Talk, Post Parametric 1: Data, Columbia University Graduate School of Architecture, New York, NY
- 2009 *Artist Talk*, University of Akron, School of Art, Akron, OH
Artist Talk and Processing.org, University of California, San Diego, School of Art, La Jolla, CA
Artist Talk, Museum of Contemporary Art, North Miami, FL
Processing, Art and Code, Carnegie Mellon University, Pittsburgh, PA
Artist Talk, Gallery 400, University of Illinois at Chicago, Chicago, IL
Artist Talk, Carnegie Mellon University, Pittsburgh, PA
- 2008 *Artist Talk*, Kavli Institute for Theoretical Physics (KITP), Santa Barbara, CA
Processing.org, 7workshops7, Malmo University, Malmo, Sweden
Artist Talk and Processing.org, California State Polytechnic University, Pomona, CA
Artist Talk, Sliver Lecture Series, Universität für angewandte Kunst, Institut für Architektur, Vienna, Austria
Form + Code, Node 08 Forum for Digital Arts, Frankfurt, Germany
Emergence, Pratt Manhattan Gallery, New York, NY
- 2007 *Artist Talk*, Integrated Media Program, Cal Arts, Santa Clarita, CA
Artist Talk, Claremont Museum of Art, Claremont, CA
Artist Talk, ArtScience, Royal Academy of Art, The Hague, The Netherlands
Artist Talk, Mediamatic, Amsterdam, The Netherlands
Artist Talk, Louisiana State University, College of Art and Design, Baton Rouge, LA
"Form + Code," workshop with Chandler McWilliams, Telic Arts Exchange, Los Angeles, CA
Persee: Orchestrated Perception, Live visual performance, Regent Theater, Los Angeles, CA
The Future of Media Art, Symposium, NTT ICC, Tokyo, Japan
Artist Talk, Sci-Arc, Los Angeles, CA
Processing.org, CD DARnet Epicenter, University of California, Riverside, CA
Processing.org, OPEN tour, University of California campuses in San Diego, Santa Barbara, Santa Cruz, and Berkeley, with David Cuartielles
- 2006 *Artist Talk*, College of Creative Studies Art Symposium, University of California, Santa Barbara, CA
Artist Talk, Fort Worth Museum of Art, Fort Worth, TX
Artist Talk and Processing.org, MOVE3, New York University, New York, NY
Processing.org, OFFF, CCCB, Barcelona, Spain
Process / Drawing, iDMAa/IMS <code> Conference, Miami University, Oxford, OH
Artist Talk and Processing.org, SEE, Hessian State Theater, Wiesbaden, Germany
Artist Talk, George Washington University, Washington, D.C.,
- 2005 *3rd Iteration, Generative Systems in the Electronic Arts*, Keynote Presentation, Melbourne, Australia
Artmedia IX, Artist's Talk, Salerno University, Salerno, Italy
Artist Talk, Media Center Lume, Helsinki, Finland
Generator.x, Artist Talk, Atelier Nord, Oslo, Norway
Siggraph 2005, Processing.org: A Networked Context for Learning Computer Programming, Los Angeles, CA
Processing, Sonarama, Sonar, Barcelona, Spain
Real Time Workshop, Programming Media, Centre d'Art Santa Monica, Barcelona, Spain
Visiting Artist, School of the Art Institute of Chicago, Chicago, IL
Visiting Artist, Maryland Institute College of Art, Baltimore, MD
Artist Talk, Current Issues in Digital Art, UC San Diego, San Diego, CA
Artist Talk, Rochester Institute of Technology, Rochester, NY
Processing.org, Tokyo TDC Day '05, Tokyo, Japan
Computational Information Design, Flash In The Can, Toronto, Canada
An Introduction to Processing, Machine Project, Los Angeles, CA
Programming Media, 049 Maryland Institute College of Art, Baltimore, MD
Programming Media, THICK Design Series, School of the Art Institute Chicago, Chicago, IL
- 2004 *Artist Talk*, Minneapolis College of Art & Design, Minneapolis, MN
Programming Media / Microlmage, USC School of Cinema-Television, Los Angeles, CA
Programming Media, Sonic Acts X, Paradiso, Amsterdam, The Netherlands
Artist Talk, 044 Microwave International Media Art Festival, Hong Kong, China
Program/Process, Distributed Form: Network Practice, UC Berkeley, Berkeley, CA
{Software} Structures, Read_Me, Aarhus University Aarhus, Denmark
Processing, Dorkbot City Camp, Aarhus, Denmark
Web Graphics: International Processing, Siggraph 2004, Los Angeles, CA
Self-Organizing Systems: rEvolutionary Art, Science, and Literature, UCLA, Los Angeles, CA
Artist Talk, Media Art and Technology Program, UC Santa Barbara, Santa Barbara, CA
Artist Talk, Design Dialogues, Art Center College of Design, Pasedena, CA
Programming Media, San Francisco Art Institute, San Francisco, CA
Craft & Code, Pixel Raiders 2, Sheffield Hallam University, Sheffield, England
- 2003 *Processing*, Bootlab, Berlin, Germany
Artist Talk, ART+COM, Berlin, Germany

- Programming Media, Processing*, University of Southern California, Los Angeles, CA
Artist Talk, DAMPF Research Labs, Linz, Austria
Sketches and Applications: Processing, Siggraph 2003, San Diego, CA
Web Graphics: Processing, Siggraph 2003, San Diego, CA
Artist Talk, Seoul National University, Seoul, Korea
Programming Media, Art Center Nabi, Seoul, Korea
Processing, Interaction Design, Royal College of Art, London, England
Programming Media, Processing, Architectural Association Design Research Lab, London, England
Emergent Form, Interactive Media Art Laboratory, Brussels, Belgium
Artist Talk, Oslo School of Architecture, Oslo, Norway
Programming Media, Processing, UCLA, Los Angeles, CA
On Software, AIGA Experience Design, London, England
Processing, IDEO London, London, England
Artist Talk, Central Saint Martins, London, England
On Software, Goldsmiths College, London, England
On Software, Automaten, Berlin, Germany
Artist Talk, University of the Arts, Berlin, Germany
Artist Talk, HGKK, Bern, Switzerland
- 2002 *Processing– Electronic Sketchbook*, Bartlett School of Architecture, London, England
Artist Talk, Amfibio, Helsinki, Finland
Living Surfaces, Open Doors, Doors of Perception 7, Amsterdam, The Netherlands
Artist Talk, University of Leiden, Leiden, The Netherlands
Artist Talk, Parsons School of Design, New York, NY
Formalism and Creativity session, Numer02, Paris, France
Reactive Image, Basel HGK, Basel, Switzerland
- 2001 *Artist Talk*, Sonic Acts, Paradiso, Amsterdam, The Netherlands
Interazione – Alcune Nozioni, Scienze della Comunicazione, Ivrea, Italy
Artist Talk, IAMAS, Interaction'01, Ogaki, Japan
Concepts in Interaction, Experimentadesign 2001, Lisbon, Portugal
Dynamic Systems, Baton Rouge Video Project, Louisiana State University, Baton Rouge, LA
- 2000 *Dynamics and Metadesign sessions*, Numer00, Paris, France
The Aesthetics & Computation Group, International Media Research Foundation, Tokyo, Japan

SELECTED PANELS AND SYMPOSIA

- 2013 *Interspatial: E.A.T., Cybernetic Serendipity, and the Future of Creative Collaboration*, the Exploratorium, San Francisco, CA. September 21
Of 5 or 10 Minds about Collaboration. The authors of *10 PRINT CHR\$(205.5+RND(1)); : GOTO 10* discuss new forms of collaborative scholarship. University of California, Los Angeles University of Southern California, Los Angeles, CA. January 22
- 2012 *Is Drawing Dead?* Yale School of Architecture Symposium. New Haven, CT. *Burning Bridges: Questioning Practice*. February 9-11
<http://www.youtube.com/playlist?list=PL79A5264A0ADED746>
The Artist as Researcher. The Creators Project. San Francisco, CA. March 17
- 2011 *Kill Screen Dialogue*. New Museum of Contemporary Art. New York, NY. December 16
Form+Code. IndieCade. Los Angeles, CA. October 8
The Agency of Code: Form, Tool, Policy. Designing Geopolitics Symposium. University of California, San Diego. June 2-3
- 2009 *Intensive Fields: New Parametric Techniques for Urbanism*. University of Southern California. Los Angeles, CA. December 12
Code, Form, Space. Carnegie Mellon University. Pittsburgh. February 3-7
Binary Prospections: Expanded Impression. University of Barcelona. Barcelona, Spain. June 6-7
- 2008 *Software Studies*. University of California, San Diego. San Diego, CA. May 21-22
Code and the Artist's Mark. Pratt Institute, Brooklyn, NY. March 5
Patterns, Pixel and Process: Discussing the History of the Computer Print, *Artist Talk*, Block Museum of Art, Northwestern University, Chicago, IL. February 15-17
- 2007 *Information Aesthetics 2 Symposium*. Today's Art. Spui Theater. The Hague, Netherlands
The Future of Media x Art. ICC 10th Anniversary Session Series Vol.1. Special Symposium. Tokyo, Japan. September 22
OPEN: Open Source Sound, Image, and Electronics. University of California, Los Angeles. February 9-10
- 2006 *Sonic Acts XI. The Anthology of Computer Art*. De Balie Center. Amsterdam, The Netherlands. February 25
- 2005 *Ars Electronica Symposium*. Forum IV, Net Vision. Linz, Austria. September 5
- 2004 *Who Owns Our (Software) Culture*, ISEA 2004, The Twelfth International Symposium on

- Electronic Art, Helsinki, Finland. August 21
- 2003 *Software and Art*, (Moderator) Prix Ars Electronica Forum, Linz, Austria. September 10
- Interdiscipline Media Arts*, Transmediale '03, Berlin, Germany. February 6
- 2000 *The State of Interactive Design*, ISEA 2000, Paris, France. December 8

SELECTED WORKSHOPS

- 2018 *Experimental Animation and Video with Code*. Anderson Ranch Arts Center, Snowmass Village, CO. July 2 – 6
- Generative Cinema*. Central Academy of Fine Arts, Beijing, China. July 2 – 6
- 2017 *Conditional Drawing*. California Polytechnic State University, San Luis Obispo, CA. November 3
- Learning to Speak with Code*. Strelka Institute, Moscow, Russia. March 25 – 26
- The New Normal*. Strelka Institute, Moscow, Russia. March 22 – 24
- 2016 *Seven Easy Pieces and the Complex Whole: A Foundation in Systems Thinking and Computer Programming*. The European Graduate School, Saas-Fee, Switzerland. July 1 – 3
- 2015 *Seven Easy Pieces and the Complex Whole: A Foundation in Systems Thinking and Computer Programming*. The European Graduate School, Saas-Fee, Switzerland. June 20 – 22
- Graduate Thesis Workshop*. Southern California Institute of Architecture, Los Angeles, CA. May 11 - 22
- Code and Digital Fabrication*. Anderson Ranch, Snowmass Village, CO. August 3 – 8
- The Nature of the Pixel*. University of Denver, Denver, CO. September 3 – 5
- 2014 *-GRAPH*. Ohio State University, Columbus, OH. September 3 – 5
- Audio Visual*. Sonos Studio, Los Angeles, CA
- Urban Data Hackathon*. Swissnex, San Francisco, CA. February 22
- Conditional Drawing*. Pasadena City College, Pasadena, CA. February 4 – 6
- Code Coterie: Custom Software for Surface Design*. Kent State University, Kent, OH. November 15
- 2013 *Drawing with Code*. Shakerag Workshop, Sewanee, TN. June
- Print, Paper, Process*. Hammer Museum, Los Angeles, CA. February 23
- 2012 *Expanded Cinema Workshop*, Anderson Ranch Arts Center, Snowmass Village, CO
- Conditional Drawing*. Virginia Tech, Blacksburg, VA
- 2006 *Processing Workshop*, Shakerag Workshops 2006, Sewanee, TN
- 2005 *Screen Paper Pattern*, Fabrica, Treviso, Italy
- Processing Workshop*, Flash In The Can, Toronto, Canada
- 2004 *Processing Workshop*, City University of Hong Kong, Hong Kong, China
- Processing Workshop*, Minneapolis College of Art and Design, Minneapolis, MN
- Processing Workshop*, University of Huddersfield, Huddersfield, England
- Processing Workshop*, Sheffield Hallam University, Sheffield, England
- Advanced Processing Workshop*, University of Southern California, Los Angeles, CA
- 2003 *Programming Mobile Media*, Interaction Ivrea, Ivrea, Italy
- Processing Workshop*, University of Southern California, Los Angeles, CA
- Processing Workshop*, Hongik University, xD_5, Seoul, Korea
- Processing Workshop*, Interactive Media Art Laboratory, Brussels, Belgium
- Visual Concepts for Responsive Media*, Oslo School of Architecture, Oslo, Norway
- Processing*, Transmediale '03, Berlin, Germany
- Piemonte Programming Workshop* Interaction Ivrea, Ivrea, Italy
- Living Surfaces*, Hyperwerk, Basel, Switzerland
- 2002 *Processing Workshop*, Image & Sound Program, Royal Conservatory, The Hague, The Netherlands
- Workshop Algorithmique*, Les Ateliers/ENSCI, Paris, France
- Interactive Image Workshop*, Hyperwerk, Basel, Switzerland
- 2001 *Masters Class in Interaction Design*, University of Art and Design Helsinki (UIAH), Helsinki, Finland
- Computational Design Workshop*, University of Cincinnati, DAAP, Cincinnati, OH
- 2000 *Computational Design Workshop*, Rhode Island School of Design, Providence, RI

PEDAGOGY

- 2003- present UCLA Design Media Arts, Professor
- 2001-2003 Interaction Design Institute Ivrea, Associate Professor

JURIES

- 2004 Prix Ars Electronica, Net Vision Category

- 2003 Berlin Transmediale, Software Category
VIPER Basel, Transposition Category
Prix Ars Electronica, Net Vision / Net Excellence Category
- 2002 Nordic Institute for Contemporary Arts, Helsinki, Finland, New Media Artist in Residence

SELECTED BIBLIOGRAPHY

- 2018 Greenberger, Alex. "The Browser: At the Whitney, 'Programmed' Piquantly Draws Out Connections Between TV and the Internet," *ArtNews Magazine*, November 11
Kantono, Sidney. "UCLA's top teachers recognized at ceremony at Chancellor's residence," *UCLA Newsroom*, October 31
Wang, Reyna. "'Programmed: Rules, Codes, And Choreographies in Art, 1965 – 2018,' Opens At The Whitney," *The Knockturnal*, October 2
Magdaleno, Johnny. "Animated TV Shows Turn Into Static, Coded Canvases," *Vice*, September 5
Maxwell, Amanda. "Data Visualization Brings the Numbers to Life," *Now*, August 15
Editors. "Art Talks: Casey Reas – Combining Code and Stan Brakhage," *Anderson Ranch Arts Center*, July 26
Ross, Alex, R. "The National Mark a Year of Turump in Power with New 'Walk It Back' Video," *Noisey*, January 21
Helman, Peter. "The National – 'Walk It Back' Video," *Stereogum*, January 20
Campbell, Cate, S. "PODCAST: Casey Reas And The Art Of Interactivity," *Forbes*, January 8
Reas, Casey. "2017: The Year According To Casey Reas," *The Gradient*, December 14
- 2017 Yukina, Sonia and Vladimir Shlygin. "Casey Reas: Software as an art," *Geek Times*, July 24
"The National Release 'Guilty Party' Music Video," *antiMusic*, July 3
Malt, Andy. "The National announce Guilty Parties for Guilty Party," *Computer Music Update*, June 30
Yeung, Vivian. "The National Release Casey Reas-Directed Video For *Guilty Party*," *Crack Magazine*, June 29
Arie, Ekaterina. "Casey Reas on coding: you need to be able to read and write," *Strelka Institute*, March 19
Baumgardner, Julie. "A Guide to America's Next Great Art Neighborhood," *The New York Style Magazine*, January 11
"Extended until March 4: bitforms fifteen-year anniversary exhibition at Minnesota Street Project," *Art Daily*, January 7
- 2016 Khan, Nora, N. "Casey Reas's Disconcerting Software Paintings," *The Village Voice*, October 13
Salomone, Andrew. "'There's No Distance' Charts 15 Years of Evolving New Media Art," *The Creators Project*, September 21
"Casey Reas Solo Exhibition 'There's No Distance' at Bitforms," *Sedition*, September 16
Miller, Meg. "Code Art Rooted In An Unlikely Era: The 1960s," *Fast Co.Design*, September 9
"21 Artists to watch this September," *Artspace*, September 2
Weideman, Paul. "All the Pretty Software: CODE and NOISE," *Santa Fe New Mexican*, June 10
Correia, Nico. "Bridging the gap between art and code," *UCLA Newsroom*, April 25
Drucker, Johanna. "Nostalgia for the Lost Subject of Technology in the Work of Casey Reas," *Los Angeles Review of Books*, January 29
- 2015 Palop, Benoit. "Here's Everything Awesome About Processing 3.0," *The Creators Project*, October 19
Nichols, K. "Casey Reas' Linear Perspective," *ArtDependence Magazine*, September 21
- 2014 Chayka, Kyle. "Pricing Pixels: Breaking Down the Barriers of Selling Digital Art," *Complex Art + Design*, January 22
Rosenberg, Karen. "Glimpses of the Past and a High-Tech Future," *The New York Times*, April 3
Emerson, Rosenthal. "Casey Reas' Newest Artwork Is A Coded, Projected 'Allegory Of The Cave'," *Creators Project*, March 14
Kampmann, Matthias. "Marktplatz in Digitalien," *ArtMagazine*, January 19
- 2013 Obrist, Hans Ulrich. *Do It: The Compendium*, 448. Independent Curators International, New York.
Sifferlin, Alexandra. "Laptop Louvre," *TIME Magazine*, October 10
Horton, Guy. "Working at the Crystalline Level," *Metropolis*, August
Hansen, Mark. "Data- Driven Aesthetics," *Bits, The Business of Technology, The New York Times*, June 19
Bookhardt, Eric, D. "Review: *Void Loop*," *Gambit, Best of New Orleans*, August 25
Wingham, Ivana. (ed.), *Mobility of the Line: Art Architecture Design*, 248. Birkhaeuser, London, England.
Landau, Asher. "'Americans!' highlights the powers of Processing," *Daily Bruin, University of California, Los Angeles*, November 18
McSherry, Siofra. "Review: *Run Computer Run*," www.thisistomorrow.info
- 2012 Raymundo, Oscar. "Yeasayer's Chris Keating on Their Space-Age New Tour," *Rolling Stone*, September 6
Chang, Kee. "Q&A with Casey Reas: The famed software designer provides an in-depth look at his innovative stage design for Yeasayer's *Fragrant World Tour*," *Anthem*, September 14
Gail, Leor. "A Look into the Creative Process Behind Yeasayer's New Performance Visuals," *Forbes*, September 12

- "How to Draw With Code," *The Creators Project*, June 25
- 2011 Gonchar, Joann. "Yale Symposium Explores Drawing in the Digital Age," *Architectural Record*, February 21
- Ingram, Tracey. "Get with the Program," *Frame*, 79: 223, March - April
- Swed, Mark. "Dispatch from Miami: New World Symphony Center preview," *Los Angeles Times*, January 26
- Tommasini, Anthony. "IAiry Home for Music and Its Fans," *The New York Times*, January 26
- "Photo Essay: The New World Center," *PBS News Hour*, January 25
- 2010 Heller, Stephen. "Stylish Textiles for the Modern World," Imprint, *Salon*, November 10
- Waelder, Pau. "Media art and the art market (II)," *Art.Es*, 39-40: 115-117.
- Rawsthorn, Alice. "The Invincible Book Keeps Reinventing Itself," *The New York Times*, October 24
- Laforet, Anne. "Art Numérique et Conservation," *MCD*, 20-21, March - April
- O'Brien, Danny. "A programming language aimed at real people," *Irish Times*, January 22
- Soutar, Ian. "The art of the possible for digital curators," *Sheffield Telegraph*, January 21
- "Process as Paradigm," *LABoral Catalog*
- Rawsthorn, Alice. "A Master of Image and Information," *The New York Times*, October 10
- 2009 Vogel, Traci. "Grey Area's new gallery hopes to cast light on an underserved neighborhood," *SF Weekly*, October 19
- Shiffman, Daniel. "Interview with Casey Reas and Ben Fry," *Rhizome*, September 23
- Mary and Leigh Block Museum of Art, *Annual Report 2007-08*
- Shinn, Dorothy. "Visitors can interact with art at UA exhibit," *Akron Beacon Journal*, September 20
- Levy, Steven. "Steven Levy on the Answer Engine, a Radical New Formula for Web Search," *Wired*, May
- Thomas, Mary. "Retrospective focuses on complex, emotional videos by Tapia-Urzuá," *Pittsburgh Post-Gazette*, April 9
- Shaw, Kurt. "Animal Imagery Speaks Out," *Pittsburgh Tribune-Review*, February 18
- Jablonka, Eva. "Extending Darwinism," *SEED*, January
- 2008 Mark, Roseann. (ed.), *Around the Block: Activities of the Mary and Leigh Block Museum of Art*, Northwestern University, Winter
- Goodall, Hurley. "The Computerized Artist," *Chronicle of Higher Education*, February
- Artner, Alan G., "Feast for the eyes and mind," *Chicago Tribune*, January 31
- Weinberg, Lauren. "Bit by bit, putting it together," *Time Out Chicago*, January 24
- 2007 "Casey Reas," *Neural*, 40-43, Winter
- Binshtock, Avital. "Inland Art Empire," *art ltd.*, 66, November
- Friedman, Thomas L., "The Power of Green," *The New York Times Magazine*, 49, April 15
- Esquire North: A New View*, 32, 55
- 2006 Hwang, You-mee. "Cutting-edge Art Experiments with New Media," *The Herald*, October 17
- Jana, Reena. "Getting Connected," *Art + Auction*, 138-143, June
- Morgan, Robert, bitforms gallery catalog
- Paul, Christiane, et al., *Second Natures*, The Regents of the University of California, Los Angeles, 2006. Essay excerpt, 9-10
- Bloemink, Barbara, Hodge, Brooke, Lupton, Ellen and McQuaid, Matilda, *Design Life Now: National Design Triennial 2006*, Cooper-Hewitt
- 2005 Quaranta, Domenico. "LeWitt's Ideal Children," *Arte e Critica*, Issue 44, December
- "Design Talk: Casey Reas. Processing," *Computer Arts*, May
- Baker, R. C., "Show World," *Village Voice*, March 22
- Petersen, Andrea. "Art for When There's Nothing on TV," *The Wall Street Journal*, February 16
- Franzreb, Danny. "Programming for Designers Who Think They Can't Do It," *IdN*, 12: 2
- Kerlow, Isaac. *Foundation Art*, John Wiley & Sons
- Rucker, Rudy. *Lifebox, the Seashell, and the Soul*, Thunder's Mouth Press
- Schmidt, Petra and Driller, Mirko, *Patterns in Design, Art and Architecture*, Birkhäuser Verlag
- 2004 Tan, Tori. "Casey Reas," *XFuns Magazine*, 13, August
- Birch, Thomas and Thomas Makussen. "Read_Me 2," *Harddisken*, June
- Tan, Tori. "Processing: Interview with Casey Reas," *XFuns Magazine*, 11, May
- "Exploring Digital Possibilities," *Sheffield Telegraph*, April 2
- Altena, Arie. *Unsorted, Thoughts on the Information Arts, Sonic Acts / De Balie eproject vol. 2*, Pao&Paws, Taipei
- Cameron, Andy (ed.), *IdN Special 04: The Art of Experimental Interaction Design*, IdN, Hong Kong
- Tissage*, Association Metis, Paris
- Pfaffenbichler, Norbert and Sandro Droschl. *Abstraction Now*, Edition Camera, Austria
- 2003 Campion, Sebastian. "Code. In Conversation with Casey Reas," *kopenhagen.dk*. October
- Hoxley, Rich. "Code Dependency," *Print Magazine*, September - October
- Broegger, Andreas. "Software Art, An Introduction," *kopenhagen.dk*. September
- Sparks, Heather. "Web Design for Dummies," *Wired Magazine*, September
- Vanderbeeken, Mark. "Processing: Programming as Art," *Cluster Magazine*, Fall
- Ha, Young-June. "Interview with Casey Reas," *Korea Tatler*, 3: 22. August
- Brown, Liz. "Eye Candy," *Grafik*, July
- Osterfildern-Ruit*, Hatje Cantz Verlag
- Christov-Bagarkiev, Caroly., *Animations*, Kunst-Werke, Berlin, Germany

- Paul, Christiane. "Public Cultural Production Art (Software })," in *Ars Electronica 2003: In CODE : The Language of Our Time*, Hatje Cantz Publishers
- Vago-Laurer, Valerie (ed.), *AREA*, Phaidon Press Limited, London, England
- Interaction Design Almanacco 2003*, Interaction Design Institute Ivrea, Italy
- Bang! Bande Dessinée, Images, Actualité*. 3. Casterman & Beaux Arts, Paris, France
- ROJO.nu*, Sintonison S.L., Barcelona, Spain
- Salon version 3.0 DVD*, Furukawa, Tokyo, Japan
- Imbecil CD-ROM*, Alku, Barcelona, Spain
- Ubersee #2*, Die Gestaltung Verlag, Berlin, Germany
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- Melcer, Anne. "Numer, Design Interactif et Humaines Conditions," *Étapes: 85*, June
- New York Reviews*: "Bitforms Inaugural Show," *ArtNews*. April
- Lehrer, Jeremy. "New Visual Artists Review: 20 Under 30," *Print*, March - April
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- "Casey Reas," *The Graphics Book*, D&AD, London, England
- 2001 Jesdanun, Anick. "Digital Art Gaining Acceptance," *Associated Press*, December 10
- Martini, Federica. "Sculpture Immateriali, Intervista a Casey Reas," *Exibart*, December
- Processing, Mein elektronisches Sketchbook," *DE:BUG 64*, October
- Sakane, Itsuo. The Interaction '01, Dialogue with Expanded Images, IAMAS, Ogaki
- Wolff, Laetitia and Xu, Wang (ed.), *Design Focus Media: ACG*, China Youth Press, Hong Kong
- 2000 Coleman, B. "Aesthetics + Computation Group." *ArtByte*. Summer
- "Eighth Annual New York Digital Salon," *Leonardo*, 33: 5
- Stocker, Gerfried and Christine Schopf (ed.), *Ars Electronica 2000 – Next Sex*, Springer, Vienna
- IBM Systems Journal*, 39: 3 & 4.

SELECTED PUBLIC AND PRIVATE COLLECTIONS

Artist Pension Trust
Artport, Whitney Museum of American Art
 Centre Pompidou, Paris, France
 Fonds Régionaux d'Art Contemporain, Orleans, France
 Johnson & Johnson
 Mary & Leigh Block Museum of Art, Northwestern University, Evanston, IL
 Massachusetts Institute of Technology, Cambridge, MA
 Mulia Group, Jakarta, Indonesia
 New World Symphony, Miami Beach, FL
 Rhizome
 Sprint, Overland Park, KS
 The Repulse Bay, Hong Kong
 Victoria & Albert Museum, London, England
 W Hotel, Seoul, South Korea