

# Daniel Vatsky

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## Projection Design / Live Video Performance

### Designer

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<i>The Master Builder</i>	The People's Light and Theater	2011
<i>The Oldest Story in the World</i>	The Southern Theater	2010
<i>The Psychasthenia Society</i>	Galapagos / PS122	2003-2008
<i>Surface</i>	Philippa Kaye Company	2005
<i>The Situation Room</i>	Brooklyn Drama Club	2003

### Associate Designer

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<i>Rent</i>	New World Stages	2011
<i>Divine Rivalry</i>	Hartford Stage	2011
<i>Autumn Sonata</i>	Yale Repertory Theater	2011
<i>Wings</i>	2nd Stage	2010
<i>The Elaborate Entrance of Chad Deity</i>	2nd Stage	2010
<i>Madame Whitesnake</i>	Opera Boston	2010
<i>Grace Jones - Hurricane</i>	Manhattan Center	2009
<i>Notes from Underground</i>	Yale Repertory Theater	2009

## Related Video Work

### Animation

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<i>Into the Deep</i>	Steeplechase Films	2010
<i>We Shall Remain: Tecumseh</i>	Steeplechase Films	2008
<i>Lord God Bird</i>	White Mountain Films	2007
<i>Andy Warhol: A Documentary Film</i>	Steeplechase Films	2006

## Editing

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The Outpost	2007-present
Canal Street Communications (Laurie Anderson)	2006-2007
WNET Interactive	2004-2007

## Videography

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<i>Sufjan Stevens Concert at Celebrate Brooklyn</i>	2011
<i>Phaedra Backwards</i>	2011

## Audiovisual Technician

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<i>The New Museum</i>	2007-2008
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## Film and Photography Research

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<i>Absolute Wilson</i>	Steeplechase Films	2006
<i>Ring of Fire</i>	Shoot the Moon	2006
<i>The Boys of 2nd Street Park</i>	Shoot the Moon	2005
<i>Bill Moyers: On The Hudson</i>	Public Affairs Television	2002
<i>New York: A Documentary Film</i>	Steeplechase Films	1999

## Teaching

**Adjunct Instructor - Cinema Studio I and II**  
**Polytechnic Institute of NYU, Brooklyn, NY. 2007-2010**

*Curriculum design and teaching of undergraduate course in video production.*

## Education

**MS - Experimental Media Center**  
**Polytechnic Institute of NYU, Brooklyn, NY. December 2008**

*Thesis research in multi-stream native HD video capture and mixing system with realtime compositing, effects, and output capabilities.*

*Other projects included development of video game "The Last Friday" based on computer vision analysis, allowing players to control virtual avatars through real-world physical movement.*

**BFA - Filmmaking, State University of New York**  
**Purchase College, Purchase, NY. May 1994**

## **Skills**

### **Editing and Compositing**

- Final Cut Studio
- Adobe After Effects
- Adobe Premiere Pro
- Avid Media Composer

### **Graphics**

- Adobe Photoshop
- Adobe Illustrator

### **Programming**

- Max/MSP/Jitter

### **Media Servers**

- Isadora
- Modul8
- QLab
- Hipotizer

### **Drafting**

- Vectorworks

### **Cameras**

- Panasonic HVX-200
- Canon HD SLRs
- 16mm and 8mm film
- Legacy hi8, miniDV, and television broadcast cameras